Package: mixboxr (via r-universe)

May 28, 2026

Title Color Blending with 'Mixbox'

Version 0.0.3

Description Offers blending method for natural color mixing with the C/C++ implmentation of 'Mixbox' <https://github.com/scrtwpns/mixbox> library.

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BugReports https://github.com/paithiov909/mixboxr/issues

Imports colorfast, rlang

Suggests testthat (>= 3.0.0)

LinkingTo cpp11

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Encoding UTF-8

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Repository https://paithiov909.r-universe.dev

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RemoteUrl https://github.com/paithiov909/mixboxr

RemoteRef HEAD

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Contents

`lerp` *Mixbox blending of two colors*

Description

Blends two colors using the 'Mixbox' algorithm. The input is expected to be an integer vector with the color channels packed in the following way:

- red: bits 0-7
- green: bits 8-15
- blue: bits 16-23
- alpha: bits 24-31

You can use `colorfast::col_to_int()` to convert colors to integers and `colorfast::int_to_col()` to convert integers back to hexdecimal colors.

Usage

```
lerp(x, y, t)
```

Arguments

`x, y`	Colors to blend
`t`	Mixing ratio

Value

Returns blended colors as native packed integers. For `lerp.nativeRaster()`, it returns a `nativeRaster` object.

See Also

- Mixbox - Natural Color Mixing Based on Real Pigments
- scrtwpns/mixbox

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