

Package: gsisdecoder (via r-universe)

July 9, 2024

Title High Efficient Functions to Decode NFL Player IDs

Version 0.0.1.9000

Description A set of high efficient functions to decode identifiers of National Football League players.

License MIT + file LICENSE

Encoding UTF-8

LazyData true

Roxygen list(markdown = TRUE)

RoxygenNote 7.1.1

LinkingTo Rcpp

Imports Rcpp

URL <https://github.com/mrcaseb/gsisdecoder>

BugReports <https://github.com/mrcaseb/gsisdecoder/issues>

Suggests testthat, covr

Repository <https://nflverse.r-universe.dev>

RemoteUrl <https://github.com/nflverse/gsisdecoder>

RemoteRef HEAD

RemoteSha 0fecf4600081ef57ec9dd02eb89d0b47f3edbd0

Contents

decode_ids	2
Index	3

decode_ids	<i>Decode NFL GSIS player IDs</i>
------------	-----------------------------------

Description

This function is a wrapper around the high efficient c++ function for fast decoding of NFL GSIS player ids intended to be used within the R package nflfastR.

Usage

```
decode_ids(player_ids)
```

Arguments

`player_ids` A character vector of encoded (or decoded) GSIS player IDs in NFL play-by-play data sets loaded with [fast_scraper](#) or `nflfastR::build_nflfastR_ppb`.

Value

Decoded GSIS player IDs

Examples

```
# Decode IDs including already decoded ids and NA
decode_ids(c(
  "32013030-2d30-3033-3338-3733fa30c4fa",
  NA_character_,
  "00-0033873",
  NA_character_,
  "32013030-2d30-3032-3739-3434d4d3846d"
))
```

Index

`decode_ids`, 2

`fast_scraper`, 2