Package 'gsisdecoder'

October 13, 2022

Title High Efficient Functions to Decode NFL Player IDs

Version 0.0.1

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

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Encoding UTF-8

LazyData 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

NeedsCompilation yes

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Repository CRAN

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R topics documented:

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decode_ids   *Decode NFL GSIS player IDs*

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_pbp.

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"
))
```

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