

# Package: toonfmt (via r-universe)

May 25, 2026

**Title** R Bindings for TOON Format

**Version** 0.0.0.9000

**Description** Provides R bindings for reading and writing TOON (Token-Oriented Object Notation) format files. TOON is a lightweight, human-readable data serialization format. This package uses Rust for fast parsing and encoding.

**License** MIT + file LICENSE

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.3.3

**Config/rextendr/version** 0.4.2.9000

**SystemRequirements** Cargo (Rust's package manager), rustc >= 1.65.0, xz

**Depends** R (>= 4.2)

**Suggests** bit64, testthat (>= 3.0.0)

**Config/testthat/edition** 3

**Config/pak/sysreqs** xz-utils libclang-dev

**Repository** <https://dyfanjones.r-universe.dev>

**Date/Publication** 2026-01-23 17:02:19 UTC

**RemoteUrl** <https://github.com/DyfanJones/toonfmt>

**RemoteRef** HEAD

**RemoteSha** 0d0b48ac604d3039c3ecc8150dcfcf5190969935

## Contents

read_toon_conn . . . . .	2
read_toon_file . . . . .	2
read_toon_raw . . . . .	3
read_toon_str . . . . .	3
write_toon_file . . . . .	4
write_toon_raw . . . . .	4
write_toon_str . . . . .	5

**Index****6**


---

read_toon_conn	<i>Parse TOON data from connection and return the parsed data as an R object.</i>
----------------	---

---

**Description**

Parse TOON data from connection and return the parsed data as an R object.

**Usage**

```
read_toon_conn(conn, strict = TRUE, coerce_types = TRUE, int64 = "double")
```

**Arguments**

conn	A connection object (e.g., from file(), url(), gzfile(), etc.)
strict	Use strict mode for parsing (default: true)
coerce_types	Enable automatic type coercion (default: true)
int64	How to handle large integers: "double" (default), "string", or "bit64"

---

read_toon_file	<i>Read a TOON file and return the parsed data as an R object.</i>
----------------	--

---

**Description**

Read a TOON file and return the parsed data as an R object.

**Usage**

```
read_toon_file(path, strict = TRUE, coerce_types = TRUE, int64 = "double")
```

**Arguments**

path	Path to the TOON file
strict	Use strict mode for parsing (default: true)
coerce_types	Enable automatic type coercion (default: true)
int64	How to handle large integers: "double" (default), "string", or "bit64"

---

read_toon_raw	<i>Parse TOON data from raw bytes and return the parsed data as an R object.</i>
---------------	--

---

**Description**

Parse TOON data from raw bytes and return the parsed data as an R object.

**Usage**

```
read_toon_raw(raw_bytes, strict = TRUE, coerce_types = TRUE, int64 = "double")
```

**Arguments**

raw_bytes	Raw bytes containing TOON format data
strict	Use strict mode for parsing (default: true)
coerce_types	Enable automatic type coercion (default: true)
int64	How to handle large integers: "double" (default), "string", or "bit64"

---

read_toon_str	<i>Parse a TOON string and return the parsed data as an R object.</i>
---------------	---

---

**Description**

Parse a TOON string and return the parsed data as an R object.

**Usage**

```
read_toon_str(toon_str, strict = TRUE, coerce_types = TRUE, int64 = "double")
```

**Arguments**

toon_str	TOON format string
strict	Use strict mode for parsing (default: true)
coerce_types	Enable automatic type coercion (default: true)
int64	How to handle large integers: "double" (default), "string", or "bit64"

---

write\_toon\_file      *Write an R object to a TOON file.*

---

**Description**

Write an R object to a TOON file.

**Usage**

```
write_toon_file(data, path, delimiter = ",", pretty = FALSE)
```

**Arguments**

data	R object to encode (list, vector, etc.)
path	Path where the TOON file will be written
delimiter	Delimiter character: c(" ", " ", "\t") (default: ",")
pretty	Use pretty formatting with default indentation (default: FALSE)

---

write\_toon\_raw      *Convert an R object to TOON format and return as raw bytes.*

---

**Description**

Convert an R object to TOON format and return as raw bytes.

**Usage**

```
write_toon_raw(data, delimiter = ",", pretty = FALSE)
```

**Arguments**

data	R object to encode (list, vector, etc.)
delimiter	Delimiter character: c(" ", " ", "\t") (default: ",")
pretty	Use pretty formatting with default indentation (default: FALSE)

---

write_toon_str	<i>Convert an R object to a TOON format string.</i>
----------------	---

---

**Description**

Convert an R object to a TOON format string.

**Usage**

```
write_toon_str(data, delimiter = ",", pretty = FALSE)
```

**Arguments**

data	R object to encode (list, vector, etc.)
delimiter	Delimiter character: c(" ", " ", "\t") (default: ",")
pretty	Use pretty formatting with default indentation (default: FALSE)

# Index

`read_toon_conn`, 2  
`read_toon_file`, 2  
`read_toon_raw`, 3  
`read_toon_str`, 3  
  
`write_toon_file`, 4  
`write_toon_raw`, 4  
`write_toon_str`, 5