Package: assertive.base (via r-universe)

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Description A minimal set of predicates and assertions used by the assertive package. This is mainly for use by other package developers who want to include run-time testing features in their own packages. End-users will usually want to use assertive directly. Compatibility updates by Renova.

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BugReports https://bitbucket.org/richierocks/assertive.base/issues

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Contents

are_identical 2
assert_engine 4
assertionError 5
bapply 6
call_and_name 7
cause 8
coerce_to 8
dont_stop 9
false 10
get_name_in_parent 11
is2 11
merge.list 12
merge_dots_with_list 13
na 14
parenthesize 15
print.scalar_with_cause 16
print_and_capture 16
safe_deparse 17
set_cause 18
strip_attributes 19
Truth 19
use_first 23

Index **24**

`are_identical` *Are the inputs identical?*

Description

Checks if the inputs are identical.

Usage

```
are_identical(
  x,
  y,
  allow_attributes = FALSE,
  .xname = get_name_in_parent(x),
  .yname = get_name_in_parent(y)
)

are_identical_legacy(..., l = list())

assert_are_identical(
  x,
  y,
  allow_attributes = FALSE,
  severity = getOption("assertive.severity", "stop")
)

assert_all_are_identical_legacy(..., l = list())

assert_any_are_identical_legacy(..., l = list())
```

Arguments

x	An R object or expression.
y	Another R object or expression.
allow_attributes	If TRUE, The attributes of x and y are allowed to differ.
.xname	Not intended to be used directly.
.yname	Not intended to be used directly.
...	Some R expressions, deprecated.
l	A list of R expressions, deprecated.
severity	How severe should the consequences of the assertion be? Either "stop", "warning", "message", or "none".

Value

are_identical returns TRUE if x and y are identical. The assert_* function throws an error on failure.

The legacy function are_identical_legacy allows an arbitrary number of inputs and returns a symmetric square logical matrix which is TRUE where pairs of inputs are identical. (The new version of the function is easier to work with, and it is recommended that you switch your code to it.)

See Also

identical, are_same_length in the assertive.properties package

Examples

```
x <- 1:5
are_identical(c(1, -1), cos(c(0, pi)))
assertive.base::dont_stop(assert_are_identical(c(1, 1), cos(c(0, pi))))
```

`assert_engine` *Throws an error if a condition isn't met*

Description

The workhorse of the package that creates an assertion from a predicate. If a condition isn't met, then an error is thrown. This function is exported for use by package developers so that they can create their own assert functions.

Usage

```
assert_engine(
  predicate,
  ...,
  msg = "The assertion failed.",
  what = c("all", "any"),
  na_ignore = FALSE,
  severity = c("stop", "warning", "message", "none")
)
```

Arguments

`predicate`	Function that returns a logical value (possibly a vector).
`...`	Passed to the `predicate` function.
`msg`	The error message, in the event of failure.
`what`	Either 'all' or 'any', to reduce vectorised tests to a single value.
`na_ignore`	A logical value. If `FALSE`, `NA` values cause an error; otherwise they do not. Like `na.rm` in many stats package functions, except that the position of the failing values does not change.
`severity`	How severe should the consequences of the assertion be? Either `"stop"`, `"warning"`, `"message"`, or `"none"`.

Value

`FALSE` with the attribute `message`, as provided in the input.

Note

Missing values are considered as `FALSE` for the purposes of whether or not an error is thrown.

Examples

```
# Basic usage is like do.call; pass a predicate and the arguments to it.
dont_stop(assert_engine(is_true, c(TRUE, FALSE, NA)))

# Customise the error message
dont_stop(
  assert_engine(is_true, c(TRUE, FALSE, NA), msg = "Not everything is true")
)

# Only fail when no values match the predicate's conditions
dont_stop(assert_engine(is_true, logical(3), what = "any"))

# You can use base predicates, but the error message isn't as informative
dont_stop(assert_engine(is.matrix, 1:5))

# Reduce the severity of failure
assert_engine(is_true, c(TRUE, FALSE, NA), severity = "message")
```

---

assertionError *Condition classes*

Description

Error, warning, and message classes derived from their simple equivalents.

Usage

```
assertionError(message, call = NULL, predicate_name = NULL)

assertionWarning(message, call = NULL, predicate_name = NULL)

assertionMessage(message, call = NULL, predicate_name = NULL)
```

Arguments

message	A string describing the problem.
call	A call describing the source of the condition.
predicate_name	A string naming the predicate that was called when the condition occured.

Value

An object of class `assertionError`, `assertionWarning`, or `assertionMessage`.

Note

These objects behave the same as the standard-issue `simpleError`, `simpleWarning`, and `simpleMessage` objects from base-R. The extra class allows you to provide custom handling for assertions inside `tryCatch`.

Examples

```
tryCatch(
  assert_all_are_true(FALSE),
  error = function(e)
  {
    if(inherits(e, "assertionCondition"))
    {
      # Handle assertions
      message("This is an assertion condition.")

      # Handle assertions cause by a specific predicate
      if(e$predicate_name == "is_true")
      {
      }
    } else
    {
      # Handle other error types
    }
  }
)
```

`bapply` *Wrapper to vapply that returns booleans*

Description

Wrapper to `vapply` for functions that return a boolean (logical scalar) value.

Usage

```
bapply(x, predicate, ...)
```

Arguments

`x`	A vector (atomic or list).
`predicate`	A predicate (function that returns a bool) to apply. elementwise to `x`.
`...`	Passed to `vapply`.

Value

A logical vector.

Note

`USE.NAMES` is set to `TRUE`

See Also

`vapply`.

`call_and_name` *Call a function, and give the result names.*

Description

Calls a function, and names the result with the first argument.

Usage

```
call_and_name(fn, x, ...)
```

Arguments

`fn`	A function to call. See note below.
`x`	The first input to `fn`.
`...`	Optional additional inputs to `fn`.

Value

The result of `fn(x, ...)`, with names given by the argument `x`.

Note

The function, `fn`, should return an object with the same length as the input `x`. For speed and simplicity, this isn't checked; it is up to the developer of the assertion to make sure that this condition holds.

See Also

`cause` and `na`.

Examples

```
call_and_name(is.finite, c(1, Inf, NA))

# Make sure that the output is the same size as the input.
# Don't do this:
dont_stop(call_and_name(isTRUE, list(TRUE, FALSE, NA)))
# Do this instead:
call_and_name(
  Vectorize(isTRUE, SIMPLIFY = FALSE),
  list(TRUE, FALSE, NA)
)
```

cause *Get or set the "cause" attribute*

Description

Gets or sets the "cause" (of failure) attribute of a variable.

Usage

```
cause(x)

cause(x) <- value
```

Arguments

x	Any variable.
value	Passed to gettextf and stored in the "cause" attribute.

Value

The get method returns the "cause" attribute.

See Also

set_cause

Examples

```
# Scalar case
yn <- is_identical_to_true(FALSE)
cause(yn)

# Vector case
yn <- is_true(c(TRUE, FALSE, NA))
cause(yn)
```

coerce_to *Coerce variable to a different class*

Description

Coerce the input to a different class, with a warning. More reliable then as, and supports coercion to multiple classes.

Usage

```
coerce_to(x, target_class, .xname = get_name_in_parent(x))
```

Arguments

x	Input to coerce.
target_class	The desired class of x. Multiple values allowed (see note).
.xname	Not intended to be used directly.

Value

The input x after attempted coercion to the target class.

Note

If x does not already have the target class, a warning is given before coercion. The function will try and convert the x to each of the classes given in target_class, in order, until it succeeds or runs out of classes to try. It will first try and convert x using a dedicated as.target_class function if that exists. If it does not exist, or throws an error then coerce_to will try to use as(x, target_class).

See Also

is and as.

Examples

```
# Numbers can be coerced to characters but not to calls.
dont_stop(coerce_to(1:5, c("call", "character")))
```

---

dont_stop *Run code without stopping*

Description

Runs code without stopping for warnings or errors.

Usage

```
dont_stop(expr)
```

Arguments

expr	Code to execute.

Value

A list containing the results of evaluating each call in expr.

Note

This function is dangerous, since it overrides warnings and errors. Its intended use is for documenting examples of warnings and errors.

See Also

warning and stop for generating warnings and errors respectively; try and conditions for handling them.

Examples

```
dont_stop({
  warning("a warning")
  x <- 1
  stop("an error")
  y <- sqrt(exp(x + 1))
  assert_is_identical_to_true(y)
  y > 0
})
```

---

false *FALSE, with a cause of failure.*

Description

Always returns the value FALSE, with a cause attribute.

Usage

```
false(...)
```

Arguments

...	Passed to gettextf to create a cause of failure message.

Value

FALSE with the attribute cause, as provided in the input.

See Also

cause and na.

get_name_in_parent *Get the name of a variable in the parent frame*

Description

Gets the name of the input in the parent frame.

Usage

```
get_name_in_parent(x, escape_percent = TRUE)
```

Arguments

x	Variable to get the name of.
escape_percent	Logical. If TRUE, percent signs are doubled, making the value suitable for use with sprintf (and hence by false and na).

Value

A string giving the name of the input in the parent frame.

Examples

```
outside <- 1
f <- function(inside, escape_percent)
{
  get_name_in_parent(inside, escape_percent)
}
f(outside, TRUE)
f('10%', TRUE)
f('10%', FALSE)
```

is2 *Alternative version of is*

Description

If a function named is.class exists, call is.class(x). If not, call is(x, class).

Usage

```
is2(x, class, .xname = get_name_in_parent(x))
```

Arguments

x	Input to check.
class	Target class that x maybe belong to.
.xname	Not intended to be used directly.

Value

TRUE if x belongs to the class and FALSE otherwise.

See Also

is, and assert_is_all_of in the assertive.types package for the corresponding assert fns.

Examples

```
is2(1:5, "character")
is2(matrix(1:5), "character")
is2(1:5, c("character", "list", "numeric"))
is2(mean, c("function", "data.frame"))
```

---

merge.list *Merge two lists*

Description

Merges two lists, taking duplicated elements from the first list.

Usage

```
## S3 method for class 'list'
merge(x, y, warn_on_dupes = TRUE, allow_unnamed_elements = FALSE, ...)
```

Arguments

x	A list.
y	A list.
warn_on_dupes	TRUE or FALSE. Should a warning be given if both x and y have elements with the same name. See note.
allow_unnamed_elements	TRUE or FALSE. Should unnamed elements be allowed?
...	Ignored.

Value

A list, combining elements from x and y.

Note

In the event of elements that are duplicated between x and y, the versions from x are used.

See Also

merge_dots_with_list, merge

Examples

```
merge(
  list(foo = 1, bar = 2, baz = 3),
  list(foo = 4, baz = 5, quux = 6)
)

# If unnamed elements are allowed, they are included at the end
merge(
  list("a", foo = 1, "b", bar = 2, baz = 3, "c"),
  list(foo = 4, "a", baz = 5, "b", quux = 6, "d"),
  allow_unnamed_elements = TRUE
)
```

---

merge_dots_with_list *Merge ellipsis args with a list.*

Description

Merges variable length ellipsis arguments to a function with a list argument.

Usage

```
merge_dots_with_list(
  ...,
  l = list(),
  warn_on_dupes = TRUE,
  allow_unnamed_elements = FALSE
)
```

Arguments

...	Some inputs.
l	A list.
warn_on_dupes	TRUE or FALSE. Should a warning be given if both x and y have elements with the same name. See note.
allow_unnamed_elements	TRUE or FALSE. Should unnamed elements be allowed?

Value

A list containing the merged inputs.

Note

If any arguments are present in both the ... and `l` arguments, the ... version takes preference, and a warning is thrown.

See Also

`merge.list`, `merge`

Examples

```
merge_dots_with_list(
  foo = 1,
  bar = 2,
  baz = 3,
  l = list(foo = 4, baz = 5, quux = 6)
)
```

---

na *NA, with a cause of failure.*

Description

Always returns the value (logical) `NA`, with a cause attribute.

Usage

```
na(...)
```

Arguments

...	Passed to `gettextf` to create a cause of failure message.

Value

`NA` with the attribute `cause`, as provided in the input.

See Also

`cause` and `false`.

parenthesize *Wrap a string in brackets*

Description

Parenthesise a character vector by wrapping elements in brackets, dashes or commas.

Usage

```
parenthesize(
  x,
 type = c("round_brackets", "square_brackets", "curly_brackets", "angle_brackets",
    "chevrons", "hyphens", "en_dashes", "em_dashes", "commas")
)

parenthesise(
  x,
 type = c("round_brackets", "square_brackets", "curly_brackets", "angle_brackets",
    "chevrons", "hyphens", "en_dashes", "em_dashes", "commas")
)
```

Arguments

x	Character vector to wrap in parenthenses.
type	String naming the type of parenthesis.

Value

A character vector of the input wrapped in parentheses.

Note

English grammar terminology is awfully confusing. The verb 'to parenthesise' means to wrap a phrase in brackets or dashes or commas, thus denoting it as supplementary material that could be left out. A 'parenthesis' as a noun is often used as a synonym for a round bracket.

See Also

sQuote

Examples

```
paste("There were three", parenthesise(3), "mice in the experiment.")
paste(
  "I love parmos",
  parenthesise("Teesside's finest culinary invention", "en_dashes"),
  "but they are sure to give me heart disease."
)
```

```
parenthesise(letters[1:5], "curly")
paste0(
  "The R language",
  parenthesise("an offshoot of S and Scheme", "commas"),
  "is quite good for data analysis."
)
```

`print.scalar_with_cause` *Print methods for objects with a cause attribute*

Description

Prints objects of class `scalar_with_cause` and `vector_with_cause`.

Usage

```
## S3 method for class 'scalar_with_cause'
print(x, ...)

## S3 method for class 'vector_with_cause'
print(x, na_ignore = FALSE, n_to_show = 10, ...)
```

Arguments

`x`	an object of class `scalar_with_cause` or `vector_with_cause`.
`...`	Currently unused.
`na_ignore`	A logical value. If `FALSE`, `NA` values are printed; otherwise they do not. Like `na.rm` in many stats package functions, except that the position of the failing values does not change.
`n_to_show`	A natural number. The maximum number of failures to show.

`print_and_capture` *Print a variable and capture the output*

Description

Prints a variable and captures the output, collapsing the value to a single string.

Usage

```
print_and_capture(x, ...)
```

Arguments

x	A variable.
...	Arguments passed to print methods.

Value

A string.

See Also

print, capture.output

Examples

```
# This is useful for including data frames in warnings or errors
message("This is the sleep dataset:\n", print_and_capture(sleep))
```

---

safe_deparse *Safe version of deparse*

Description

A version of deparse that is guaranteed to always return a single string.

Usage

```
safe_deparse(expr, ...)
```

Arguments

expr	Any R expression.
...	Passed to deparse.

Value

A character vector or length one.

Note

By default the RStudio IDE truncates output in the console at 1000 characters. Consequently, if you use safe_deparse on large or complex objects, you won't see the full value. You can change the setting using Tools -> "Global Options..." -> Code -> Display -> Console -> "Limit length of lines displayed in console to:".

Examples

```
# safe_deparse only differs from deparse when the deparse string is longer
# than width.cutoff
deparse(CO2, width.cutoff = 500L) # has length 6
safe_deparse(CO2)                 # has length 1
```

`set_cause` *Set a cause and return the input*

Description

Sets the cause attribute of an object and returns that object.

Usage

```
set_cause(x, false_value, missing_value = "missing")
```

Arguments

`x`	A variable.
`false_value`	A character vector to set the cause to, where `x` is `FALSE`.
`missing_value`	A character vector to set the cause to, where `x` is `NA`.

Details

If `x` is `TRUE` everywhere, this returns the input without setting a cause. Otherwise, the cause is an empty string where `x` is `TRUE`, `false_value` where it is `FALSE`, and `missing_value` where it is `NA`.

Value

`x`, with a new cause attribute.

See Also

`cause`, `setNames`

strip_attributes *Strip all attributes from a variable*

Description

Strips all the attributes from a variable.

Usage

```
strip_attributes(x)
```

Arguments

x	Input to strip.

Value

x, without attributes.

Examples

```
x <- structure(c(foo = 1, bar = 2), some_attr = 3)
x2 <- strip_attributes(x)
attributes(x)
attributes(x2)
```

Truth *Is the input TRUE/FALSE/NA?*

Description

Checks to see if the input is TRUE, FALSE or NA.

Usage

```
assert_is_identical_to_false(
  x,
  allow_attributes = FALSE,
  severity = getOption("assertive.severity", "stop")
)

assert_is_identical_to_na(
  x,
  allow_attributes = FALSE,
  severity = getOption("assertive.severity", "stop")
)
```

```
assert_is_identical_to_true(
  x,
  allow_attributes = FALSE,
  severity = getOption("assertive.severity", "stop")
)

assert_all_are_false(x, severity = getOption("assertive.severity", "stop"))

assert_any_are_false(x, severity = getOption("assertive.severity", "stop"))

assert_all_are_na(x, severity = getOption("assertive.severity", "stop"))

assert_any_are_na(x, severity = getOption("assertive.severity", "stop"))

assert_all_are_true(x, severity = getOption("assertive.severity", "stop"))

assert_any_are_true(x, severity = getOption("assertive.severity", "stop"))

assert_all_are_not_false(x, severity = getOption("assertive.severity", "stop"))

assert_any_are_not_false(x, severity = getOption("assertive.severity", "stop"))

assert_all_are_not_na(x, severity = getOption("assertive.severity", "stop"))

assert_any_are_not_na(x, severity = getOption("assertive.severity", "stop"))

assert_all_are_not_true(x, severity = getOption("assertive.severity", "stop"))

assert_any_are_not_true(x, severity = getOption("assertive.severity", "stop"))

is_identical_to_false(
  x,
  allow_attributes = FALSE,
  .xname = get_name_in_parent(x)
)

is_identical_to_na(x, allow_attributes = FALSE, .xname = get_name_in_parent(x))

is_identical_to_true(
  x,
  allow_attributes = FALSE,
  .xname = get_name_in_parent(x)
)

is_false(x, .xname = get_name_in_parent(x))

is_na(x, coerce_to_logical = FALSE, .xname = get_name_in_parent(x))
```

```
is_not_na(x, coerce_to_logical = FALSE, .xname = get_name_in_parent(x))

is_not_false(x, .xname = get_name_in_parent(x))

is_not_true(x, .xname = get_name_in_parent(x))

is_true(x, .xname = get_name_in_parent(x))
```

Arguments

x	Input to check. See note.
allow_attributes	If TRUE, a scalar value of TRUE with attributes is allowed.
severity	How severe should the consequences of the assertion be? Either "stop", "warning", "message", or "none".
.xname	Not intended to be used directly.
coerce_to_logical	Logical: should the input be coerced to logical before checking? See note.

Value

The is* functions return TRUE if the input is TRUE/FALSE. The assert_* functions return nothing but throw an error if the corresponding is_* function returns FALSE.

Note

is_identical_to_true wraps the base function isTRUE, providing more information on failure. Likewise, is_identical_to_false checks that the input is identical to FALSE. If allow_attributes is TRUE, a scalar value of TRUE with attributes is allowed. is_true and is_false are vectorized, returning TRUE when the inputs are TRUE and FALSE respectively.

The for is_true, is_false, is_not_true and is_not_false, x argument will be coerced to be a logical vector if it isn't already.

Coercion to logical is optional for is_na and is_not_na. If you do coerce, it means that is_na differs in behaviour from base::is.na for character vector, list and data frame inputs. To replicate the behaviour of is.na, ensure the argument coerce_to_logical is FALSE (this is the default).

Note that in assertive version 0.1-4 and prior, is_identical_to_true/false were named is_true/false and the vectorized versions were not present.

See Also

isTRUE.

Examples

```
# Checks against logical values using base::identical
assert_is_identical_to_true(TRUE)
assert_is_identical_to_false(FALSE)
```

```
assert_is_identical_to_na(NA)

# Other NA types match
assert_is_identical_to_na(NA_complex_)

# NaN is not NA
dont_stop(assert_is_identical_to_na(NaN))

# For a slightly less strict test, you can ignore attributes
assert_is_identical_to_true(c(truth = TRUE), allow_attributes = TRUE)
assert_is_identical_to_false(matrix(FALSE), allow_attributes = TRUE)
assert_is_identical_to_na(structure(NA, class = "nanana"), allow_attributes = TRUE)

# Vectorized predicates (package name explicitly given to prevent
# problems with testthat name clash)
x <- c(TRUE, FALSE, NA)
assertive.base::is_true(x)
assertive.base::is_false(x)
is_na(x)

# ...and their opposites
is_not_true(x)
is_not_false(x)
is_not_na(x)

# Check that at least one element fits the condition
assert_any_are_true(x)
assert_any_are_false(x)
assert_any_are_na(x)

# These checks should fail:
dont_stop({
  assert_is_identical_to_true(c(truth = TRUE))
  assert_is_identical_to_true(1)
  assert_is_identical_to_true(c(TRUE, TRUE))
  assert_is_identical_to_false(matrix(FALSE))
  assert_is_identical_to_na(structure(NA, class = "nanana"))
  assert_all_are_true(x)
  assert_all_are_false(x)
  assert_all_are_na(x)
})

# base::is.na has non-standard behaviour for data.frames and lists.
# is_na and is_not_na coerce to logical vectors (except character input).
# unlist the input or use an apply function.
d <- data.frame(
  x = c(TRUE, FALSE, NA),
  y = c(0, NA, 2),
  z = c("a", "NA", NA)
)
is.na(d)
is_na(unlist(d))
```

use_first *Only use the first element of a vector*

Description

If the input is not scalar, then only the first element is returned, with a warning.

Usage

```
use_first(x, indexer = c("[[", "["), .xname = get_name_in_parent(x))
```

Arguments

x	Input that should be scalar.
indexer	Either double indexing, "[[" (the default) or single indexing "[".
.xname	Not intended to be used directly.

Value

If x is scalar, it is returned unchanged, otherwise only the first element is returned, with a warning.

Examples

```
dont_stop(use_first(1:5))
```

Index

are_identical, 2
are_identical_legacy *(*are_identical*)*, 2
as, *8*, *9*
assert_all_are_false *(*Truth*)*, 19
assert_all_are_identical_legacy
        *(*are_identical*)*, 2
assert_all_are_na *(*Truth*)*, 19
assert_all_are_not_false *(*Truth*)*, 19
assert_all_are_not_na *(*Truth*)*, 19
assert_all_are_not_true *(*Truth*)*, 19
assert_all_are_true *(*Truth*)*, 19
assert_any_are_false *(*Truth*)*, 19
assert_any_are_identical_legacy
        *(*are_identical*)*, 2
assert_any_are_na *(*Truth*)*, 19
assert_any_are_not_false *(*Truth*)*, 19
assert_any_are_not_na *(*Truth*)*, 19
assert_any_are_not_true *(*Truth*)*, 19
assert_any_are_true *(*Truth*)*, 19
assert_are_identical *(*are_identical*)*, 2
assert_engine, 4
assert_is_identical_to_false *(*Truth*)*, 19
assert_is_identical_to_na *(*Truth*)*, 19
assert_is_identical_to_true *(*Truth*)*, 19
assertionError, 5
assertionMessage *(*assertionError*)*, 5
assertionWarning *(*assertionError*)*, 5

bapply, 6

call_and_name, 7
capture.output, *17*
cause, *7*, 8, *10*, *14*, *18*
cause<- *(*cause*)*, 8
coerce_to, 8
conditions, *10*

deparse, *17*
dont_stop, 9

false, 10, *14*

get_name_in_parent, 11

identical, *3*
is, *9*, *12*
is2, 11
is_false *(*Truth*)*, 19
is_identical_to_false *(*Truth*)*, 19
is_identical_to_na *(*Truth*)*, 19
is_identical_to_true *(*Truth*)*, 19
is_na *(*Truth*)*, 19
is_not_false *(*Truth*)*, 19
is_not_na *(*Truth*)*, 19
is_not_true *(*Truth*)*, 19
is_true *(*Truth*)*, 19
isTRUE, *21*

merge, *13*, *14*
merge.list, 12, *14*
merge_dots_with_list, 13, *13*

na, *7*, *10*, 14

parenthesise *(*parenthesize*)*, 15
parenthesize, 15
print, *17*
print.scalar_with_cause, 16
print.vector_with_cause
        *(*print.scalar_with_cause*)*, 16
print_and_capture, 16

safe_deparse, 17
set_cause, *8*, 18
setNames, *18*
sQuote, *15*
stop, *10*
strip_attributes, 19

Truth, 19
try, *10*

use_first, 23

vapply, *6*

warning, *10*