

# Package ‘gsisdecoder’

October 13, 2020

**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.

**License** MIT + file LICENSE

**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

**Author** Sebastian Carl [aut, cre]

**Maintainer** Sebastian Carl <mrcaseb@gmail.com>

**Repository** CRAN

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