

Package ‘tinyimg’

February 20, 2026

Title Optimize and Compress Images

Version 0.2

Description Optimize and compress images using 'Rust' libraries to reduce file sizes while maintaining image quality. Currently supports lossless PNG optimization via the 'oxipng' crate. The package provides functions to optimize individual image files or entire directories, with configurable compression levels to balance between file size reduction and processing speed.

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URL <https://github.com/yihui/tinyimg>

BugReports <https://github.com/yihui/tinyimg/issues>

SystemRequirements Cargo (Rust's package manager), rustc

Encoding UTF-8

RoxygenNote 7.3.3

Suggests testit

Config/rextendr/version 0.3.1

NeedsCompilation yes

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Repository CRAN

Date/Publication 2026-02-20 10:30:02 UTC

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 optim_png

Optimize PNG images

Description

Optimize PNG files or directories of PNG files using lossless compression.

Usage

```
optim_png(
  input,
  output = identity,
  level = 2L,
  alpha = FALSE,
  preserve = TRUE,
  recursive = TRUE,
  verbose = TRUE
)
```

Arguments

input	Path to the input PNG file or directory. If a directory is provided, all PNG files in the directory (and subdirectories if recursive = TRUE) will be optimized.
output	Path to the output PNG file or directory, or a function that takes an input file path and returns an output path. When optimizing a directory, output should be a directory path or a function.
level	Optimization level (0-6). Higher values result in better compression but take longer.
alpha	Optimize transparent pixels for better compression. This is technically lossy but visually lossless.
preserve	Preserve file permissions and timestamps.
recursive	When input is a directory, recursively process subdirectories.
verbose	Print file size reduction info for each file.

Value

Character vector of output file paths (invisibly).

Examples

```
# Create a test PNG
tmp = tempfile()
png(tmp, width = 400, height = 400)
plot(1:10)
dev.off()
```

```
# Optimize with different levels
optim_png(tmp, paste0(tmp, "-o1.png"), level = 1)
optim_png(tmp, paste0(tmp, "-o6.png"), level = 6)
```

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