

# Package: alertr (via r-universe)

September 12, 2024

**Title** Function for ALERTing

**Version** 0.0.0.9000

**Description** Plays the infamous ALERT sound from Metal Gear Solid Franchise. Place this function within a loop (or apply) to let you know when the routine is complete, or, has an issue.

**License** MIT + file LICENSE

**Encoding** UTF-8

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.2.3

**Imports** audio

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

**RemoteUrl** <https://github.com/frankiethull/alertr>

**RemoteRef** HEAD

**RemoteSha** 5a9ac432000dff88184e1df62fcde83249d301c7

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alert	<i>ALERT import(audio)</i>
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### Description

ALERT import(audio)

### Usage

alert(...)

**Arguments**

... for passing args

**Value**

an ALERT sound

**Examples**

```
alertr::alert()
```

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