

# Package ‘wf’

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**Title** Artificial Intelligence Workflow Tools

**Version** 0.0.1

**Description** Manage skills for large language model coding agents. Supports installing skills from 'GitHub' or local directories, tracking versions in a lock file, and keeping installations current. Installations can be scoped to a single project or shared globally across projects.

**URL** <https://christophertkenny.com/wf/>,  
<https://github.com/christopherkenny/wf>

**BugReports** <https://github.com/christopherkenny/wf/issues>

**Depends** R (>= 4.1.0)

**License** MIT + file LICENSE

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## Contents

add_skill . . . . .	2
check_skills . . . . .	3
find_skill . . . . .	4
init_skill . . . . .	4

list_skills . . . . .	5
remove_skill . . . . .	6
skill_path . . . . .	7
update_skills . . . . .	8

<b>Index</b>	<b>9</b>
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add_skill	<i>Install a skill</i>
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## Description

Installs a skill from a GitHub repository or a local directory into a skills directory.

## Usage

```
add_skill(source, skill = NULL, path = NULL, overwrite = FALSE)
```

## Arguments

source	One of: <ul style="list-style-type: none"> <li>• A GitHub URL pointing to a repo, e.g. "https://github.com/owner/repo".</li> <li>• A GitHub URL pointing to a subdirectory, e.g. "https://github.com/owner/repo/tree/main/pa".</li> <li>• A GitHub shorthand, e.g. "owner/repo".</li> <li>• A local directory path containing a SKILL.md file.</li> </ul>
skill	For multi-skill repositories that store skills under a skills/ subdirectory, the name of the skill to install, e.g. skill = "proofread". When supplied, the skill is read from skills/<skill> within the repository. Ignored when source already points to a specific subdirectory via /tree/...
path	The skills directory to install into. Can be one of: <ul style="list-style-type: none"> <li>• A known agent name such as "claude_code", "cursor", or "github_copilot" (see <a href="#">skill_path()</a> for the full list) to use that agent's conventional project-scope path.</li> <li>• A character string giving the directory path directly.</li> <li>• NULL (the default), in which case the path is resolved from the WF_AGENT environment variable, or by prompting in interactive sessions. Set WF_AGENT in your .Renviro (e.g. with <a href="#">usethis::edit_r_enviro()</a>) to avoid the prompt.</li> </ul>
overwrite	If FALSE (the default), an error is raised if the skill is already installed. Set to TRUE to replace it.

## Value

The path to the installed skill directory, invisibly.

**Examples**

```
src <- tempfile()
dir.create(src)
writeLines(
  c('---', 'name: example', 'description: An example skill.', '---'),
  file.path(src, 'SKILL.md')
)
add_skill(src, path = tempfile())
```

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 check\_skills

*Check installed skills for available updates*


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**Description**

Compares each installed skill's recorded commit SHA against the latest commit on GitHub. Local skills are reported as not updatable.

**Usage**

```
check_skills(path = NULL)
```

**Arguments**

**path** The skills directory to check. Can be one of:

- A known agent name such as "claude\_code", "cursor", or "github\_copilot" (see [skill\\_path\(\)](#) for the full list) to use that agent's conventional project-scope path.
- A character string giving the directory path directly.
- NULL (the default), in which case the path is resolved from the WF\_AGENT environment variable, or by prompting in interactive sessions. Set WF\_AGENT in your .Renviro (e.g. with [usethis::edit\\_r\\_enviro\(\)](#)) to avoid the prompt.

**Value**

A data frame with columns:

- name: skill name.
- installed\_sha: the SHA recorded at install time (NA for local).
- latest\_sha: the current HEAD SHA on GitHub (NA for local or on network failure).
- update\_available: TRUE if installed and latest SHAs differ.

**Examples**

```
check_skills(tempfile())
```

---

find_skill	<i>Search for skills on GitHub</i>
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**Description**

Searches GitHub for repositories tagged with a skill topic and matching a keyword query. Searches across all supported agent topic conventions (e.g. claude-skill, cursor-skill).

**Usage**

```
find_skill(query)
```

**Arguments**

query	Keyword to search for.
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**Value**

A data frame with columns:

- name: repository name.
- description: repository description.
- owner: repository owner login.
- url: full URL of the repository.
- stars: number of GitHub stars.

**Examples**

```
find_skill('rstats')
```

---

init_skill	<i>Create a new skill template</i>
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**Description**

Creates a new skill directory at path/name/ containing a template SKILL.md file ready to be filled in.

**Usage**

```
init_skill(name, path = NULL)
```

**Arguments**

name	Skill name. Must be 1-64 characters, lowercase alphanumeric with single hyphens (no consecutive --), and cannot start or end with a hyphen. Consider using a gerund form (e.g. "parsing-logs").
path	Directory in which to create the skill. The skill directory itself will be path/name. Can be one of: <ul style="list-style-type: none"> <li>• A known agent name such as "claude_code" or "github_copilot" to use that agent's conventional project-scope path (see <a href="#">skill_path()</a> for the full list).</li> <li>• A character string giving the directory path directly.</li> <li>• NULL (the default), in which case the path is resolved from the WF_AGENT environment variable, or by prompting in interactive sessions. Set WF_AGENT in your .Renviro (e.g. with <a href="#">usethis::edit_r_enviro()</a>) to avoid the prompt.</li> </ul>

**Value**

The path to the new skill directory, invisibly.

**Examples**

```
init_skill('my-skill', tempfile())
```

---

```
list_skills
```

```
List installed skills
```

---

**Description**

Returns a data frame describing all skills installed in a skills directory.

**Usage**

```
list_skills(path = NULL)
```

**Arguments**

path	The skills directory to inspect. Can be one of: <ul style="list-style-type: none"> <li>• A known agent name such as "claude_code", "cursor", or "github_copilot" (see <a href="#">skill_path()</a> for the full list) to use that agent's conventional project-scope path.</li> <li>• A character string giving the directory path directly.</li> <li>• NULL (the default), in which case the path is resolved from the WF_AGENT environment variable, or by prompting in interactive sessions. Set WF_AGENT in your .Renviro (e.g. with <a href="#">usethis::edit_r_enviro()</a>) to avoid the prompt.</li> </ul>
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**Value**

A data frame with columns:

- name: skill name from SKILL.md frontmatter.
- description: skill description from SKILL.md frontmatter.
- source: the source URL or local path the skill was installed from.
- installed\_at: ISO 8601 timestamp of when the skill was installed.

**Examples**

```
list_skills(tempfile())
```

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remove_skill	<i>Remove an installed skill</i>
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**Description**

Deletes a skill directory from a skills directory and removes it from the lock file.

**Usage**

```
remove_skill(name, path = NULL, force = FALSE)
```

**Arguments**

name	The name of the skill to remove.
path	The skills directory where the skill is installed. Can be one of: <ul style="list-style-type: none"> <li>• A known agent name such as "claude_code", "cursor", or "github_copilot" (see <a href="#">skill_path()</a> for the full list) to use that agent's conventional project-scope path.</li> <li>• A character string giving the directory path directly.</li> <li>• NULL (the default), in which case the path is resolved from the WF_AGENT environment variable, or by prompting in interactive sessions. Set WF_AGENT in your .Renviro (e.g. with <a href="#">usethis::edit_r_enviro()</a>) to avoid the prompt.</li> </ul>
force	If FALSE (the default), prompts for confirmation in interactive sessions. Set to TRUE to skip the prompt.

**Value**

The name of the removed skill, invisibly.

**Examples**

```
src <- tempfile()
dir.create(src)
writeLines(
  c('---', 'name: example', 'description: An example skill.', '---'),
  file.path(src, 'SKILL.md')
)
tmp <- tempfile()
add_skill(src, path = tmp)
remove_skill('example', tmp, force = TRUE)
```

skill\_path

*Get the conventional skill path for an agent***Description**

Returns the conventional directory path where skills for a given agent are stored. The path is not expanded (i.e., ~ is not resolved to the home directory). Use `fs::path_expand()` if you need an absolute path.

**Usage**

```
skill_path(agent = NULL, scope = c("project", "global"))
```

**Arguments**

agent	One of "claude_code" (or its alias "claude"), "openclaw", "codex", "cursor", "gemini_cli", "github_copilot" (or its alias "copilot"), or "posit_ai" (or its alias "posit"). If NULL (the default), the agent is resolved in order: (1) the WF_AGENT environment variable, (2) a scan of the current working directory for a recognised agent config folder (.claude, .cursor, etc.), and (3) a final fallback to "claude_code". Set WF_AGENT in your .Renviron (e.g. with <code>usethis::edit_r_environ()</code> ) to avoid passing agent every time.
scope	One of "project" (a path relative to the current working directory, suitable for committing to version control) or "global" (a path in the user's home directory, available across all projects).

**Value**

A length-1 character vector giving the conventional skill path.

**Examples**

```
skill_path('claude_code', 'project')
skill_path('claude', 'project') # alias for claude_code
skill_path('github_copilot', 'project')
skill_path('copilot', 'project') # alias for github_copilot
skill_path('posit_ai', 'project')
```

```
skill_path('posit', 'project') # alias for posit_ai
skill_path('cursor', 'global')
skill_path() # auto-detects from WF_AGENT, dir scan, or falls back to claude_code
```

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update_skills	<i>Update installed skills</i>
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## Description

Checks each installed skill for available updates and re-installs any that have a newer version on GitHub.

## Usage

```
update_skills(path = NULL)
```

## Arguments

path	The skills directory to update. Can be one of: <ul style="list-style-type: none"><li>• A known agent name such as "claude_code", "cursor", or "github_copilot" (see <a href="#">skill_path()</a> for the full list) to use that agent's conventional project-scope path.</li><li>• A character string giving the directory path directly.</li><li>• NULL (the default), in which case the path is resolved from the WF_AGENT environment variable, or by prompting in interactive sessions. Set WF_AGENT in your .Renviron (e.g. with <a href="#">usethis::edit_r_environ()</a>) to avoid the prompt.</li></ul>
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## Value

A character vector of updated skill names, invisibly.

## Examples

```
update_skills(tempfile())
```

# Index

`add_skill`, 2

`check_skills`, 3

`find_skill`, 4

`fs::path_expand()`, 7

`init_skill`, 4

`list_skills`, 5

`remove_skill`, 6

`skill_path`, 7

`skill_path()`, 2, 3, 5, 6, 8

`update_skills`, 8

`usethis::edit_r_envirion()`, 2, 3, 5–8