

## MAKING PLOTS INTERACTIVE

As well as mapping visual properties to variables or setting them to specific values, you can also connect them to interactive controls.

# Basic interactivity

## Basic Interactivity

- ▶ The most basic interactivity we can add is "hover over" changes
- ▶ We can change properties by using `property.hover` arguments `fill.hover := "red"`

## Basic interactivity

```
tubeData %>%  
  ggvis(~Excess) %>%  
    layer_histograms(fill.hover = "red")
```

## Interactive Input

### The `:=` operator

- ▶ We can also set properties to be the output of an interactive control
- ▶ We use the setting `" := "` for this input
- ▶ We can optionally set labels next to the control

```
opacity := input_slider(0, 1, label = "Opacity")
```