Leaflet Cheat Sheet

Leaflet for R

an open-source JavaScript library for mobile-friendly interactive maps

Quick Start

Installation

Use **install.packages("leaflet")** to installize the package or directly from Github *devtools::install_github("rstudio/leaflet")*.

First Map

```
m <- leaflet() %>%          # leaflet works with the pipe operator
    addTiles() %>%          # setup the default OpenStreetMap map tiles
    addMarkers(lng = 174.768, lat = -36.852, popup = "The birthplace of R")
                            # add a single point layer
m
```
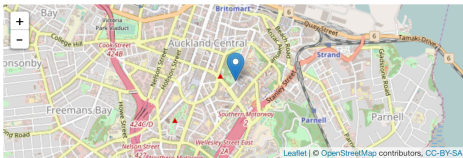

Map Widget

Initialization

```
m <- leaflet(options = leafletOptions(...))
```
center	Initial geographic center of the map
zoom	Initial map zoom level
minZoom	Minimum zoom level of the map
maxZoom	Maximum zoom level of the map

Map Methods

m %>% setView(lng, lat, zoom, options = list())
  Set the view of the map (center and zoom level)
m %>% fitBounds(lng1, lat1, lng2, lat2)
  Fit the view into the rectangle [lng1, lat1] - [lng2, lat2]
m %>% clearBounds()
  Clear the bound, automatically determine from the map elements

Data Object

Both **leaflet()** and the **map** layers have an optional data parameter that is designed to receive spatial data with the following formats:

Base R   *The arguments of all layers take normal R objects:*
  df <- data.frame(lat = ..., lng = ...)
  leaflet(df) %>% addTiles() %>% addCircles()
sp *package*   library(sp) *Useful functions:*
  SpatialPoints, SpatialLines, SpatialPolygons, ...
maps *package*   library(maps) *Build a map of states with colors:*
  mapStates <- map("state", fill = TRUE, plot = FALSE)
  leaflet(mapStates) %>% addTiles() %>%
    addPolygons(fillColor = topo.colors(10, alpha = NULL), stroke = FALSE)

Markers

Use markers to call out points, express locations with latitude/longitude coordinates, appear as icons or as circles.
Data come from vectors or assigned data frame, or **sp** package objects.

Icon Markers

Regular Icons: default and simple
addMarkers(lng, lat, popup, label) *add basic icon markers*
makeIcon/icons (iconUrl, iconWidth, iconHeight, iconAnchorX, iconAnchorY, shadowUrl, shadowWidth, shadowHeight, ...) *customize marker icons*
iconList() *create a list of icons*
Awesome Icons: customizable with colors and icons
addAwesomeMarkers, makeAwesomeIcon, awesomeIcons, awesomeIconList
Marker Clusters: option of addMarters()
clusterOptions = markerClusterOptions()
  freezeAtZoom   Freeze the cluster at assigned zoom level

Circle Markers

addCircleMarkers(color, radius, stroke, opacity, ...)
Customize their color, radius, stroke, opacity

Popups and Labels

addPopups(lng, lat, ...content..., options) *Add standalone popups*
  options = popupOptions(closeButton=FALSE)
addMarkers(..., popup, ...) *Show popups with markers or shapes*
addMarkers(..., label, labelOptions...) *Show labels with markers or shapes*
  labelOptions = labelOptions(noHide, textOnly, textsize, direction, style)
addLabelOnlyMarkers() *Add labels without markers*

Lines and Shapes

Polygons and Polylines
addPolygons(color, weight=1, smoothFactor=0.5, opacity=1.0, fillOpacity=0.5, fillColor= ~colorQuantile("YlOrRd", ALAND)(ALAND), highlightOptions, ...)
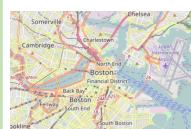**highlightOptions**(color, weight=2, bringToFront=TRUE) *highlight shapes*
Use **rmapshaper::ms_simplify** to simplify complex shapes
Circles **addCircles**(lng, lat, weight=1, radius, ...)
Rectangles **addRectangles**(lng1, lat1, lng2, lat2, fillColor="transparent", ...)

Basemaps

addTiles()	providers$Stamen.Toner, CartoDB.Positron, Esri.NatGeoWorldMap

Default Tiles   Third-Party Tiles **addProviderTiles()**
Use **addTiles()** to add a custom map tile URL template, use **addWMSTiles()** to add WMS (Web Map Service) tiles

GeoJSON and TopoJSON

There are two options to use the GeoJSON/TopoJSON data.
* To read into **sp** objects with the **geojsonio** or **rgdal** package:
geojsonio::geojson_read(...,what="sp") rgdal::readOGR(...,"OGRGeoJSON")
* Or to use the **addGeoJSON()** and **addTopoJSON()** functions:
addTopoJSON/addGeoJSON(... weight, color, fill, opacity, fillOpacity...)
Styles can also be tuned separately with a *style: {...}* object.

Other packages including **RJSONIO** and **jsonlite** can help fast parse or generate the data needed.

Shiny Integration

To integrate a Leaflet map into an app:
* In the UI, call **leafletOutput**("name")
* On the server side, assign a **renderLeaflet**(...) call to the output
* Inside the **renderLeaflet** expression, return a Leaflet map object

Modification

To modify an existing map or add incremental changes to the map, you can use **leafletProxy()**. This should be performed in an observer on the server side.

Other useful functions to edit your map:
fitBounds(0, 0, 11, 11)   *similar to setView*
                              fit the view to within these bounds
addCircles(1:10, 1:10, layerId = LETTERS[1:10])
                              create circles with layerIds of "A", "B", "C"...
removeShape(c("B", "F"))   *remove some of the circles*
clearShapes()   *clear all circles (and other shapes)*

Inputs/Events

Object Events
Object event names generally use this pattern:
input$MAPID_OBJCATEGORY_EVENTNAME.
Triger an event changes the value of the Shiny input at this variable.
Valid values for *OBJCATEGORY* are *marker*, *shape*, *geojson* and *topojson*.
Valid values for *EVENTNAME* are *click*, *mouseover* and *mouseout*.

All of these events are set to either *NULL* if the event has never happened, or a *list()* that includes:
* lat The latitude of the object, if available; otherwise, the mouse cursor
* lng The longitude of the object, if available; otherwise, the mouse cursor
* id   The layerId, if any

GeoJSON events also include additional properties:
* featureId The feature ID, if any
* properties The feature properties

Map Events
input$MAPID_click   *when the map background or basemap is clicked value -- a list with lat and lng*
input$MAPID_bounds   *provide the lat/lng bounds of the visible map area value -- a list with north, east, south and west*
input$MAPID_zoom   *an integer indicates the zoom level*