Package 'shinyRGL'

October 14, 2022

Type Package

Title Shiny Wrappers for RGL

Version 0.1.0

Date 2013-10-13

Author Trestle Technology, LLC.

Maintainer Jeff Allen <jeff@trestletech.com>

Description Shiny wrappers for the RGL package. This package exposes RGL's
ability to export WebGL visualization in a shiny-friendly format.

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Depends R (>= 2.15.0)

Imports rgl (>= 0.93.949), shiny (>= 0.6.0)

Suggests testthat

BugReports https://github.com/trestletech/shinyRGL/issues

Collate 'init.R' 'render-webgl.R' 'webgl-output.R'

NeedsCompilation no

Repository CRAN

Date/Publication 2013-10-13 22:24:50

R topics documented:

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renderWebGL   *Render a WebGL Element*

Description

Render a WebGL Shiny output.

Usage

```
renderWebGL(expr, width = "auto", height = "auto",
  env = parent.frame(), quoted = FALSE)
```

Arguments

expr	The expression to be evaluated which should produce a rgl scene.
width	Either "auto", in which case the width will be calculated (reactively) based on the size of the glOutput element associated with this function, or a numeric value representing the width of the desired WebGL scene in pixels.
height	The height of the WebGL scene. See width for details.
env	The environment in which expr should be evaluated.
quoted	Is expr a quoted expression (with quote())? This is useful if you want to save an expression in a variable.

Author(s)

Jeff Allen <jeff@trestletech.com>

Examples

```
## Not run:
  renderWebGL({
    points3d(1:10,1:10,1:10)
  })

## End(Not run)
```

---

webGLOutput   *Renger a WebGL Element*

Description

Render a WebGL [renderWebGL](#) in an application page.

Usage

```
webGLOutput(outputId, width = "100%", height = "400px")
```

Arguments

outputId	The ID of the `glOutput` associated with this element
width	The width of the WebGL scene. Must be a valid CSS unit (like "100%", "400px", or "auto") or a number, which will be treated as a number of pixels.
height	Plot height. See `width` for details.

Author(s)

Jeff Allen <jeff@trestletech.com>

Examples

```
## Not run:
   webGLOutput("sctPlot")

## End(Not run)
```

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