Package 'micromodal'

August 17, 2023
Title Create Simple and Elegant Modal Dialogs in 'shiny'
Version 1.0.0
Description Enables you to create accessible modal dialogs, with confidence and with minimal configuration.
License MIT + file LICENSE
Encoding UTF-8
RoxygenNote 7.2.3
<pre>URL https://github.com/kennedymwavu/micromodal,</pre>
https://mwavu.com/micromodal/
BugReports https://github.com/kennedymwavu/micromodal/issues
Imports htmltools (>= 0.5.5)
Suggests bslib (>= 0.5.0), knitr (>= 1.43), rmarkdown (>= 2.23), shiny (>= 1.7.4.1)
VignetteBuilder knitr
NeedsCompilation no
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get_dependencies

Get package dependencies

Description

Get package dependencies

Usage

```
get_dependencies()
```

micromodal

Create a modal dialog

Description

Create a modal dialog

Usage

```
micromodal(id, title = NULL, content = NULL, footer = NULL)
```

Arguments

id A unique id for the modal

title The modal's title
content The modal's content
footer The modal's footer

Value

```
htmltools::tagList()
```

Examples

```
# Example 1----
if (interactive()) {
    library(shiny)
    library(micromodal)

ui <- fluidPage(
    use_micromodal(),
    actionButton(
    inputId = "trigger",
    label = "Trigger modal",
    `data-micromodal-trigger` = "modal-1"</pre>
```

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```
),
   micromodal(
      id = "modal-1",
      title = "Hello, World!",
      content = tagList(
       tags$p("Hi Mom,"),
       tags$p("Come see my first modal!")
   )
 )
 server <- \(input, output, session) {}</pre>
 shinyApp(ui, server)
}
# Example 2----
if (interactive()) {
 library(shiny)
 library(micromodal)
 server <- \(input, output, session) {</pre>
 }
 ui <- bslib::page(
   title = "Micromodal",
    theme = bslib::bs_theme(version = 5),
    # inform shiny to use {micromodal}:
   use_micromodal(),
    # your normal UI code:
    tags$div(
      class = "container",
      tags$div(
        class = "container my-5",
        tags$h1("Micromodal.js in Shiny", class = "mb-5"),
        # trigger for "modal-1"
        actionButton(
          inputId = "show_modal_1",
          label = "Exhibit 1",
          class = "btn-outline-primary px-3",
          `data-micromodal-trigger` = "modal-1"
       ),
        # trigger for "modal-2"
        actionButton(
          inputId = "show_modal_2",
          label = "Exhibit 2",
          class = "btn-outline-primary px-3",
          `data-micromodal-trigger` = "modal-2"
       )
      ),
      # modal-1:
      micromodal(
```

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```
id = "modal-1",
  title = "Login",
  content = tagList(
    textInput(
      inputId = "name",
      label = "Name",
      width = "400px"
    ),
    passwordInput(
      inputId = "password",
      label = tags$div(
        tags$span("Password"),
        tags$span("(required)", class = "text-muted fw-light")
      ),
     width = "400px"
    ) |> tagAppendAttributes(class = "mb-0"),
    tags$div(
      "Must be atleast 6 characters long.",
      class = "text-muted fw-light"
   )
  ),
  footer = tagList(
    tags$button(
      class = "modal__btn modal__btn-primary",
      "Continue"
    ),
    tags$a(
      href = "#",
      class = "ms-3",
      `data-micromodal-close` = NA,
      `aria-label` = "Close this dialog window",
      "Cancel"
   )
 )
),
# modal-2:
micromodal(
  id = "modal-2",
  title = "Micromodal",
  content = tagList(
    tags$p("This is a completely accessible modal."),
    tags$p(
      "Try hitting the",
      tags$code("tab"),
      "key* and notice how the focus stays",
      "within the modal itself. To close modal hit the",
      tags$code("esc"),
      "button, click on the overlay or just click the close button."
   tags$p("*", tags$code("alt + tab"), "in safari")
  footer = tagList(
    tags$button(
```

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use_micromodal

Use micromodal

Description

Call this function once in your app's UI.

Usage

```
use_micromodal()
```

Details

This function adds the dependencies needed for the modals.

See micromodal() for a complete example.

Value

```
htmltools::tagList()
```

Examples

```
if (interactive()) {
    library(shiny)
    library(micromodal)

ui <- fluidPage(
    use_micromodal(),
    # the rest of your UI code
)
}</pre>
```

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```