Package 'vov'

October 12, 2022
Title CSS Animations for 'shiny' Elements
Version 0.1.2
Description A wrapper around a CSS library called 'vov.css', intended for use in 'shiny' applications. Simply wrap a UI element in one of the animation functions to see it move.
License MIT + file LICENSE
Encoding UTF-8
LazyData true
RoxygenNote 7.1.1
<pre>URL https://github.com/tyluRp/vov</pre>
<pre>BugReports https://github.com/tyluRp/vov/issues</pre>
Imports shiny, glue, htmltools
Suggests testthat (>= 2.1.0), covr
NeedsCompilation no
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Repository CRAN
Date/Publication 2020-08-27 21:50:03 UTC
R topics documented:
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```

blur_in

Blur in

Description

Animation to blur in a UI element.

Usage

```
blur_in(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
   blur_in(
     h1("Hello world!")
  )
)</pre>
```

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```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

blur_out

Blur out

Description

Animation to blur out (disappear) a UI element.

Usage

```
blur_out(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    blur_out(
       h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_in 5

fade_in Fade in

Description

Animation to fade in a UI element.

Usage

```
fade_in(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    fade_in(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_in_bottom_left

```
fade_in_bottom_left
Fade in bottom left
```

Description

Animation to fade in a UI element from the bottom left.

Usage

```
fade_in_bottom_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
  fade_in_bottom_left(
    h1("Hello world!")
  )
)</pre>
```

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```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

fade_in_bottom_right Fade in bottom right

Description

Animation to fade in a UI element from the bottom right.

Usage

```
fade_in_bottom_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

   ui <- fluidPage(
      use_vov(),</pre>
```

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```
fade_in_bottom_right(
    h1("Hello world!")
)
)
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

fade_in_down

Fade in down

Description

Animation to fade in a UI element downward.

Usage

```
fade_in_down(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
  fade_in_down(
   h1("Hello world!")</pre>
```

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```
)
server <- function(input, output, session) {}
shinyApp(ui, server)
}
```

fade_in_left

Fade in left

Description

Animation to fade in a UI element from the left.

Usage

```
fade_in_left(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    fade_in_left(
        h1("Hello world!")
    )
)</pre>
```

fade_in_right

```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

fade_in_right

Fade in right

Description

Animation to fade in a UI element from the right.

Usage

```
fade_in_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

fade_in_top_left 11

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_in_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_in_top_left

Fade in top left

Description

Animation to fade in a UI element from the top left.

Usage

```
fade_in_top_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

fade_in_top_right

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_in_top_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_in_top_right

Fade in top right

Description

Animation to fade in a UI element from the top right.

Usage

```
fade_in_top_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts

fade_in_up

steps Animation steps iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_in_top_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_in_up

Fade in up

Description

Animation to fade in a UI element upward.

Usage

```
fade_in_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

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Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_in_up(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out

Fade out

Description

Animation to fade out (disappear) a UI element.

Usage

```
fade_out(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

fade_out_bottom_left 15

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_out(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out_bottom_left Fade out bottom left

Description

Animation to fade out (disappear) a UI element from the bottom left.

Usage

```
fade_out_bottom_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts

steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_out_bottom_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out_bottom_right Fade out bottom right

Description

Animation to fade out (disappear) a UI element from the bottom right

Usage

```
fade_out_bottom_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

fade_out_down 17

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

• Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL

- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_out_bottom_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out_down

Fade out down

Description

Animation to fade out (disappear) a UI element downward.

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Usage

```
fade_out_down(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    fade_out_down(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out_left 19

fade_out_left

Fade out left

Description

Animation to fade out (disappear) a UI element from the left.

Usage

```
fade_out_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
  fade_out_left(
    h1("Hello world!")
  )
)</pre>
```

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```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

fade_out_right

Fade out right

Description

Animation to fade out (disappear) a UI element from the right.

Usage

```
fade_out_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

   ui <- fluidPage(
      use_vov(),</pre>
```

fade_out_top_left 21

```
fade_out_right(
    h1("Hello world!")
)
)
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

fade_out_top_left

Fade out top left

Description

Animation to fade out (disappear) a UI element from the top left.

Usage

```
fade_out_top_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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Examples

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

ui <- fluidPage(
    use_vov(),
    fade_out_top_left(
        h1("Hello world!")
    )
  )

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out_top_right

Fade out top right

Description

Animation to fade out (disappear) a UI element from the top right.

Usage

```
fade_out_top_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

fade_out_up 23

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    fade_out_top_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

fade_out_up

Fade out up

Description

Animation to fade out (disappear) a UI element upwards.

Usage

```
fade_out_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

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Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {
 library(shiny)
 library(vov)
 ui <- fluidPage(
   use_vov(),
    fade_out_up(
      h1("Hello world!")
 server <- function(input, output, session) {}</pre>
 shinyApp(ui, server)
```

flash

Flash

Description

Animation to flash a UI element.

Usage

```
flash(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

i_throb

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    flash(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

i_throb

I-Throb

Description

Animation to throb a UI element inward.

Usage

```
i_throb(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

26 roll_in_left

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    i_throb(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

roll_in_left

Roll in left

Description

Animation to roll in a UI element from the left.

Usage

```
roll_in_left(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

roll_in_right 27

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    roll_in_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

roll_in_right

Roll in right

Description

Animation to roll in a UI element from the right.

Usage

```
roll_in_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts

28 roll_out_left

```
steps Animation steps
iteration Iteration of animation
```

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    roll_in_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

roll_out_left

Roll out left

Description

Animation to roll out (disappear) a UI element from the left.

Usage

```
roll_out_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

roll_out_right 29

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

• Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL

- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    roll_out_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

roll_out_right

Roll out right

Description

Animation to roll out (disappear) a UI element from the right.

30 roll_out_right

Usage

```
roll_out_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    roll_out_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

run_demo 31

run_demo

Run a demo application

Description

Run a demo version of the app to try out all the animations.

Usage

```
run_demo()
```

Examples

```
if (interactive()) {
  run_demo()
}
```

shake_diagonally

Shake diagonally

Description

Animation to shake a UI element diagonally.

Usage

```
shake_diagonally(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

32 shake_horizontal

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    shake_diagonally(
       h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

shake_horizontal

Shake horizontal

Description

Animation to shake a UI element horizontally.

Usage

```
shake_horizontal(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts

shake_i_diagonally 33

```
steps Animation steps
iteration Iteration of animation
```

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    shake_horizontal(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

shake_i_diagonally

Shake diagonally inverse

Description

Animation to shake a UI element diagonally.

Usage

```
shake_i_diagonally(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

shake_vertical

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

• Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL

• Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL

• Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    shake_i_diagonally(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

shake_vertical

Shake vertical

Description

Animation to shake a UI element vertically.

shake_vertical 35

Usage

```
shake_vertical(
   ui,
   duration = NULL,
   delay = NULL,
   steps = NULL,
   iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    shake_vertical(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

36 slide_in_down

slide_in_down

Slide in down

Description

Animation to slide in a UI element downward.

Usage

```
slide_in_down(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
   slide_in_down(
     h1("Hello world!")
  )
)</pre>
```

slide_in_left 37

```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

slide_in_left

Slide in left

Description

Animation to slide in a UI element from the left.

Usage

```
slide_in_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

   ui <- fluidPage(
      use_vov(),</pre>
```

38 slide_in_right

```
slide_in_left(
    h1("Hello world!")
)
)
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

slide_in_right

Slide in right

Description

Animation to slide in a UI element from the right.

Usage

```
slide_in_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

slide_in_up 39

Examples

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

ui <- fluidPage(
    use_vov(),
    slide_in_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

slide_in_up

Slide in up

Description

Animation to slide in a UI element upward.

Usage

```
slide_in_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

40 slide_out_down

Examples

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

ui <- fluidPage(
    use_vov(),
    slide_in_up(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

slide_out_down

Slide out down

Description

Animation to slide in a UI element downward.

Usage

```
slide_out_down(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

slide_out_left 41

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    slide_out_down(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

slide_out_left

Slide out left

Description

Animation to slide out (disappear) a UI element from the left.

Usage

```
slide_out_left(
   ui,
   duration = NULL,
   delay = NULL,
   steps = NULL,
   iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts

42 slide_out_right

steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    slide_out_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

slide_out_right

Slide out right

Description

Animation to slide out (disappear) a UI element from the right.

```
slide_out_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

slide_out_up 43

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    slide_out_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)</pre>
```

slide_out_up

Slide out up

Description

Animation to slide out (disappear) a UI element upward.

```
slide_out_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

44 swivel_horizontal

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

• Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL

• Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL

• Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    slide_out_up(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

swivel_horizontal

Swivel horizontal

Description

Animation to swivel a UI element horizontally.

swivel_horizontal 45

Usage

```
swivel_horizontal(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    swivel_horizontal(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

```
swivel_horizontal_double
```

Swivel horizontal double

Description

Animation to swivel a UI element horizontally, twice.

Usage

```
swivel_horizontal_double(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
   swivel_horizontal_double(
     h1("Hello world!")
   )
)</pre>
```

swivel_vertical 47

```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

swivel_vertical

Swivel vertical

Description

Animation to swivel a UI element vertically.

Usage

```
swivel_vertical(
   ui,
   duration = NULL,
   delay = NULL,
   steps = NULL,
   iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    swivel_vertical(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

swivel_vertical_double

Swivel vertical double

Description

Animation to swivel a UI element vertically, twice.

Usage

```
swivel_vertical_double(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL
)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

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Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    swivel_vertical_double(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

throb

Throb

Description

Animation to throb a UI element outward.

Usage

```
throb(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

50 use_vov

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    throb(
       h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

use_vov

Use the vov package

Description

Enables vov by including the CSS file necessary for the animations.

Usage

```
use_vov()
```

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

ui <- fluidPage(
   use_vov(),
  fade_in(
    h1("Hello world!")
  )
)</pre>
```

wheel_in_left 51

```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

wheel_in_left

Wheel in left

Description

Animation to wheel in a UI element from the left.

Usage

```
wheel_in_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

52 wheel_in_right

Examples

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

ui <- fluidPage(
    use_vov(),
    wheel_in_left(
        h1("Hello world!")
    )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}</pre>
```

wheel_in_right

Wheel in right

Description

Animation to wheel in a UI element from the right.

Usage

```
wheel_in_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

wheel_out_left 53

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    wheel_in_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

wheel_out_left

Wheel out left

Description

Animation to wheel out (disappear) a UI element from the left.

Usage

```
wheel_out_left(
   ui,
   duration = NULL,
   delay = NULL,
   steps = NULL,
   iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts

54 wheel_out_right

steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    wheel_out_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

wheel_out_right

Wheel out right

Description

Animation to wheel out (disappear) a UI element from the right.

```
wheel_out_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

zoom_in 55

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    wheel_out_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

 ${\tt zoom_in}$

Zoom in

Description

Animation to zoom a UI element.

```
zoom_in(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

56 zoom_in_down

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps

Iteration of animation

Details

iteration

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    zoom_in(
     h1("Hello world!")
  )
  )

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

zoom_in_down

Zoom in down

Description

Animation to zoom a UI element down.

```
zoom_in_down(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

zoom_in_left 57

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    zoom_in_down(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)</pre>
```

zoom_in_left

Zoom in left

Description

Animation to zoom a UI element left.

```
zoom_in_left(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

58 zoom_in_right

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

• Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,

• Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL

• Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL

• Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

ui <- fluidPage(
    use_vov(),
    zoom_in_left(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

zoom_in_right

Zoom in right

Description

Animation to zoom a UI element right.

zoom_in_right 59

Usage

```
zoom_in_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    zoom_in_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

zoom_in_up

zoom_in_up

Zoom in up

Description

Animation to zoom a UI element up.

Usage

```
zoom_in_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    zoom_in_up(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

zoom_out 61

zoom_out

Zoom out

Description

Animation to zoom a UI element.

Usage

```
zoom_out(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

 $\begin{array}{ll} \mbox{ui} & \mbox{A UI element} \\ \mbox{duration} & \mbox{Duration of animation} \end{array}$

delay Delay in seconds before animation starts

steps Animation steps iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
    use_vov(),
    zoom_out(
     h1("Hello world!")
  )
  )

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

62 zoom_out_down

zoom_out_down

Zoom out down

Description

Animation to zoom a UI element down.

Usage

```
zoom_out_down(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element
duration Duration of animation
delay Delay in seconds before animation starts
steps Animation steps
iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),
   zoom_out_down(
    h1("Hello world!")
  )
)</pre>
```

zoom_out_left 63

```
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

zoom_out_left

Zoom out left

Description

Animation to zoom a UI element left.

Usage

```
zoom_out_left(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

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

ui <- fluidPage(
   use_vov(),</pre>
```

zoom_out_right

```
zoom_out_left(
    h1("Hello world!")
)
server <- function(input, output, session) {}
shinyApp(ui, server)
}</pre>
```

zoom_out_right

Zoom out right

Description

Animation to zoom a UI element right.

Usage

```
zoom_out_right(
    ui,
    duration = NULL,
    delay = NULL,
    steps = NULL,
    iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

zoom_out_up 65

Examples

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

ui <- fluidPage(
    use_vov(),
    zoom_out_right(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

zoom_out_up

Zoom out up

Description

Animation to zoom a UI element up.

Usage

```
zoom_out_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui A UI element

duration Duration of animation

delay Delay in seconds before animation starts

steps Animation steps

iteration Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

zoom_out_up

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

ui <- fluidPage(
    use_vov(),
    zoom_out_up(
        h1("Hello world!")
    )
)

server <- function(input, output, session) {}

shinyApp(ui, server)
}</pre>
```

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