Package 'shinyEffects'

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Type Package
Title Customize Your Web Apps with Fancy Effects
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Description Add fancy CSS effects to your 'shinydashboards' or 'shiny' apps. 100% compatible with 'shinydashboardPlus' and 'bs4Dash'.
License GPL (>= 2) file LICENSE
Imports htmltools, shiny
Suggests shinydashboard, shinydashboardPlus, bs4Dash, rmarkdown, knitr
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blurContainer

Blur container

Description

Allow to apply a blur effect on a given element.

Usage

```
blurContainer(tag)
```

Arguments

tag

Element to apply the blur effect.

setBlur

Custom blur animation

Description

Allow to apply a blur effect on a given element.

Usage

```
setBlur(intensity = 2)
```

Arguments

intensity Blur intensity.

```
if (interactive()) {
  library(shiny)
  library(shinydashboard)
  library(shinydashboardPlus)
  library(shinyEffects)

boxTag <- box(
  title = "A box",
  status = "warning",
  solidHeader = FALSE,
  collapsible = TRUE,
  p("Box Content")
)</pre>
```

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```
shinyApp(
  ui = dashboardPage(
    header = dashboardHeader(),
    sidebar = dashboardSidebar(),
    body = dashboardBody(
    setBlur(),
    fluidRow(blurContainer(boxTag), boxTag)
    ),
    controlbar = dashboardControlbar(),
    title = "DashboardPage"
    ),
    server = function(input, output) { }
}
```

setPersp

Custom perspective effect

Description

Allow to apply a perspective effect on a given element.

Usage

```
setPersp(
  id = NULL,
  class = NULL,
  direction = "Y",
  angle = 45,
  depth = 600,
  side = "left",
  hover = FALSE
)
```

Arguments

id Use this argument if you want to target an individual element.

class The element to which the persp should be applied.

direction Perspective direction: "X" or "Y".

angle Rotation intensity: numeric, 45 by default.

depth Perspective depth: numeric, 600 by default.

side Perspective side: "left" or "right".

hover Whether to apply the persp effect on hover. FALSE by default.

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Examples

```
if (interactive()) {
 library(shiny)
 library(shinydashboard)
 library(shinydashboardPlus)
 library(shinyEffects)
 boxTag <- box(</pre>
  id = "mybox",
  title = "A box",
  status = "warning",
  solidHeader = FALSE,
  collapsible = TRUE,
  p("Box Content")
 )
 shinyApp(
  ui = dashboardPage(
    header = dashboardHeader(),
     sidebar = dashboardSidebar(),
     body = dashboardBody(
      setPersp(id = "mybox", angle = 45),
      tags$h2("Add Perspective effects"),
      br(),
     boxTag
     controlbar = dashboardControlbar(),
     title = "DashboardPage"
  server = function(input, output) { }
 )
}
```

setPulse

Custom pulse animation: UI side

Description

Allow to apply a pulse animation on a given element.

Usage

```
setPulse(id = NULL, class = NULL, duration = 1, iteration = 5)
```

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Arguments

Use this argument if you want to target an individual element.
 Class The element to which the pulse should be applied. For example, class is set to box. All elements having the box class will be affected.
 duration Pulse frequency. 1s by default.
 iteration Pulse iteration. 5 by default.

```
if (interactive()) {
 library(shiny)
 library(shinydashboard)
 library(shinydashboardPlus)
 library(shinyEffects)
 boxTag <- boxPlus(</pre>
  title = "A box",
  status = "warning"
  solidHeader = FALSE,
  collapsible = TRUE,
 p("Box Content")
 shinyApp(
 ui = dashboardPage(
    header = dashboardHeader(),
    sidebar = dashboardSidebar(),
    body = dashboardBody(
     setPulse(class = "box", duration = 1, iteration = 100),
     setPulse(id = "my-progress", duration = 1, iteration = 100),
     tags$h2("Add pulse animation to the box class"),
     fluidRow(boxTag, boxTag),
     tags$h2("Add pulse animation only to the first element using id"),
     tagAppendAttributes(
      progressBar(
       value = 10,
       striped = TRUE,
       animated = TRUE,
       vertical = TRUE
      ),
      id = "my-progress"
     ),
     progressBar(
      value = 50,
      status = "warning",
      size = "xs",
      vertical = TRUE
```

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```
),
    controlbar = dashboardControlbar(),
    title = "DashboardPage"
    ),
    server = function(input, output) { }
    )
}
```

setShadow

Custom shadows

Description

Allow to apply a shadow on a given element.

Usage

```
setShadow(id = NULL, class = NULL)
```

Arguments

id

Use this argument if you want to target an individual element.

class

The element to which the shadow should be applied. For example, class is set to box.

```
if (interactive()) {
 library(shiny)
 library(shinydashboard)
 library(shinydashboardPlus)
 library(shinyEffects)
 boxTag <- box(</pre>
  title = "A box",
  status = "warning",
  solidHeader = FALSE,
  collapsible = TRUE,
 p("Box Content")
 )
 shinyApp(
  ui = dashboardPage(
   header = dashboardHeader(),
    sidebar = dashboardSidebar(),
    body = dashboardBody(
     setShadow(class = "box"),
     setShadow(id = "my-progress"),
```

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```
tags$h2("Add shadow to the box class"),
      fluidRow(boxTag, boxTag),
      tags$h2("Add shadow only to the first element using id"),
      tagAppendAttributes(
       progressBar(
       value = 10,
        striped = TRUE,
       animated = TRUE,
       vertical = TRUE
       ),
       id = "my-progress"
      ),
      progressBar(
       value = 50,
       status = "warning",
       size = "xs",
     )
     ),
    controlbar = dashboardControlbar(),
    title = "DashboardPage"
  ),
  server = function(input, output) { }
 )
}
```

setShake

Custom shake animation

Description

Allow to apply a shake animation on a given element.

Usage

```
setShake(id = NULL, class = NULL, duration = 0.82)
```

Arguments

id Use this argument if you want to target an individual element.

class The element to which the shake should be applied. For example, class is set to

box.

duration Shake total duration. 0.82s by default.

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

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```
library(shinydashboard)
library(shinydashboardPlus)
library(shinyEffects)
boxTag <- box(</pre>
title = "A box",
 status = "warning",
 solidHeader = FALSE,
collapsible = TRUE,
p("Box Content")
)
shinyApp(
 ui = dashboardPage(
   header = dashboardHeader(),
   sidebar = dashboardSidebar(),
   body = dashboardBody(
    setShake(class = "box"),
    setShake(id = "my-progress"),
    tags$h2("Add shake to the box class"),
    fluidRow(boxTag, boxTag),
    tags$h2("Add shake only to the first element using id"),
    tagAppendAttributes(
     progressBar(
      value = 10,
      striped = TRUE,
      animated = TRUE,
      vertical = TRUE
     ),
     id = "my-progress"
    ),
    progressBar(
     value = 50,
     status = "warning",
     size = "xs",
    )
   ),
   controlbar = dashboardControlbar(),
   title = "Shake Effect"
),
 server = function(input, output) { }
)
```

setZoom

}

Custom zoom

Description

Allow to apply a zoom on a given element.

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Usage

```
setZoom(id = NULL, class = NULL, scale = 1.05)
```

Arguments

id Use this argument if you want to target an individual element.

class The element to which the zoom should be applied. For example, class is set to

box.

scale Zoom scale. 1.05 by default (5% bigger than the normal). We do not recommand

using higher values, except in some particular cases.

```
if (interactive()) {
library(shiny)
library(shinydashboard)
library(shinydashboardPlus)
library(shinyEffects)
boxTag <- box(</pre>
 title = "A box",
 status = "warning",
 solidHeader = FALSE,
 collapsible = TRUE,
 p("Box Content")
shinyApp(
 ui = dashboardPage(
   header = dashboardHeader(),
    sidebar = dashboardSidebar(),
   body = dashboardBody(
     setZoom(class = "box"),
     setZoom(id = "my-progress"),
     tags$h2("Add zoom to the box class"),
     fluidRow(boxTag, boxTag),
     tags$h2("Add zoom only to the first element using id"),
     tagAppendAttributes(
      progressBar(
      value = 10,
       striped = TRUE,
       animated = TRUE,
       vertical = TRUE
      ),
      id = "my-progress"
     ),
     progressBar(
      value = 50,
```

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```
status = "warning",
    size = "xs",
)
),
controlbar = dashboardControlbar(),
    title = "DashboardPage"
),
server = function(input, output) { }
)
}
```

 $\verb|shinyEffectsGallery| \\$

Launch the shinyEffects Gallery

Description

A gallery of all components available in shinyEffects.

Usage

```
shinyEffectsGallery()
```

```
if (interactive()) {
  shinyEffectsGallery()
}
```

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