Package 'spsComps'

July 13, 2023

Title 'systemPipeShiny' UI and Server Components

Version 0.3.3.0

Date 2023-07-10

Description The systemPipeShiny (SPS) framework comes with many UI and server components. However, installing the whole framework is heavy and takes some time. If you would like to use UI and server components from SPS in your own Shiny apps, do not hesitate to try this package.

Depends R (>= 4.0.0), shiny (>= 1.5.0)

Imports assertthat, stringr, glue (>= 1.4.0), magrittr, shinytoastr, shinyAce, htmltools, utils, R6, crayon

Suggests testthat, shinyjqui, spsUtil (>= 0.2.0)

License GPL (>= 3)

Encoding UTF-8

BugReports https://github.com/lz100/spsComps/issues

URL https://github.com/lz100/spsComps

RoxygenNote 7.2.3

Config/testthat/edition 3

NeedsCompilation no

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Repository CRAN

Date/Publication 2023-07-12 22:30:09 UTC

R topics documented:

`addLoader` *Add CSS loaders from server*

Description

Add/remove CSS loaders from server to any Shiny/HTML component. It is useful to indicate busy status when some code is running in the server and when it finishes, remove the loader to indicate clear status.

Value

CSS load in R6 class

Methods

Public methods:

- `addLoader$new()`
- `addLoader$show()`
- `addLoader$hide()`

- addLoader$destroy()
- addLoader$recreate()
- addLoader$clone()

Method `new()`**:** create a loader object

Usage:

```
addLoader$new(
  target_selector = "",
  isID = TRUE,
  type = "default",
  src = "",
  id = "",
  height = NULL,
  width = height,
  color = "#337ab7",
  opacity = 1,
  method = "replace",
  block = TRUE,
  center = TRUE,
  bg_color = "#eee",
  footer = NULL,
  z_index = 2000,
  alert = FALSE,
  session = shiny::getDefaultReactiveDomain()
)
```

Arguments:

`target_selector` string, which Shiny component you want to add the loader to? a shiny component ID or a valid CSS selector if `isID = FLASE`. for example, you have a button and want to add animation to it:

`actionButton(inputId = "btn")`

This function is used in server only, so if you are in shiny module, use `ns()` for ID on UI but **DO NOT** add the `ns()` wrapper on server.
UI

`actionButton(inputId = ns("btn"))`

server

`addLoader$new(target_selector = "btn", ...)`

`isID` bool, is your selector an ID?

`type` string, one of "circle", "dual-ring", "facebook", "heart", "ring", "roller", "default", "ellipsis", "grid", "hourglass", "ripple", "spinner", "gif", default is "default".

`src` string, online URL or local path of the gif animation file if you would like to upload your own loader.

`id` string, the unqiue ID for the loader, if not provided, a random ID will be given. If you are using shiny modules, DO NOT use `session$ns('YOUR_ID')` to wrap it. Loaders live on the top level of the document.

`height` string, (r)em, "1.5rem", "1.5em", or pixel, like "10px". Default is `NULL`, will be automatically calculated based on the target component. It is recommend to use `NULL` for "replace" and "inline" method to let it automatically be calculated, but required for "full_screen" method.

`width` string, default is the same as `height` to make it square.

`color` string, any valid CSS color name, or hex color code

`opacity` number, between 0-1

`method` one of "replace", "inline", "full_screen", see details

`block` bool, for some input components, once the loader starts, it can also block user interaction with the component, very useful for "inline" method, eg. prevent users from clicking the button while some process is still running.

`center` bool, try to place the load to the center of the target for "inline" and "replace" and center of the screen for "full_screen".

`bg_color` string, any valid CSS color name, or hex color code. Only works for "full_screen" method.

`footer` Additional Shiny/HTML component to add below the loader, like a title `h1("load title")`. `inline` method does not have a footer.

`z_index` number, only works for "full_screen" method, what CSS layer should the overlay be places. In HTML, all elements have the default of 0.

`alert` bool, should alert if target cannot be found or other javascript errors? mainly for debugging

`session` shiny session

Details:

Methods:

- `replace`: use a HTML `div` with the same CSS styles to **replace the original target**, but add the loader inside and remove original content inside. When the loader is `hide`, show the original `div` and hide this loader `div`. Height and width is the original `div`'s height unless specially specified. Good example of this will be some plot outputs.
- `inline`: append the loader as the first child of target HTML container. loader's height and width is the original `div`'s height unless specially specified. In addition, this methods will **disable** all inputs and buttons inside the target container, so this method can be useful on some buttons.
- `full_screen`: Do not change anything of the target HTML container, add an overlay to **cover the whole page** when `show` and hide the overlay when `hide`. This method requires the `height` to be specified manually. Under this method, `bg_color` and `z_index` can also be changed.

New container:

`addLoader$new()` method only stores the loader information, the loader is add to your document upon the first time `addLoader$show()` is called.

Required javascript and css files:

Since spsComps 0.3.1 all dependencies will be added automatically. If you don't see them working, try to manually add `spsDepend('addLoader')` or `spsDepend('css-loader')` (old name) somewhere in your UI to add the dependency.

Returns: A R6 loader object

Method `show()`**:** show the loader

Usage:

```
addLoader$show(alert = FALSE)
```

Arguments:

`alert` bool, if the target selector or loader is not found, alert on UI? For debugging purposes.

Details: Make sure your target element is visible when the time you call this `show` method, otherwise, you will not get it if height and width is rely on auto-calculation for "replace" and "inline" method. "full_screen" method is not affected.

Method `hide()`**:** hide the loader

Usage:

```
addLoader$hide(alert = FALSE)
```

Arguments:

`alert` bool, if the target selector or loader is not found, alert on UI? For debugging purposes.

Method `destroy()`**:** Destroy current loader

Usage:

```
addLoader$destroy(alert = FALSE)
```

Arguments:

`alert` bool, if the target selector or loader is not found, alert on UI? For debugging purposes.

Details: hide and remove current loader from the current document

Method `recreate()`**:** recreate the loader

Usage:

```
addLoader$recreate(
  type = "default",
  src = NULL,
  id = "",
  height = NULL,
  width = height,
  color = "#337ab7",
  opacity = 1,
  method = "replace",
  block = TRUE,
  center = TRUE,
  bg_color = "#eee",
  footer = NULL,
  z_index = 2000,
  alert = FALSE
)
```

Arguments:

`type` string, one of "circle", "dual-ring", "facebook", "heart", "ring", "roller", "default", "ellipsis", "grid", "hourglass", "ripple", "spinner", "gif", default is "default".

`src` string, online URL or local path of the gif animation file if you would like to upload your own loader.

`id` string, the unqiue ID for the loader, if not provided, a random ID will be given. If you are using shiny modules, DO NOT use `session$ns('YOUR_ID')` to wrap it. Loaders live on the top level of the document.

`height` string, (r)em, "1.5rem", "1.5em", or pixel, like "10px". Default is `NULL`, will be automatically calculated based on the target component. It is recommend to use `NULL` for "replace" and "inline" method to let it automatically be calculated, but required for "full_screen" method.

`width` string, default is the same as `height` to make it square.

`color` string, any valid CSS color name, or hex color code

`opacity` number, between 0-1

`method` one of "replace", "inline", "full_screen", see details

`block` bool, for some input components, once the loader starts, it can also block user interaction with the component, very useful for "inline" method, eg. prevent users from clicking the button while some process is still running.

`center` bool, try to place the load to the center of the target for "inline" and "replace" and center of the screen for "full_screen".

`bg_color` string, any valid CSS color name, or hex color code. Only works for "full_screen" method.

`footer` Additional Shiny/HTML component to add below the loader, like a title `h1("load title")`. `inline` method does not have a footer.

`z_index` number, only works for "full_screen" method, what CSS layer should the overlay be places. In HTML, all elements have the default of 0.

`alert` bool, should alert if target cannot be found or other javascript errors? mainly for debugging

Details: This method will first disable then destroy (remove) current loader, and finally store new information of the new loader.
Note:: this method only refresh loader object on the server, the loader is **not** recreated until the next time `show` method is called.

Method `clone()`**:** The objects of this class are cloneable with this method.

Usage:

```
addLoader$clone(deep = FALSE)
```

Arguments:

`deep` Whether to make a deep clone.

Examples

```
if (interactive()){
  ui <- fluidPage(
    h4("Use buttons to show and hide loaders with different methods"),
    spsDepend("addLoader"), # optional
    tags$b("Replace"), br(),
    actionButton("b_re_start", "Replace"),
    actionButton("b_re_stop", "stop replace"),
    br(), tags$b("Inline"), br(),
    actionButton("b_in_start", "Inline"),
    actionButton("b_in_stop", "stop inline"),
```

```
  br(), tags$b("Full screen"), br(),
  actionButton("b_fs_start", "Full screen 2s"), br(),
  h4("Add loaders to a big HTML chunk"),
  actionButton("chunk_start", "Chunk loader"),
  actionButton("chunk_stop", "Stop"), br(),
  column(6,
         id = "chunk",
         style = "background-color: #eee",
         h5("Here is some text 12345"),
         tags$hr(),
         icon("house"),
         p("blablablablablablablablablablablablablablablablablabla"),
         p("blablablablablablablablablablablablablablablablablabla"),
         p("blablablablablablablablablablablablablablablablablabla"),
         p("blablablablablablablablablablablablablablablablablabla")
  )
)

server <- function(input, output, session) {
  # Init loaders
  loader_replace <- addLoader$new("b_re_start", type = "facebook")
  loader_inline <- addLoader$new("b_in_start", color = "green", method = "inline")
  loader_fs <- addLoader$new(
    "b_fs_start", color = "pink", method = "full_screen",
    bg_color = "#eee", height = "30rem", type = "heart"
  )
  loader_chunk <- addLoader$new(
    "chunk", type = "spinner", color = "orange",
    footer = h5("chunk loader")
  )

  # toggle loaders
  ## replace
  observeEvent(input$b_re_start, {
    loader_replace$show()
  })
  observeEvent(input$b_re_stop, {
    loader_replace$hide()
  })
  ## inline
  observeEvent(input$b_in_start, {
    loader_inline$show()
  })
  observeEvent(input$b_in_stop, {
    loader_inline$hide()
  })
  ## full screen
  observeEvent(input$b_fs_start, {
    loader_fs$show()
    Sys.sleep(2)
    loader_fs$hide()
  })
  ## chunk
```

```
    observeEvent(input$chunk_start, {
      loader_chunk$show()
    })
    observeEvent(input$chunk_stop, {
      loader_chunk$hide()
    })

  }

  shinyApp(ui, server)
}

if (interactive()){
  ui <- bootstrapPage(
    spsDepend("addLoader"), # optional
    h4("Add loaders to Shiny `render` events"),
    tags$b("Replace"), br(),
    selectizeInput(inputId = "n_re",
                   label = "Change this to render the following plot",
                   choices = c(10, 20, 35, 50)),
    plotOutput(outputId = "p_re"),
    br(), tags$b("Full screen"), br(),
    selectInput(inputId = "n_fs",
                label = "Change this to render the following plot",
                choices = c(10, 20, 35, 50)),
    plotOutput(outputId = "p_fs")
  )

  server <- function(input, output, session) {
    # create loaders
    l_re <- addLoader$new("p_re")
    l_fs <- addLoader$new(
      "p_fs", color = "pink", method = "full_screen",
      bg_color = "#eee", height = "30rem", type = "grid",
      footer = h4("Replotting...")
    )
    # use loaders in rednering
    output$p_re <- renderPlot({
      on.exit(l_re$hide())
      # to make it responsive
      # (always create a new one by calculating the new height and width)
      l_re$recreate()$show()
      Sys.sleep(1)
      hist(faithful$eruptions,
           probability = TRUE,
           breaks = as.numeric(input$n_re),
           xlab = "Duration (minutes)",
           main = "Geyser eruption duration")
    })
    output$p_fs <- renderPlot({
      on.exit(l_fs$hide())
      l_fs$show()
```

```
      Sys.sleep(1)
      hist(faithful$eruptions,
           probability = TRUE,
           breaks = as.numeric(input$n_fs),
           xlab = "Duration (minutes)",
           main = "Geyser eruption duration")
    })
  }
  shinyApp(ui, server)
}
```

`animateAppend` *Append animation to a Shiny element*

Description

Append animation to a Shiny element

Usage

```
animateAppend(element, animation, speed = NULL, hover = FALSE)

animateAppendNested(
  element,
  animation,
  speed = NULL,
  hover = FALSE,
  display = "inline-block",
  ...
)
```

Arguments

`element`	the shiny element to append, must have "shiny.tag" class for `animateAppend` and can be either "shiny.tag" or "shiny.tag.list" for `animateAppendNested`.
`animation`	what kind of animation you want, one of "wrench", "ring", "horizontal", "horizontal-reverse", "vertical", "flash", "bounce", "bounce-reverse", "spin", "spin-reverse", "float", "pulse", "shake", "tada", "passing", "passing-reverse", "burst", "falling", "falling-reverse", "rising"s See our online demo for details.
`speed`	string, one of "fast", "slow"
`hover`	bool, trigger animation on hover?
`display`	string, CSS display method for the out-most wrapper, one of the v alid css display method, like "block", "inline", "flex", default is "inline-block".
`...`	other attributes add to the wrapper, for `animateAppendNested` only

Details

`animateAppend`**:**

Append the animation directly to the element you provide, but can only apply one type of animation

`animateAppendNested`**:**

Append multiple animations to the element you provide by creating a wrapper around the element. Animations are applied on the wrappers. This may cause some unknown issues, especially on the display property. Try change the display may fix the issues. It is **safer** to use `animateAppend`.

Read more about CSS display: https://www.w3schools.com/cssref/pr_class_display.asp

Value

returns a Shiny element

Examples

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

  ui <- fluidPage(
    icon("house") %>%
      animateAppend("ring"),
    h2("Append animation", class = "text-primary") %>%
      animateAppend("pulse"),
    br(),
    h2("Nested animations", class = "text-primary") %>%
      animateAppendNested("ring") %>%
      animateAppendNested("pulse") %>%
      animateAppendNested("passing"),
    tags$span("Other things"),
    h2("Nested animations display changed", class = "text-primary") %>%
      animateAppendNested("ring") %>%
      animateAppendNested("pulse", display = "block", style = "width: 30%"),
    tags$span("Other things")
  )

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

  }

  shinyApp(ui, server)
}
```

`animateIcon` *Font awesome animated icons*

Description

Greatly enhance the shiny::icon with animations. Built on top of font-awesome-animation.

Usage

```
animateIcon(
  name,
  animation = NULL,
  speed = NULL,
  hover = FALSE,
  color = "",
  size = NULL,
  ...
)
```

Arguments

name	string, the name of the font-awesome icon
animation	what kind of animation you want, one of "wrench", "ring", "horizontal", "horizontal-reverse", "vertical", "flash", "bounce", "bounce-reverse", "spin", "spin-reverse", "float", "pulse", "shake", "tada", "passing", "passing-reverse", "burst", "falling", "falling-reverse", "rising"s See our online demo for details.
speed	string, one of "fast", "slow"
hover	bool, trigger animation on hover?
color	string, color of the icon, a valid color name or hex code
size	string, change font-awesome icon size, one of "xs", "sm", "lg", "2x", "3x", "5x", "7x", "10x". See examples.
...	append additional attributes you want to the icon

Details

If you don't specify any animation, it will work the same as the original shiny::icon function. Fully compatible with any shiny functions that requires an icon as input.

Value

a icon tag

Examples

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

  ui <- fluidPage(
    style = "text-align: center;",
    tags$label("same as original icon function"), br(),
    animateIcon("house"),  br(),
    tags$label("Change animation and color"), br(),
```

```
    animateIcon(
      name = "house", animation = "horizontal", speed = "slow", color ="red"
    ), br(),
    tags$label("work in a button"), br(),
    actionButton(
      "a", "a", icon = animateIcon("spinner", "spin", "fast")
    ), br(),
    tags$label("hover your mouse on the next one"), br(),
    animateIcon(
      name = "wrench", animation = "wrench", hover = TRUE, color ="green"
    ), br(),
    tags$label("change size"), br(),
    animateIcon("house"),
    animateIcon("house", size = "xs"),
    animateIcon("house", size = "sm"),
    animateIcon("house", size = "lg"),
    animateIcon("house", size = "2x"),
    animateIcon("house", size = "3x"),
    animateIcon("house", size = "5x"),
    animateIcon("house", size = "7x"),
    animateIcon("house", size = "10x")
  )

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

  }

  shinyApp(ui, server)
}
```

`animateUI` *Add/remove animation to any HTML/shiny component*

Description

Add animation to a HTML or component and remove it

Usage

```
animateUI(selector, animation, speed = NULL, hover = FALSE, isID = TRUE)

animateServer(
  selector,
  animation = NULL,
  speed = NULL,
  hover = FALSE,
  isID = TRUE,
  session = shiny::getDefaultReactiveDomain()
)
```

```
animationRemove(
  selector,
  isID = TRUE,
  alert = FALSE,
  session = shiny::getDefaultReactiveDomain()
)
```

Arguments

selector	string, a shiny component ID or a valid CSS selector if `isID = FLASE`. for example, you have a button and want to add animation to it: `actionButton(inputId = "btn")` Then the selector is "btn" `selector = 'btn'`. If you are using shiny modules, use `ns()` to wrap it in UI for the button `actionButton(inputId = ns("btn"))`, and also add `ns()` to selector `selector = ns('btn')` for the animateUI function. If you are using the server side functions animateServer and animationRemove, **DO NOT** add the `ns()` wrapper.
animation	what kind of animation you want, one of "wrench", "ring", "horizontal", "horizontal-reverse", "vertical", "flash", "bounce", "bounce-reverse", "spin", "spin-reverse", "float", "pulse", "shake", "tada", "passing", "passing-reverse", "burst", "falling", "falling-reverse", "rising"s See our online demo for details. or our online demo for details.
speed	string, one of "fast", "slow"
hover	bool, trigger animation on hover?
isID	bool, is your selector an ID?
session	the current shiny session
alert	bool, for animationRemove only: if the component is not found or it does not contain any animation or the animation is not added by spsComps, alert on UI? More like for debugging purposes.

Details

- animateUI: use on the UI side, which means add the animation when UI loads complete.
- animateServer: use on the server side. Use server to trigger the animation on a component at some point.
- animationRemove: use on the server side, to remove animation on a certain component.

Selector:

Usually for beginners use the shiny component ID is enough, but sometimes a HTML element may not has the 'id' attribute. In this case, you can still animate the element by advanced CSS selector. For these selectors, turn off the `isID = FALSE` and provide the selector in a single string. Google "CSS selector" to learn more.

only server functions:

If you use animateServer or animationRemove on the server, but not animateUI you don't have to load the required CSS and javascript, since spsComps 0.3.1. In case they don't work, you can manually add the dependency by adding `spsDepend("animation")` somewhere in your UI. see examples.

Value

see details

Examples

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

  ui <- fluidPage(
    spsDepend("animation"), # optional
    column(
      6,
      h3("Adding animations from UI"),
      tags$label("to a button"), br(),
      actionButton("btn1", "random button"), br(),
      animateUI("btn1", animation = "ring"),
      tags$label("to some text"), br(),
      p(id = "mytext", class = "text-red", "some move text"), br(),
      animateUI("mytext", animation = "horizontal", speed = "fast"),
      tags$label("on hover, move mouse on the red thumb"), br(),
      actionButton(
        "btn2", "",
        icon = icon(id = "myicon", "thumbs-up"),
        style = "color: red; boarder: initial; border-color: transparent;"
      ), br(),
      animateUI("btn2", animation = "bounce", speed = "fast", hover = TRUE),
      tags$label("on a plot"), br(),
      plotOutput("plot1"),
      animateUI("plot1", animation = "float", speed = "fast")
    ),
    column(
      6,
      h3("Adding/removing animations from server"),
      tags$label("use a button to control"), br(),
      actionButton("btn3", "animate itself"),
      actionButton("btn4", "stop animation"), br(),
      tags$label("advanced selector in for complex group"), br(),
      sliderInput(
        "myslider",
        label = "animating if less than 5",
        value = 0,
        min = 0, max = 10,
        step = 1
      ),
      sliderInput(
```

```
      "myslider2",  min = 0, max = 10, value = 10,
      label = "this one will not be selected"
    )
  )
)

server <- function(input, output, session) {
  output$plot1 <- renderPlot(plot(1:10, 10:1))
  observeEvent(input$myslider, {
    if (input$myslider <= 5) {
      animateServer(
        # the slider container does not has the ID, it is inside
        selector = ".shiny-input-container:has(#myslider)",
        animation = "horizontal", speed = "slow", isID = FALSE
      )
    } else {
      animationRemove(
        selector = ".shiny-input-container:has(#myslider)",
        isID = FALSE
      )
    }
  })
  observeEvent(input$btn3, {
    animateServer("btn3", animation = "flash", speed = "slow")
  })
  observeEvent(input$btn4, {
    animationRemove("btn3")
  })
}

shinyApp(ui, server)
}
```

`bsAlert` *Bootstrap3 alert*

Description

Add a Bootstrap3 alert component to the UI

Usage

```
bsAlert(..., status = "success", closeable = TRUE)
```

Arguments

`...`	any shiny tag or tagList you want to add to the alert body, **or** any additional attributes you want to add to the alert element.
`status`	string, one of "success", "info", "warning", "danger"
`closeable`	bool, can the alert be closed?

Details

Read more here: https://getbootstrap.com/docs/3.3/components/#alerts

Value

shiny tag element

Examples

```
if(interactive()) {
  library(shiny)
  ui <- fluidPage(
    bsAlert(tags$b("Success: "), "You made it", status = "success"),
    bsAlert(tags$b("Info: "), "Something happened", status = "info"),
    bsAlert(tags$b("Warning: "), "Something is not right", status = "warning"),
    bsAlert(tags$b("Danger: "), "Oh no...", status = "danger")
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

---

bsPopover *Enhanced Bootstrap3 popover*

Description

Add popover to any Shiny element you want. You can also customize color, font size, background color, and more for each individual popover.

Usage

```
bsPopover(
  tag,
  title = "",
  content = "",
  placement = "top",
  bgcolor = "#ebebeb",
  titlecolor = "black",
  contentcolor = "black",
  titlesize = "14px",
  contentsize = "12px",
  titleweight = "600",
  contentweight = "400",
  opacity = 1,
  html = FALSE,
  trigger = "hover",
  click_inside = FALSE
)
```

```
bsHoverPopover(
  tag,
  title = "",
  content = "",
  placement = "top",
  bgcolor = "#ebebeb",
  titlecolor = "black",
  contentcolor = "black",
  titlesize = "14px",
  contentsize = "12px",
  titleweight = "600",
  contentweight = "400",
  opacity = 1,
  html = FALSE,
  trigger = "hover",
  click_inside = FALSE
)

bsPop(
  tag,
  title = "",
  content = "",
  placement = "top",
  status = "primary",
  titlesize = "14px",
  contentsize = "12px",
  titleweight = "600",
  contentweight = "400",
  opacity = 1,
  html = TRUE,
  trigger = "hover",
  click_inside = FALSE
)
```

Arguments

tag	a shiny tag as input
title	string, popover title
content	string, popover cotent
placement	string, one of "top", "bottom", "left", "right", where to put the tooltip
bgcolor	string, background color, valid value of CSS color name or hex value or rgb value
titlecolor	string, title text color, valid value of CSS color name or hex value or rgb value
contentcolor	string, content text color, valid value of CSS color name or hex value or rgb value
titlesize	string, title text font size, valid value of CSS font size, like "10px", "1rem".

`contentsize`	string, content text font size, valid value of CSS font size, like "10px", "1rem".
`titleweight`	string, CSS valid title font weight unit
`contentweight`	string, CSS valid content font weight unit
`opacity`	numeric, between 0 and 1
`html`	bool, allow title contain HTML code? like `"<strong>abc</strong>"`
`trigger`	string, how to trigger the tooltip, one or combination of click | hover | focus | manual.
`click_inside`	bool, default is `FALSE`, whether to allow users to click content inside the message. See details.
`status`	string, used only for wrapper bsPop, see details

Details

1. For trigger methods read: https://getbootstrap.com/docs/3.3/javascript/#tooltips-options.
2. For font weight, see: https://www.w3schools.com/cssref/pr_font_weight.asp
3. bsHoverPopover is the old name but we still keep it for backward compatibility.

Click inside the message:

Sometimes developers want to add links for users to click. By default, the message will be gone once mouse leaves the element, but with this option to be `TRUE`, when users move the mouse inside, the message element will not be gone, so users can click on the links or other content.

Once this option is used, the triggering method is set to `"manual"` and animation will be removed. This is related to the Javascript method used behind, some compromises have to be made.

When adding the links, you may also want to turn `html = TRUE` in combined.

Convenient wrapper function:

bsPop is the convenient function for bsPopover, which has the background and content color set to 5 different bootstrap colors, you can use `status` to set, one of "primary", "info", "success", "warning", "danger"

Value

shiny tag

Examples

```
if(interactive()){
  library(shiny)
  library(magrittr)
  ui <- fluidPage(
    br(), br(), br(), br(), br(), br(), column(2),
    actionButton("", "Popover on the left") %>%
      bsPopover("Popover on the left", "content", "left"),
    actionButton("", "Popover on the top") %>%
      bsPopover("Popover on the top", "content", "top"),
    actionButton("", "Popover on the right") %>%
      bsPopover("Popover on the right", "content", "right"),
```

```
  actionButton("", "Popover on the bottom") %>%
    bsPopover("Popover on the bottom", "content", "bottom"),
  br(), br(), column(2),
  actionButton("", "primary color") %>%
    bsPopover(
      "primary color", "content", bgcolor = "#0275d8",
      titlecolor = "white", contentcolor = "#0275d8"),
  actionButton("", "danger color") %>%
    bsPopover(
      "danger color",  "content", bgcolor = "#d9534f",
      titlecolor = "white", contentcolor = "#d9534f"),
  actionButton("", "warning color") %>%
    bsPopover(
      "warning color", "content", bgcolor = "#f0ad4e",
      titlecolor = "white", contentcolor = "#f0ad4e"),
  br(), br(), column(2),
  actionButton("", "9px & 14px") %>%
    bsPopover("9px", "14", titlesize = "9px", contentsize = ),
  actionButton("", "14px & 12px") %>%
    bsPopover("14px", "12", titlesize = "14px"),
  actionButton("", "20px & 9px") %>%
    bsPopover("20px", "9", titlesize = "20px"),
  br(), br(), column(2),
  actionButton("", "weight 100 & 800") %>%
    bsPopover("weight 100", "800", titleweight =  "100", contentweight = "800"),
  actionButton("", "weight 400 & 600") %>%
    bsPopover("weight 400", "600", titleweight =  "400", contentweight = "600"),
  actionButton("", "weight 600 & 400") %>%
    bsPopover("weight 600", "400", titleweight =  "600", contentweight = "400"),
  actionButton("", "weight 900 & 200") %>%
    bsPopover("weight 900", "200", titleweight =  "900", contentweight = "200"),
  br(), br(), column(2),
  actionButton("", "opacity 0.2") %>%
    bsPopover("opacity 0.2", opacity = 0.2),
  actionButton("", "opacity 0.5") %>%
    bsPopover("opacity 0.5", opacity = 0.5),
  actionButton("", "opacity 0.8") %>%
    bsPopover("opacity 0.8", opacity = 0.8),
  actionButton("", "opacity 1") %>%
    bsPopover("opacity 1", opacity = 1),
  br(), br(), column(2),
  actionButton("f1", "allow html: 'abc<span class='text-danger'>danger</span>'") %>%
    bsPopover(HTML("abc<span class='text-danger'>danger</span>"),
              html = TRUE, bgcolor = "#0275d8"),
  actionButton("f2", "allow html: '<s>del content</s>'") %>%
    bsPopover(HTML("<s>del content</s>"), html = TRUE, bgcolor = "#d9534f"),
  actionButton("", "Clickable with links") %>%
    bsPopover(
       title = "Clickable with links",
    content = "<div>This message has a <a href='https://google.com'>link</a></div>", "bottom",
       html = TRUE, click_inside = TRUE, bgcolor = "orange"
     )
)
```

```
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
if(interactive()){
  library(shiny)
  library(magrittr)
  ui <- fluidPage(
    br(), br(), br(), br(), br(), br(), column(2),
    actionButton("", "primary") %>%
      bsPop("primary", "primary", status = "primary"),
    actionButton("", "info") %>%
      bsPop("info", "info", status = "info"),
    actionButton("", "success") %>%
      bsPop("success", "success", status = "success"),
    actionButton("", "warning") %>%
      bsPop("warning", "warning", status = "warning"),
    actionButton("", "danger") %>%
      bsPop("danger", "danger", status = "danger")
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

---

bsTooltip *Enhanced Bootstrap3 tooltip*

Description

Add tooltip to any Shiny element you want. You can also customize color, font size, background color, trigger event for each individual tooltip.

Usage

```
bsTooltip(
  tag,
  title = "",
  placement = "top",
  bgcolor = "black",
  textcolor = "white",
  fontsize = "12px",
  fontweight = "400",
  opacity = 1,
  html = FALSE,
  trigger = "hover",
  click_inside = FALSE
)

bsTip(
  tag,
```

```
  title = "",
  placement = "top",
  status = "primary",
  fontsize = "12px",
  fontweight = "400",
  opacity = 1,
  html = FALSE,
  trigger = "hover",
  click_inside = FALSE
)
```

Arguments

tag	a shiny tag as input
title	string, tooltip text
placement	string, one of "top", "bottom", "left", "right", where to put the tooltip
bgcolor	string, background color, valid value of CSS color name or hex value or rgb value
textcolor	string, text color, valid value of CSS color name or hex value or rgb value
fontsize	string, text font size, valid value of CSS font size, like "10px", "1rem".
fontweight	string, valid font weight unit: https://www.w3schools.com/cssref/pr_font_weight.asp
opacity	numeric, between 0 and 1
html	bool, allow title contain HTML code? like `"<strong>abc</strong>"` click | hover | focus | manual.
trigger	string, how to trigger the tooltip, one or combination of
click_inside	bool, default is FALSE, whether to allow users to click content inside the message. See details.
status	string, used only for wrapper bsTip, see details

Details

For trigger methods read: https://getbootstrap.com/docs/3.3/javascript/#tooltips-options.

Click inside the message:

Sometimes developers want to add links for users to click. By default, the message will be gone once mouse leaves the element, but with this option to be TRUE, when users move the mouse inside, the message element will not be gone, so users can click on the links or other content.

Once this option is used, the triggering method is set to `"manual"` and animation will be removed. This is related to the Javascript method used behind, some compromises have to be made.

When adding the links, you may also want to turn `html = TRUE` in combined.

Convenient wrapper function:

bsTip is the convenient function for bsTooltip, which has the background and content color set to 5 different bootstrap colors, you can use `status` to set, one of "primary", "info", "success", "warning", "danger"

Value

shiny tag

Examples

```
if(interactive()){
  library(shiny)
  library(magrittr)
  ui <- fluidPage(
    br(), br(), br(), br(), br(), br(), column(2),
    actionButton("", "Tooltip on the left") %>%
      bsTooltip("Tooltip on the left", "left"),
    actionButton("", "Tooltip on the top") %>%
      bsTooltip("Tooltip on the top", "top"),
    actionButton("", "Tooltip on the right") %>%
      bsTooltip("Tooltip on the right", "right"),
    actionButton("", "Tooltip on the bottom") %>%
      bsTooltip("Tooltip on the bottom", "bottom"),
    br(), br(), column(2),
    actionButton("", "primary color") %>%
      bsTooltip("primary color", bgcolor = "#0275d8"),
    actionButton("", "danger color") %>%
      bsTooltip("danger color", bgcolor = "#d9534f"),
    actionButton("", "warning color") %>%
      bsTooltip("warning color", bgcolor = "#f0ad4e"),
    br(), br(), column(2),
    actionButton("", "9px") %>%
      bsTooltip("9px", fontsize = "9px"),
    actionButton("", "14px") %>%
      bsTooltip("14px", fontsize = "14px"),
    actionButton("", "20px") %>%
      bsTooltip("20px", fontsize = "20px"),
    br(), br(), column(2),
    actionButton("", "combined") %>%
      bsTooltip(
        "custom tooltip", "bottom",
        "#0275d8", "#eee", "15px"
      ),
    actionButton("", "Clickable with links") %>%
      bsTooltip(
        "<div>This message has a <a href='https://google.com'>link</a></div>", "bottom",
         html = TRUE, click_inside = TRUE, bgcolor = "orange"
       )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
if(interactive()){
  library(shiny)
  library(magrittr)
  ui <- fluidPage(
    br(), br(), br(), br(), br(), br(), column(2),
```

```
    actionButton("", "primary") %>%
      bsTip("primary", status = "primary"),
    actionButton("", "info") %>%
      bsTip("info", status = "info"),
    actionButton("", "success") %>%
      bsTip("success", status = "success"),
    actionButton("", "warning") %>%
      bsTip("warning", status = "warning"),
    actionButton("", "danger") %>%
      bsTip("danger", status = "danger")
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

`clearableTextInput` *A clearable text inputInput control*

Description

An UI component with a "X" button in the end to clear the entire entered text. It works the same as `Textinput`.

Usage

```
clearableTextInput(
  inputId,
  label = "",
  value = "",
  placeholder = "",
  style = "width: 100%;"
)
```

Arguments

`inputId`	ID
`label`	text label above
`value`	default value
`placeholder`	place holder text when value is empty
`style`	additional CSS styles you want to apply

Value

a shiny component

Examples

```
if(interactive()){

    ui <- fluidPage(
        clearableTextInput("input1", "This is a input box", style = "width: 50%;"),
        verbatimTextOutput("out1")
    )

    server <- function(input, output, session) {
        output$out1 <- renderPrint(input$input1)
    }

    shinyApp(ui, server)
}
```

`cssLoader` *Create a variety of CSS loaders on UI*

Description

CSS loaders can improve user experience by adding a small animation icon to a HTML element. spsComps provides you 12 different looking CSS loaders. Unlike other Shiny packages, you have full control of the CSS loader here, like position, color, size, opacity, etc.

Usage

```
cssLoader(
  type = "default",
  src = "",
  id = "",
  height = "1.5rem",
  width = height,
  color = "#337ab7",
  opacity = 1,
  inline = FALSE,
  is_icon = FALSE,
  ...
)
```

Arguments

`type`	string, one of "circle", "dual-ring", "facebook", "heart", "ring", "roller", "default", "ellipsis", "grid", "hourglass", "ripple", "spinner", "gif", default is "default".
`src`	string, online URL or local path of the gif animation file if you would like to upload your own loader.
`id`	string, optional, ID for the component, if not given, a random ID will be given.

height	string, pixel, like "10px"; or (r)em, "1.5rem", "1.5em". Default is "1.5rem".
width	string, default is the same as height. For most loader, you want to keep width = height for a square shape.
color	string, any valid CSS color name, or hex color code
opacity	number, between 0-1
inline	bool, do you want the loader be inline? This is useful to turn on if you want to add the loader to a shiny::actionButton, so the loader and button label will be on the same line. See examples.
is_icon	bool, default uses the HTML div tag, turn on this option will use the i tag for icon. Useful if you want to add the loader as icon argument for the shiny::actionButton. See examples.
...	other shiny tags or HTML attributes you want to add to the loader.

Details

'rem' unit:

For most modern web apps, including Shiny, 1rem = 10px

Value

returns a css loader component.

Examples

```
if (interactive()){
  library(shiny)
  heights <- paste0(c(1.5, 3, 5, 8, 10, 15, 20), "rem")
  colors <- list(
    colorRampPalette(c("#00d2ff", "#3a7bd5"))(7),
    colorRampPalette(c("#59C173", "#a17fe0", "#5D26C1"))(7),
    colorRampPalette(c("#667db6", "#0082c8", "#5D26C1", "#667db6"))(7),
    colorRampPalette(c("#f2709c", "#ff9472"))(7),
    colorRampPalette(c("#FC5C7D", "#6A82FB"))(7),
    colorRampPalette(c("#4568DC", "#B06AB3"))(7)
  )
  types <- c("circle", "dual-ring", "facebook", "heart",
             "ring", "roller", "default", "ellipsis",
             "grid", "hourglass", "ripple", "spinner")
  ui <- fluidPage(
    lapply(seq_along(types), function(i){
      div(
        h4(types[i]), br(),
        lapply(1:7, function(x){
          cssLoader(
            types[i], height = heights[x],
            color = colors[[if(i > 6) i - 6 else i]][x],
            inline = TRUE
          )
        }),
```

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

# use with buttons
if (interactive()){
  library(shiny)
  ui <- fluidPage(
    actionButton(
      "btn-a", "",
      ## `inline = TRUE` is important if you want loader and
      ## text in the same line.
      icon =  cssLoader(is_icon = TRUE, inline = TRUE, color = "#3a7bd5"
      )
    ),
    actionButton(
      "btn-b", "Loading",
     icon =  cssLoader(type = "hourglass", is_icon = TRUE, color = "#667db6", inline = TRUE)
    )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
# use your own
if (interactive()){
  library(shiny)
 spinner <- "https://github.com/lz100/spsComps/blob/master/examples/demo/www/spinner.gif?raw=true"
 eater <- "https://github.com/lz100/spsComps/blob/master/examples/demo/www/bean_eater.gif?raw=true"
  ui <- fluidPage(
    cssLoader(
      "gif", spinner, height = "50px"
    ),
    cssLoader(
      "gif", spinner, height = "100px"
    ),
    cssLoader(
      "gif", eater, height = "150px"
    ),
    cssLoader(
      "gif", eater, height = "200px"
    ),
    actionButton(
      "btn-custom1", "",
      icon =  cssLoader(
        type = "gif", src = spinner,
        is_icon = TRUE, inline = TRUE
      )
    ),
    actionButton(
```

```
      "btn-custom2", "A button",
      icon =  cssLoader(
        type = "gif", src = eater,
        is_icon = TRUE, inline = TRUE
      )
    )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

---

gallery *A shiny gallery component*

Description

Create a gallery to display images or photos

`texts`, `hrefs`, `images` Must have the same length

If there is any image that you do not want to add links, use `""` to occupy the space, e.g

`hrefs = c("https://xxx.com", "", "https://xxx.com")`

If the link is empty, there will be no hover effect on that image, and you cannot click it.

Similar to `hrefs`, for the `texts`, use `""` to occupy space

Usage

```
gallery(
  texts,
  hrefs,
  images,
  Id = NULL,
  title = "Gallery",
  title_color = "#0275d8",
  image_frame_size = 4,
  enlarge = FALSE,
  enlarge_method = c("inline", "modal"),
  target_blank = FALSE,
  style = ""
)
```

Arguments

`texts`	vector of labels under each image
`hrefs`	vector of links when each image is clicked
`images`	a vector of image sources, can be online URLs or local resource paths.
`Id`	ID of this gallery

title	Title of gallery
title_color	Title color
image_frame_size	integer, 1-12, this controls width. How large is each image. 12 is the whole width of the parent container and 1 is 1/12 of the container. Consider numbers that can be fully divided by 12, like 1 (12 per row), 2 (6 per row), 3 (4 per row), 4 (3 per row), 6 (1 per row)or 12 (if you want only 1 image per row).
enlarge	bool, when click on the image, enlarge it? If enlarge is enabled, click the photo will enlarge instead of jump to the link. Only the title below contains the link if enlarge is enabled.
enlarge_method	how the photo is enlarged on click, one of "inline" – within the gallery change the size of photo to 12, "modal" – display photo in a pop-up modal.
target_blank	bool, whether to add target="_blank" to the link?
style	additional CSS style you want to add to the most outside component "div"

Details

modal **enlarge:**

When view the modal enlarged images, click the "X" button or anywhere outside the image to close the full screen view.

Value

a gallery component

Examples

```
if(interactive()){
  texts <- c("p1", "p2", "", "p4", "p5")
  hrefs <- c("https://github.com/lz100/spsComps/blob/master/img/1.jpg?raw=true",
             "https://github.com/lz100/spsComps/blob/master/img/2.jpg?raw=true",
             "",
             "https://github.com/lz100/spsComps/blob/master/img/4.jpg?raw=true",
             "https://github.com/lz100/spsComps/blob/master/img/5.jpg?raw=true")
  images <- c("https://github.com/lz100/spsComps/blob/master/img/1.jpg?raw=true",
              "https://github.com/lz100/spsComps/blob/master/img/2.jpg?raw=true",
              "https://github.com/lz100/spsComps/blob/master/img/3.jpg?raw=true",
              "https://github.com/lz100/spsComps/blob/master/img/4.jpg?raw=true",
              "https://github.com/lz100/spsComps/blob/master/img/5.jpg?raw=true")
  library(shiny)

  ui <- fluidPage(
    column(
      6,
      gallery(texts = texts, hrefs = hrefs, images = images, title = "Default gallery"),
      spsHr(),
      gallery(texts = texts, hrefs = hrefs, images = images,
              image_frame_size = 2, title = "Photo size"),
      spsHr(),
```

```
      gallery(texts = texts, hrefs = hrefs, images = images,
              enlarge = TRUE, title = "Inline enlarge"),
      spsHr(),
      gallery(
        texts = texts, hrefs = hrefs, images = images,
        enlarge = TRUE, title = "Modal enlarge",
        enlarge_method = "modal"
      )
    )
  )

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

  }

  shinyApp(ui, server)
}
```

---

heightMatcher *Match height of one element to the other element*

Description

Match the height of one element to the second element. If the height of second element change, the height of first element will change automatically

Usage

```
heightMatcher(div1, div2, isID = TRUE)
```

Arguments

div1	element ID, or jquery selector if isID = FALSE. The first element that you want to match the height to the other element
div2	matched element ID or selector, the other element
isID	bool, if TRUE, div1 and div2 will be treated as ID, otherwise you can use complex jquery selector

Value

tagList containing javascript

Examples

```
if(interactive()){
    library(shiny)
    library(shinyjqui)
    ui <- fluidPage(
        column(
```

```
            3, id = "a",
            style = "border: 1px black solid; background-color: gray;",
            p("This block's height is matched with orange one")
        ),
        shinyjqui::jqui_resizable(column(
            2, id ="b",
            style = "border: 1px black solid; background-color: orange;",
            p("drag the bottom-right corner")
        )),
        column(
            3, id = "c",
            style = "border: 1px black solid; background-color: red;",
            p("This block's is not matched with others")
        ),
        heightMatcher("a", "b")
    )

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

    }
    # Try to drag `b` from bottom right corner and see what happens to `a`
    shinyApp(ui, server)
}
```

---

hexLogo *Hexagon logo and logo panel*

Description

Shiny UI widgets to generate hexagon logo(s). hexLogo() generates a single hexagon, and hexPanel() generates a panel of hex logos

Usage

```
hexLogo(
  id,
  title = "",
  hex_img,
  hex_link = "",
  footer = "",
  footer_link = "",
  x = "-10",
  y = "-20",
  target_blank = FALSE
)

hexPanel(
  id,
  title,
```

```
  hex_imgs,
  hex_links = NULL,
  hex_titles = NULL,
  footers = NULL,
  footer_links = NULL,
  xs = NULL,
  ys = NULL,
  target_blank = FALSE
)
```

Arguments

id	input ID
title	title of the logo, display on top of logo or title of logo panel displayed on the left
hex_img	single value of hex_imgs
hex_link	single value of hex_links
footer	single value of footers
footer_link	single value of footer_links
x	number, X offset, e.g. "-10" instead of -10L
y	number, Y offset
target_blank	bool, whether to add target="_blank" to the link?
hex_imgs	a character vector of logo image source, can be online or local, see details
hex_links	a character vector of links attached to each logo, if not NULL, must be the same length as hex_imgs
hex_titles	similar to hex_links, titles of each logo
footers	a character vector of footer attached to each logo
footer_links	a character vector of footer links, if not NULL, must be the same length as footers
xs	a character vector X coordinate offset value for each logo image, default -10, mist be the same length as hex_imgs
ys	Y coordinates offset, must be the same length as xs, default -20

Details

The image in each hexagon is resized to the same size as the hex border and then enlarged 125%. You may want to use x, y offset value to change the image position.

If your image source is local, you need to add your local directory to the shiny server, e.g. `addResourcePath("sps", "www")`. This example add www folder under my current working directory as sps to the server. Then you can access my images by `hex_imgs = "sps/my_img.png"`.

some args in hexPanel are character vectors, use NULL for the default value. If you want to change value but not all of your logos, use "" to occupy space in the vector. e.g. I have 3 logos, but I only want to add 2 footer and only 1 footer has a link: `footers = c("footer1", "footer2", "")`, `footer_links = c("", "https://mylink", "")`. By doing so footers and footer_links has the same required length.

Value

HTML elements, tagList

Examples

```
if(interactive()){
    ui <- fluidPage(
        hexLogo(
            "logo", "Logo",
            hex_img = "https://live.staticflickr.com/7875/46106952034_954b8775fa_b.jpg",
            hex_link = "https://www.google.com",
            footer = "Footer",
            footer_link = "https://www.google.com"
        ),
        hexLogo(
            "x", "Change X offset",
            hex_img = "https://live.staticflickr.com/7875/46106952034_954b8775fa_b.jpg",
            x = "40"
        ),
        hexLogo(
            "y", "Change Y offset",
            hex_img = "https://live.staticflickr.com/7875/46106952034_954b8775fa_b.jpg",
            y = "-60"
        ),
        hexPanel(
            "demo1", "basic panel:" ,
            rep("https://live.staticflickr.com/7875/46106952034_954b8775fa_b.jpg", 2)

        ),
        hexPanel(
            "demo2", "panel with links:" ,
            c(paste0("https://d33wubrfki0l68.cloudfront.net/",
           "2c6239d311be6d037c251c71c3902792f8c4ddd2/12f67/css/images/hex/ggplot2.png"),
              paste0("https://d33wubrfki0l68.cloudfront.net/",
              "621a9c8c5d7b47c4b6d72e8f01f28d14310e8370/193fc/css/images/hex/dplyr.png")
            ),
            c("https://ggplot2.tidyverse.org/", "https://dplyr.tidyverse.org/"),
            c("ggplot2", "dplyr")
        ),
        hexPanel(
            "demo3", "footer with links:" ,
            rep("https://live.staticflickr.com/7875/46106952034_954b8775fa_b.jpg", 2),
            footers = c("hex1", "hex2"),
            footer_links = rep("https://www.google.com", 2)
        ),
        hexPanel(
            "demo4", "panel offsets" ,
        hex_imgs = rep("https://live.staticflickr.com/7875/46106952034_954b8775fa_b.jpg", 4),
            footers = paste0("hex", 1:4),
            ys = seq(-20, -50, by = -10),
            xs = seq(20, 50, by = 10)
        )
```

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

---

hrefTab *Display a list of links in a row of buttons*

Description

hrefTab creates a small section of link buttons

Usage

```
hrefTab(
  label_texts,
  hrefs,
  Id = NULL,
  title = "A list of tabs",
  title_color = "#0275d8",
  bg_colors = "#337ab7",
  text_colors = "white",
  target_blank = FALSE,
  ...
)
```

Arguments

label_texts	individual tab labels
hrefs	individual tab links
Id	optional element ID
title	element title
title_color	title color
bg_colors	individual tab button background color, either 1 value to apply for all of them or specify for each of them in a vector
text_colors	individual tab button text color, either 1 value to apply for all of them or specify for each of them in a vector
target_blank	bool, whether to add target="_blank" to the link?
...	other arguments to be passed to the html element

Details

1. label_texts, hrefs must be the same length
2. If more than one value is provided for bg_colors or/and text_colors, the length of these 2 vectors must be the same as label_texts
3. Use "" to occupy the space if you do not want a label contains a link, e.g hrefs = c("https://google.com/", "", "")
4. If a label does not have a link, you cannot click it and there is no hovering effects.

Value

a Shiny component

Examples

```
if(interactive()){
    ui <- fluidPage(
        hrefTab(
            title = "Default",
            label_texts = c("Bar Plot", "PCA Plot", "Scatter Plot"),
            hrefs = c("https://google.com/", "", "")
        ),
        hrefTab(
            title = "Different background",
            label_texts = c("Bar Plot", "PCA Plot", "Scatter Plot"),
            hrefs = c("https://google.com/", "", ""),
            bg_colors = c("#eee", "orange", "green")
        ),
        hrefTab(
            title = "Different background and text colors",
            label_texts = c("Bar Plot", "Disabled", "Scatter Plot"),
            hrefs = c("https://google.com/", "", ""),
            bg_colors = c("green", "#eee", "orange"),
            text_colors = c("#caffc1", "black", "blue")
        )
    )

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

    }
    shinyApp(ui, server)
}
```

---

hrefTable *A table of hyper reference buttons*

Description

creates a table in Shiny which the cells are hyper reference (links) buttons. This function is similar to hrefTab, but that function only creates a single row of link buttons, and this function creates a table of rows.

The table has two columns, the first column is row names, second column is different link buttons.

Usage

```
hrefTable(
  item_titles,
  item_labels,
  item_hrefs,
  item_title_colors = "#0275d8",
  item_bg_colors = "#337ab7",
  item_text_colors = "white",
  Id = NULL,
  first_col_name = "Category",
  second_col_name = "Options",
  title = "A Table buttons with links",
  title_color = "#0275d8",
  target_blank = FALSE,
  ...
)
```

Arguments

item_titles	vector of strings, a vector of titles for table row names
item_labels	list, a list of character vectors to specify button labels in each table row, one vector per row
item_hrefs	list, a list of character vectors to specify button hrefs links in each table row, one vector per row
item_title_colors	a single character value or a character vector to specify button title text colors of each row name
item_bg_colors	a single character value or a list, a list of character vectors to specify button background colors in each table row, one vector per row
item_text_colors	a single character value or a list, a list of character vectors to specify button text colors in each table row, one vector per row
Id	optional ID
first_col_name	first column name
second_col_name	second column name
title	title of this table
title_color	table title color
target_blank	bool, whether to add target="_blank" to the link?
...	other HTML param you want to pass to the table

Details

1. `item_titles`, `item_labels`, `item_hrefs` must have the same length. Each vector in `item_labels`, `item_hrefs` must also have the same length. For example, if we want to make a table of two rows, the first row has 1 cell and the second row has 2 cells:

```
hrefTable(
    item_titles = c("row 1", "row 2"),
    item_labels = list(c("cell 1"), c("cell 1", "cell 2")),
    item_hrefs = list(c("link1"), c("link1", "link2")
)
```

1. If `item_title_colors`, `item_text_colors` are given more than one value, the list must have the same length as `item_titles`, and length of each vector in the list must match the vector in `item_labels` in the same order.
2. If `item_title_colors` is given more than one value, the vector must have the same length as `item_titles`.
3. Use `""` to occupy the space if you do not want a label contains a link, e.g `item_hrefs = list(c("https://www.google.com/"), c("", ""))`
4. If a label does not have a link, you cannot click it and there is no hovering effects.

Value

HTML elements

Examples

```
if(interactive()){
    ui <- fluidPage(
        hrefTable(
            title = "default",
            item_titles = c("workflow 1", "unclickable"),
            item_labels = list(c("tab 1"), c("tab 3", "tab 4")),
            item_hrefs = list(c("https://www.google.com/"), c("", ""))
        ),
        hrefTable(
            title = "Change button color and text color",
            item_titles = c("workflow 1", "No links"),
            item_labels = list(c("tab 1"), c("tab 3", "tab 4")),
            item_hrefs = list(c("https://www.google.com/"), c("", "")),
            item_bg_colors =  list(c("blue"), c("red", "orange")),
            item_text_colors =  list(c("black"), c("yellow", "green"))
        ),
        hrefTable(
            title = "Change row name colors and width",
            item_titles = c("Green", "Red", "Orange"),
         item_labels = list(c("tab 1"), c("tab 3", "tab 4"), c("tab 5", "tab 6", "tab 7")),
            item_hrefs = list(
                c("https://www.google.com/"),
                c("", ""),
                c("https://www.google.com/", "https://www.google.com/", "")
```

```
            ),
            item_title_colors = c("green", "red", "orange"),
            style = "width: 50%"
        )

    )

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

    }

    shinyApp(ui, server)
}
```

`incRv` *In-line numeric operation for reactiveVal*

Description

In-place operations like `i += 1`, `i -= 1` is not support in R. These functions implement these operations in R. This set of functions will apply this kind of operations on `[shiny::reactiveVal]` objects.

Usage

```
incRv(react, value = 1)

multRv(react, value = 2)

diviRv(react, value = 2)
```

Arguments

`react`	reactiveVal object, when it is called, should return an numeric object
`value`	the numeric value to do the operation on `react`

Details

`incRv(i)` is the same as `i <- i + 1`. `incRv(i, -1)` is the same as `i <- i - 1`. `multRv(i)` is the same as `i <- i * 2`. `diviRv(i)` is the same as `i <- i / 2`.

Value

No return, will directly change the reactiveVal object provided to the `react` argument

See Also

If you want shiny::reactiveValues version of these operators or just normal numeric objects, use spsUtil::inc, spsUtil::mult, and spsUtil::divi.

Examples

```
reactiveConsole(TRUE)
rv <- reactiveVal(0)
incRv(rv) # add 1
rv()
incRv(rv) # add 1
rv()
incRv(rv, -1) # minus 1
rv()
incRv(rv, -1) # minus 1
rv()
rv2 <- reactiveVal(1)
multRv(rv2) # times 2
rv2()
multRv(rv2) # times 2
rv2()
diviRv(rv2) # divide 2
rv2()
diviRv(rv2) # divide 2
rv2()
reactiveConsole(FALSE)
# Real shiny example
if(interactive()){
  ui <- fluidPage(
    textOutput("text"),
    actionButton("b", "increase by 1")
  )
  server <- function(input, output, session) {
    rv <- reactiveVal(0)
    observeEvent(input$b, {
      incRv(rv)
    })
    output$text <- renderText({
      rv()
    })
  }
  shinyApp(ui, server)
}
```

---

onNextInput *Wait for the next input change*

Description

This is a server function that runs like a callback when the next time any input value changes. This is useful for to watch dynamically added components from the server and then do something. For example, loading a shiny module UI from server by `renderUI` and loading the shiny module server from server by `moduleServer`. Loading the server must wait until `renderUI` is finished. However, in shiny `renderUI` is asynchronous. It means `moduleServer` is immediately executed

after `renderUI`. The result is module's server part cannot find the UI, because it is still updating. This function is hack to solve this problem by waiting for the next input settlement operation called from Shiny javascript to R so one can start other server actions.

Usage

```
onNextInput(expr, session = getDefaultReactiveDomain())
```

Arguments

`expr`	code expression, wrap inside `{}`
`session`	shiny session

Details

Common usage:

This function adds a `on.exit` statement to the parent `observer`, `renderXX`, and other reactive events, so make sure you use them inside these functions instead of plain server.

```
server = function(input, output, session) {
  # ok
  output$someID <- renderUI({
    onNextInput({...})
    div(...)
  })

  # following is not ok
  onNextInput({...})
}
```

About this function:

This function fixes the issue in shiny #3348. Until there is an official support for this feature, this function is useful.

Value

an observeEvent that runs only one time to watch for the next input change.

Examples

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

  # Simple example
  ui <- fluidPage(
    uiOutput("someui")
  )
  server <- function(input, output, session) {
    output$someui <- renderUI({
      # we update the text of new rendered text input to 3 random letters
```

```
    # after `textInput` is displayed, and it only works for one time.
    onNextInput({
    updateTextInput(inputId = "mytext", value = paste0(sample(letters, 3), collapse = ""))
    })
    textInput("mytext", "some text")
  })
  # if you directly have update event like following line, it won't work
 # updateTextInput(inputId = "mytext", value = paste0(sample(letters, 3), collapse = ""))
}
shinyApp(ui, server)


# complex example with modules
modUI <- function(id) {
  ns <- NS(id)
  textInput(ns("mytext"), "some text")
}
modServer = function(id) {
  moduleServer(
    id,
    function(input, output, session) {
    updateTextInput(inputId = "mytext", value = paste0(sample(letters, 3), collapse = ""))
    }
  )
}
ui = fluidPage(
  actionButton("a", "load module UI"),
  uiOutput("mod_container")
)
server = function(input, output, session) {
  # everytime you click, render a new module UI and update the text value
  # immediately
  observeEvent(input$a, {
    output$mod_container <- renderUI({
      onNextInput(modServer("mod"))
      modUI("mod")
    })
  })
  # Without `onNextInput`, module server call will not work
  # uncomment below and, comment `onNextInput` line to see the difference
  # modServer("mod")
}

shinyApp(ui, server)
}
```

---

pgPaneUI *A draggable progress panel*

Description

Creates a panel that displays multiple progress items. Use pgPaneUI on UI side and use pgPaneUpdate to update it.

A overall progress is automatically calculated on the bottom.

Usage

```
pgPaneUI(
  pane_id,
  titles,
  pg_ids,
  title_main = NULL,
  opened = FALSE,
  top = "3%",
  right = "2%"
)

pgPaneUpdate(pane_id, pg_id, value, session = getDefaultReactiveDomain())
```

Arguments

pane_id	Progress panel main ID, use ns wrap it on pgPaneUI but not on pgPaneUpdate if using shiny module
titles	labels to display for each progress, must have the same length as pg_ids
pg_ids	a character vector of IDs for each progress. Don't forget to use ns wrap each ID.
title_main	If not specified and pane_id contains 'plot', title will be 'Plot Prepare'; has 'df' will be 'Data Prepare', if neither will be "Progress"
opened	bool, if this panel is opened at start
top	css style off set to the current windown top
right	css style off set to the current windown right
pg_id	a character string of ID indicating which progress within this panel you want to update. Do not use ns(pg_id) to wrap it on server
value	0-100 number to update the progress you use pg_id to choose
session	current shiny session

Value

returns HTML elements

Examples

```
if(interactive()){
    # try to slide c under 0
    ui <- fluidPage(
        h4("Use your mouse to drag it"),
```

```
        actionButton("a", "a"),
        actionButton("b", "b"),
        sliderInput("c", min = -100,
                    max = 100, value = 0,
                    label = "c"),
        pgPaneUI(
            pane_id = "thispg",
            titles = c("this a", "this b", " this c"),
            pg_ids = c("a", "b", "c"),
            title_main = "Example Progress",
            opened = TRUE,
            top = "30%",
            right = "50%"
        )

    )
    server <- function(input, output, session) {
        observeEvent(input$a, {
            for(i in 1:10){
                pgPaneUpdate("thispg", "a", i*10)
                Sys.sleep(0.3)
            }
        })
        observeEvent(input$b, {
            for(i in 1:10){
                pgPaneUpdate("thispg", "b", i*10)
                Sys.sleep(0.3)
            }
        })
        observeEvent(input$c, pgPaneUpdate("thispg", "c", input$c))
    }
    shinyApp(ui, server)
}
```

`renderDesc` *Render some collapsible markdown text*

Description

write some text in markdown format and it will help you render to markdown, use shiny::markdown but it is collapsible.

Usage

```
renderDesc(id, desc)
```

Arguments

`id`	element ID
`desc`	one character string in markdown format

Value

HTML elements

Examples

```
if(interactive()){
    desc <-
        "
    # Some desc
    - xxxx
    - bbbb

    This is a [link](https://www.google.com/).

    `Some other things`
    > other markdown things

    1. aaa
    2. bbb
    3. ccc
    "
    ui <- fluidPage(
        renderDesc(id = "desc", desc),
    )

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

    }

    shinyApp(ui, server)
}
```

---

shinyCatch *Shiny exception handling*

Description

Exception in Shiny apps can crash the app. Most time we don't want the app to crash but just stop this code block, inform users and continue with other code blocks. This function is designed to handle these issues.

Usage

```
shinyCatch(
  expr,
  position = "bottom-right",
  blocking_level = "none",
  shiny = TRUE,
  prefix = "SPS",
```

```
  trace_back = spsOption("traceback")
)
```

Arguments

expr	expression
position	client side message bar position, one of: c("top-right", "top-center", "top-left","top-full-width", "bottom-right", "bottom-center", "bottom-left","bottom-full-width").
blocking_level	what level you want to block the execution, one of "error", "warning", "message", default is "none", do not block following code execution.
shiny	bool, only show message on console log but not in Shiny app when it is FALSE. Useful if you want to keep the exception only to the server and hide from your users. You do not need to set it to FALSE when purely work outside shiny, it will automatically detect if you are working in a Shiny environment or not.
prefix	character, what prefix to display on console for the log, e.g. for error, the default will be displayed as "SPS-ERROR". You can make your own prefix, like prefix = "MY", then, it will be "MY-ERROR". Use "" if you do not want any prefix, like prefix = "", then, it will just be "ERROR". multiple levels
trace_back	bool, added since spsComps 0.2, if the expression is blocked or has errors, cat the full trace back? It will display called functions and code source file and line number if possible. Default follows the SPS spsOption("traceback") setting. You can set it by running spsOption("traceback", TRUE). If you do not set it, it will be FALSE. or you can just manually set it for each individual shinyCatch call shinyCatch({...}, trace_back = TRUE).

Details

Blocking:

- The blocking works similar to shiny's shiny::req() and shiny::validate(). If anything inside fails, it will block the rest of the code in your reactive expression domain.
- It will show error, warning, message by a toastr bar on client end and also log the text on server console depending on the blocking_level (dual-end logging).
- If blocks at error level, function will be stopped and other code in the same reactive context will be blocked.
- If blocks at warning level, warning and error will be blocked.
- message level blocks all 3 levels.
- If blocking_level is other than these 3, no exceptions will be block, and if there is any error, NULL will return and following code will continue to run.

To use it:

Since spsComps 0.3.1 to have the message displayed on shiny UI, you don't need to attach the dependencies manually by adding spsDepend("shinyCatch") or spsDepend("toastr") (old name) on UI. This becomes optional, only in the case that automatic attachment is not working.

Display:

Messages will be displayed for 3 seconds, and 5s for warnings. Errors will never go away on UI unless users' mouse hover on the bar or manually click it.

environment:

shinyCatch uses the same environment as where it is called, it means if you assign a variable inside the expression, you can still get it from outside the shinyCatch, see examples.

Value

see description and details

Examples

```
if(interactive()){
  ui <- fluidPage(
    spsDepend("shinyCatch"), # optional
    h4("Run this example on your own computer to better understand exception
           catch and dual-end logging", class = "text-center"),
    column(
      6,
      actionButton("btn1","error and blocking"),
      actionButton("btn2","error no blocking"),
      actionButton("btn3","warning but still returns value"),
      actionButton("btn4","warning but blocking returns"),
      actionButton("btn5","message"),
    ),
    column(
      6,
      verbatimTextOutput("text")
    )
  )
  server <- function(input, output, session) {
    fn_warning <- function() {
      warning("this is a warning!")
      return("warning returns")
    }
    observeEvent(input$btn1, {
      shinyCatch(stop("error with blocking"), blocking_level = "error")
      output$text <- renderPrint("You shouldn't see me")
    })
    observeEvent(input$btn2, {
      shinyCatch(stop("error without blocking"))
      output$text <- renderPrint("I am not blocked by error")
    })
    observeEvent(input$btn3, {
      return_value <- shinyCatch(fn_warning())
      output$text <- renderPrint("warning and blocked")
    })
    observeEvent(input$btn4, {
      return_value <- shinyCatch(fn_warning(), blocking_level = "warning")
      print(return_value)
      output$text <- renderPrint("other things")
    })
    observeEvent(input$btn5, {
      shinyCatch(message("some message"))
```

```
      output$text <- renderPrint("some message")
    })
  }
  shinyApp(ui, server)
}
# outside shiny examples
shinyCatch(message("this message"))
try({shinyCatch(stop("this error")); "no block"}, silent = TRUE)
try({shinyCatch(stop("this error"), blocking_level = "error"); "blocked"}, silent = TRUE)
# get variable from outside
shinyCatch({my_val <- 123})
my_val
```

`shinyCheckPkg` *Shiny package checker*

Description

A server end function to check package namespace for some required packages of users' environment. If all packages are installed, a successful message will be displayed on the bottom-right. If not, pop up a message box in shiny to tell users how to install the missing packages.

This is useful when some of packages are required by a shiny app. Before running into that part of code, using this function to check the required pakcage and pop up warnings will prevent app to crash.

Usage

```
shinyCheckPkg(
  session,
  cran_pkg = NULL,
  bioc_pkg = NULL,
  github = NULL,
  quietly = FALSE
)
```

Arguments

`session`	shiny session
`cran_pkg`	a vector of package names
`bioc_pkg`	a vector of package names
`github`	a vector of github packages, github package must use the format of "github user name/ repository name", eg. c("user1/pkg1", "user2/pkg2")
`quietly`	bool, should warning messages be suppressed?

Value

TRUE if pass, sweet alert massage and FALSE if fail

Examples

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

  ui <- fluidPage(
    tags$label('Check if package "pkg1", "pkg2", "bioxxx",
                   github package "user1/pkg1" are installed'), br(),
    actionButton("check_random_pkg", "check random_pkg"),
    br(), spsHr(),
    tags$label('We can combine `spsValidate` to block server code to prevent
                    crash if some packages are not installed.'), br(),
    tags$label('If "shiny" is installed, make a plot.'), br(),
    actionButton("check_shiny", "check shiny"), br(),
    tags$label('If "ggplot99" is installed, make a plot.'), br(),
    actionButton("check_gg99", "check ggplot99"), br(),
    plotOutput("plot_pkg")
  )

  server <- function(input, output, session) {
    observeEvent(input$check_random_pkg, {
      shinyCheckPkg(session, cran_pkg = c("pkg1", "pkg2"),
                    bioc_pkg = "bioxxx", github = "user1/pkg1")
    })
    observeEvent(input$check_shiny, {
      spsValidate(verbose = FALSE, {
        if(!shinyCheckPkg(session, cran_pkg = c("shiny"))) stop("Install packages")
      })
      output$plot_pkg <- renderPlot(plot(1))
    })
    observeEvent(input$check_gg99, {
      spsValidate({
        if(!shinyCheckPkg(session, cran_pkg = c("ggplot99"))) stop("Install packages")
      })
      output$plot_pkg <- renderPlot(plot(99))
    })
  }

  shinyApp(ui, server)
}
```

---

spsCodeBtn *Display your code in a bootstrap modal or collapse*

Description

Developers often wants to show their code in a shiny app. This function creates a button that when clicked, a modal or collapse hidden element will show up to display your code.

Usage

```
spsCodeBtn(
  id,
  code,
  language = "r",
  label = "",
  title = "Code to Reproduce",
  show_span = FALSE,
  tool_tip = "Show Code",
  placement = "bottom",
  btn_icon = icon("code"),
  display = c("modal", "collapse"),
  size = c("large", "medium", "small"),
  color = "black",
  shape = c("rect", "circular"),
  ...
)
```

Arguments

id	element ID
code	code you want to display, in a character string or vector.
language	string, what programming language is the code, use shinyAce::getAceModes() to see options
label	string, label to display on the button
title	string, title of the modal or collapse
show_span	bool, use the tag to show a little label of the left of the button? The span text will use text from tool_tip
tool_tip	string, what tooltip to display when hover on the button
placement	string, where to display the tooltip
btn_icon	icon, shiny::icon(), icon of the button
display	string, one of "modal", "collapse"
size	string, one of "large", "medium", "small", only works for modal
color	string, color of the button
shape	string, shape of the button, one of "rect", "circular",
...	other args pass to the shiny::actionButton

Details

1. The modal or collapse has an ID, the ID is your button ID + "-modal" or "-collapse", like "my_button-modal"
2. You could update the code inside the collapse use shinyAce::updateAceEditor on server, the code block ID is button ID + "-ace", like "my_button-ace" . See examples.

Value

a shiny tagList

Examples

```
if(interactive()){
  library(shiny)
  my_code <-
    '
    # load package and data
    library(ggplot2)
    data(mpg, package="ggplot2")
    # mpg <- read.csv("http://goo.gl/uEeRGu")

    # Scatterplot
    theme_set(theme_bw())  # pre-set the bw theme.
    g <- ggplot(mpg, aes(cty, hwy))
    g + geom_jitter(width = .5, size=1) +
      labs(subtitle="mpg: city vs highway mileage",
           y="hwy",
           x="cty",
           title="Jittered Points")
    '
  html_code <-
    '
    <!DOCTYPE html>
    <html>
    <body>

    <h2>ABC</h2>

    <p id="demo">Some HTML</p>

    </body>
    </html>
    '
  ui <- fluidPage(
    fluidRow(
      column(
        6,
        h3("Display by modal"),
        column(
          6, h4("default"),
          spsCodeBtn(id = "a", my_code)
        ),
        column(
          6, h4("change color and shape"),
          spsCodeBtn(
            id = "b", c(my_code, my_code),
            color = "red", shape = "circular")
        )
      ),
```

```
      column(
        6,
        h3("Display by collapse"),
        column(
          6, h4("collapse"),
          spsCodeBtn(id = "c", my_code, display = "collapse")
        ),
        column(
          6, h4("different programming language"),
          spsCodeBtn(
            id = "d", html_code,
            language = "html", display = "collapse")
        )
      )
    ),
    fluidRow(
      column(
        6,
        h3("Update code"),
        spsCodeBtn(
          "update-code",
          "# No code here",
          display = "collapse"
        ),
        actionButton("update", "change code in the left `spsCodeBtn`"),
        actionButton("changeback", "change it back")
      )
    )
  )

  server <- function(input, output, session) {
    observeEvent(input$update, {
      shinyAce::updateAceEditor(
        session, editorId = "update-code-ace",
        value = "# code has changed!\n 1+1"
      )
    })
    observeEvent(input$changeback, {
      shinyAce::updateAceEditor(
        session, editorId = "update-code-ace",
        value = "# No code here"
      )
    })
  }

  shinyApp(ui, server)
}
```

---

spsDepend *Add commonly used HTML dependencies*

Description

Add dependencies for some server end functions. For most UI functions, the dependency has been automatically attached for you when you call the function. Most server functions will also attach the dependency for you automatically too. However, a few server functions have to append the dependency before app start like addLoader. So you would need to call in this function somewhere in your UI. Read help of each function for details.

Usage

```
spsDepend(dep = "", js = TRUE, css = TRUE, listing = TRUE)
```

Arguments

dep	dependency names, see details
js	bool, use only javascript from this resource if there are both js and css files?
css	bool, use only CSS from this resource if there are both js and css files?
listing	bool, if your dep is invalid, list all options? FALSE will mute it.

Details

For dep, current options are:

- basic: spsComps basic css and js
- update_pg: spsComps pgPaneUpdate function required, js and css
- update_timeline: spsComps spsTimeline function required, js only
- font-awesome: font-awesome, css only
- toastr: comes from shinytoastr package, toastr.js, css and js
- pop-tip: enable enhanced bootstrap popover and tips, required for bsHoverPopover function. js only
- gotop: required by spsGoTop function. js and css
- animation: required for animation related functions to add animations for icons and other elements, like animateServer. js and css
- css-loader: required for loader functions, like addLoader. js and css
- sweetalert2: sweetalert2.js, required by shinyCheckPkg, js only

Value

htmltools::htmlDependency object

Examples

```
# list all options
spsDepend("")
# try some options
spsDepend("basic")
spsDepend("font-awesome")
```

```
# Then add it to your shiny app
if(interactive()){
    library(shiny)

    ui <- fluidPage(
      tags$i(class = "fa fa-house"),
      spsDepend("font-awesome")
    )

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

    }

    shinyApp(ui, server)
}
```

---

spsGoTop *Go top button*

Description

add a go top button on your shiny app. When the user clicks the button, scroll the window all the way to the top. Just add this function anywhere in you UI.

Usage

```
spsGoTop(
  id = "gotop",
  icon = NULL,
  right = "1rem",
  bottom = "10rem",
  color = "#337ab7"
)
```

Arguments

id	element ID
icon	shiny::icon if you do not want to use the default rocket image
right	character string, css style, the button's position to window right
bottom	character string, css style, the button's position to window bottom
color	color of the icon.

Details

The button hides if you are on very top of the page. If you scroll down 50px, this button will appear.

Value

a shiny component

Examples

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

    ui <- fluidPage(
        h1("Scroll the page..."),
        lapply(1: 100, function(x) br()),
        spsGoTop("default"),
      spsGoTop("mid", right = "50%",  bottom= "50%", icon = icon("house"), color = "red"),
     spsGoTop("up", right = "95%",  bottom= "95%", icon = icon("arrow-up"), color = "green")
    )

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

    }

    shinyApp(ui, server)
}
```

---

spsHr *Create a horizontal line*

Description

Create a horizontal line of your choice

Usage

```
spsHr(
  status = "info",
  width = 0.5,
  other_color = NULL,
  type = "solid",
  opacity = 1
)
```

Arguments

status	string, one of "primary", "info", "success", "warning", "danger". This determines the color of the line.
width	numeric, how wide should the line be, a number larger than 0
other_color	string, if you do not like the default 5 status colors, specify a valid CSS color here. If this is provided status will be ignored.

type	string, one of "solid", "dotted", "dashed", "double", "groove", "ridge", "inset", "outset"
opacity	numeric, a number larger than 0 smaller than 1

Details

Read more about type here: https://www.w3schools.com/css/css_border.asp

Value

HTML <hr> element

Examples

```
if(interactive()) {
  library(shiny)
  library(magrittr)
  ui <- fluidPage(
    tags$b("Different status"),
    spsHr("info"),
    spsHr("primary"),
    spsHr("success"),
    spsHr("warning"),
    spsHr("danger"),
    tags$b("custom color"),
    spsHr(other_color = "purple"),
    spsHr(other_color = "pink"),
    tags$b("Different width"),
    lapply(1:5, function(x) spsHr(width = x)),
    tags$b("Different type"),
    c("solid", "dotted", "dashed", "double", "groove", "ridge", "inset", "outset") %>%
      lapply(function(x) spsHr(type = x, width = 3)),
    tags$b("Different opacity"),
    lapply(seq(0.2, 1, 0.2), function(x) spsHr(opacity = x))
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

---

spsTimeline *A shiny timeline component*

Description

This timeline is horizontal, use **spsTimeline** to define it and use **updateSpsTimeline** on server to update it.

Usage

```
spsTimeline(id, up_labels, down_labels, icons, completes)

updateSpsTimeline(
  session,
  id,
  item_no,
  complete = TRUE,
  up_label = NULL,
  down_label = NULL
)
```

Arguments

id	html ID of the timeline if you are using shiny modules: use namespace function to create the ID but DO NOT use namespace function on server.
up_labels	a vector of strings, text you want to display on top of each timeline item, usually like year number. If you do not want any text for a certain items, use "" to occupy the space.
down_labels	a vector of strings, text you want to display at the bottom of each timeline item.
icons	a list of icon objects. If you do not want an icon for certain items, use div() to occupy the space.
completes	a vector of TRUE or FALSE, indicating if the items are completed or not. Completed items will become green.
session	current shiny session
item_no	integer, which item number counting from left to right you want to update
complete	bool, is this item completed or not
up_label	the item_no associated up label to update
down_label	the item_no associated down label to update

Details

up_labels, down_labels, icons, completes must have the same length.

Value

returns a shiny component

Examples

```
if(interactive()){
    ui <- fluidPage(
        column(6,
               spsTimeline(
                   "b",
                   up_labels = c("2000", "2001"),
                   down_labels = c("step 1", "step 2"),
```

```
                    icons = list(icon("table"), icon("gear")),
                    completes = c(FALSE, TRUE)
                )
            ),
            column(6,
                   actionButton("a", "complete step 1"),
                   actionButton("c", "uncomplete step 1"))

        )

        server <- function(input, output, session) {
            observeEvent(input$a, {
                updateSpsTimeline(session, "b", 1, up_label = "0000", down_label = "Finish")
            })
            observeEvent(input$c, {
                updateSpsTimeline(session, "b", 1, complete = FALSE,
                                  up_label = "9999", down_label = "Step 1")
            })
        }

        shinyApp(ui, server)
    }
```

---

spsTitle *Colorful title element*

Description

Add a title element to UI

Usage

```
spsTitle(
  title,
  level = "2",
  status = "info",
  other_color = NULL,
  opacity = 1,
  ...
)

tabTitle(
  title,
  level = "2",
  status = "info",
  other_color = NULL,
  opacity = 1,
  ...
)
```

Arguments

`title`	string, title text
`level`	string, level of the title, the larger, the bigger, one of "1", "2", "3", "4", "5", "6"
`status`	string, one of "primary", "info", "success", "warning", "danger". This determines the color of the line.
`other_color`	string, if you do not like the default 5 status colors, specify a valid CSS color here. If this is provided, `status` will be ignored.
`opacity`	numeric, a number larger than 0 smaller than 1
`...`	other attributes and children add to this element

Value

returns a shiny tag

Examples

```
if(interactive()) {
  library(shiny)
  library(magrittr)
  ui <- fluidPage(
    tags$b("Different status"),
    c("primary", "info", "success", "warning", "danger") %>%
      lapply(function(x) spsTitle(x, "4", status = x)),
    tags$b("custom color"),
    spsTitle("purple", "4", other_color = "purple"),
    spsTitle("pink", "4", other_color = "pink"),
    tags$b("Different levels"),
    lapply(as.character(1:6), function(x) spsTitle(paste0("H", x), x)),
    tags$b("Different opacity"),
    lapply(seq(0.2, 1, 0.2), function(x) spsTitle(as.character(x), opacity = x))
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

---

spsValidate *Validate expressions*

Description

this function is used on server side to usually validate input dataframe or some expression. The usage is similar to shiny::validate but is not limited to shiny render functions and provides better user notification and server-end logging (dual-end logging).

Usage

```
spsValidate(
  expr,
  vd_name = "my validation",
  pass_msg = glue("validation: '{vd_name}' passed"),
  shiny = TRUE,
  verbose = spsOption("verbose"),
  prefix = ""
)
```

Arguments

expr	the expression to validate data or other things. Use `stop("your message")` or generate some errors inside to fail the validation. If there is no error, it will return `TRUE` and display `pass_msg` on both console and shiny app if `verbose = TRUE` or global SPS option verbose is `TRUE`. If the expression fails, it will block the code following this function within the same reactive domain to continue, similar to `shinyCatch()`.
vd_name	validate title
pass_msg	string, if pass, what message do you want to show
shiny	bool, show message on console but hide from users? see `shinyCatch()` for more details
verbose	bool, show pass message? Default follows global verbose setting, use spsUtil::spsOption to set up the value `spsOption("verbose, TRUE")` to turn on and `spsOption("verbose, FALSE")` to turn off and `spsOption("verbose")` to check current setting, see examples.
prefix	see `prefix` in `shinyCatch()`

Details

- Since spsComps 0.3.1 to have the message displayed on shiny UI, you don't need to attach the dependencies manually by adding `spsDepend("spsValidate")` or `spsDepend("toastr")` (old name) on UI. This becomes optional, only in the case that automatic attachment is not working.

Value

If expression fails, block the code following this validation function and no final return, else `TRUE`.

Examples

```
if(interactive()){
    ui <- fluidPage(
        spsDepend("spsValidate"), # optional
        column(
            4,
            h3("click below to make the plot"),
            p("this button will succeed, verbose on"),
```

```
            actionButton("vd1", "make plot 1"),
            plotOutput("p1")
        ),
        column(
            4,
            h3("click below to make the plot"),
            p("this button will succeed, verbose off"),
            actionButton("vd2", "make plot 2"),
            plotOutput("p2")
        ),
        column(
            4,
            h3("click below to make the plot"),
            p("this button will fail, no plot will be made"),
            actionButton("vd3", "make plot 3"),
            plotOutput("p3")
        ),
        column(
            4,
            h3("click below to make the plot"),
            p("this button will fail, but the message is hidden from users"),
            actionButton("vd4", "make plot 4"),
            plotOutput("p4")
        )
    )
    server <- function(input, output, session) {
        mydata <- datasets::iris
        observeEvent(input$vd1, {
            spsOption("verbose", TRUE) # use global sps verbose setting
            spsValidate({
                is.data.frame(mydata)
            }, vd_name = "Is dataframe")
            output$p1 <- renderPlot(plot(iris$Sepal.Length, iris$Sepal.Width))
        })
        observeEvent(input$vd2, {
            spsValidate({
                is.data.frame(mydata)
            },
            vd_name = "Is dataframe",
            verbose = FALSE) # use in-function verbose setting
            output$p2 <- renderPlot(plot(iris$Sepal.Length, iris$Sepal.Width))
        })
        observeEvent(input$vd3, {
            spsValidate({
                is.data.frame(mydata)
                if(nrow(mydata) <= 200) stop("Input needs more than 200 rows")
            })
            print("other things blocked")
            output$p3 <- renderPlot(plot(iris$Sepal.Length, iris$Sepal.Width))
        })
        observeEvent(input$vd4, {
            spsValidate({
                is.data.frame(mydata)
```

```
                if(nrow(mydata) <= 200) stop("Input needs more than 200 rows")
            }, shiny = FALSE)
            print("other things blocked")
            output$p4 <- renderPlot(plot(iris$Sepal.Length, iris$Sepal.Width))
        })
    }
    shinyApp(ui, server)
}
# outside shiny example
mydata2 <- list(a = 1, b = 2)
spsValidate({(mydata2)}, "Not empty")
try(spsValidate(stopifnot(is.data.frame(mydata2)), "is dataframe?"), silent = TRUE)
```

`textButton` *Text input with an action button*

Description

One kind of bootstrap3 input group: a textinput and a button attached to the end

Usage

```
textButton(
  textId,
  btnId = paste0(textId, "_btn"),
  label = "",
  text_value = "",
  placeholder = "",
  tooltip = "",
  placement = "bottom",
  btn_icon = NULL,
  btn_label = "btn",
  style = "",
  ...
)
```

Arguments

`textId`	the text input ID
`btnId`	the button ID, if not specified, it is "textId" + "_btn" like, `textId_btn`
`label`	label of the whole group, on the top
`text_value`	initial value of the text input
`placeholder`	placeholder text of the text input
`tooltip`	a tooltip of the group
`placement`	where should the tooltip go?
`btn_icon`	a shiny::icon of the button

btn_label	text on the button
style	additional CSS style of the group
...	additional args pass to the button, see shiny::actionButton

Value

a shiny input group

Examples

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

  ui <- fluidPage(
    column(
      6,
      textButton(textId = "tbtn_default", label = "default"),
      textButton(
        textId = "tbtn-icon",
        label = "change icon and color",
        btn_icon = icon("house"),
        class = "btn-warning" # pass to the button
      ),
      textButton(
        textId = "tbtn_style",
        label = "change styles",
        style = "color: red; border: 2px dashed green;"
      ),
      textButton(
        textId = "tbtn_submit",
        label = "interact with shiny server",
        btn_label = "Submit",
        placeholder = "type and submit",
        class = "btn-primary"),
      verbatimTextOutput("tbtn_submit_out")
    )
  )

  server <- function(input, output, session) {
    # watch for the button ID "tbtn_submit" + "_btn"
    observeEvent(input$tbtn_submit_btn, {
      output$tbtn_submit_out <- renderPrint(isolate(input$tbtn_submit))
    })

  }

  shinyApp(ui, server)
}
```

`textInputGroup` *Bootstrap 3 text input group*

Description

Text input group and custom widgets append to left ar/and right

Usage

```
textInputGroup(
  textId,
  label = "",
  value = "",
  placeholder = "enter text",
  left_text = NULL,
  right_text = NULL,
  style = "width: 100%;"
)
```

Arguments

`textId`	text box id
`label`	text label for this input group
`value`	default value for the text input
`placeholder`	default placeholder text for the text input if no value
`left_text`	text or icon add to the left side
`right_text`	text or icon add to the right side
`style`	additional style add to the group

Details

If no text is specified for both left and right, the return is almost identical to clearableTextInput

Value

text input group component

Examples

```
if(interactive()){

    ui <- fluidPage(
        textInputGroup("id1", "left", left_text = "a"),
        textInputGroup("id2", "right", right_text = "b"),
        textInputGroup("id3", "both", left_text = "$", right_text = ".00"),
        textInputGroup("id4", "none"),
```

```
        textInputGroup("id5", "icon", left_text = icon("house")),
    )

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

    }

    shinyApp(ui, server)
}
```

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