

Package: shinypanel (via r-universe)

September 11, 2024

Type Package

Title Shiny Control Panel

Version 0.1.5

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Description Add shiny inputs with one or more inline buttons that grow and shrink with inputs. Also add tool tips to input buttons and styling and messages for input validation.

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Encoding UTF-8

RoxygenNote 7.1.1

Imports shinyjs, shiny, shinyBS, htmltools, jsonlite

Repository <https://alexvpickering.r-universe.dev>

RemoteUrl <https://github.com/alexvpickering/shinypanel>

RemoteRef HEAD

RemoteSha 4cb6ee775303eaf62320bf80c3ee6f62e18f0735

Contents

selectizeInputWithButtons	2
selectizeInputWithValidation	4
textAreaInputWithButtons	5
textInputWithButtons	6
textInputWithValidation	7
toggleSelectizeButtons	7

Index	9
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 selectizeInputWithButtons

selectizeInput with buttons and validation utilities

Description

selectizeInput with buttons and validation utilities

Usage

```
selectizeInputWithButtons(
  inputId,
  label,
  ...,
  options = NULL,
  container_id = NULL,
  help_id = NULL,
  label_title = NULL,
  btn_titletips = TRUE,
  btn_placement = NULL,
  hide_btns = FALSE
)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control, or NULL for no label.
...	One or more <code>actionButton</code> 's to appear to right of input element.
options	A list of options. See the documentation of selectize.js for possible options (character option values inside <code>base::I()</code> will be treated as literal JavaScript code; see <code>renderDataTable()</code> for details).
container_id	id for outer div (optional). Can use e.g. to add 'has-error' class to style inputs with <code>shinyjs::addClass</code> .
help_id	id for span with class 'help-block' below input (optional). Can be used for add error message with <code>shinyjs::html</code> .
label_title	Optional text to appear in info icon tooltip. Used to provide information to user about input.
btn_titletips	if TRUE (default), converts title attributes of <code>actionButtons</code> into tooltips.
btn_placement	Where the <code>actionButton</code> tooltips should appear (top, bottom, left, right). Defaults to 'right' for dropdown buttons and 'bottom' for all others.
hide_btns	If TRUE styling is adjusted so that all buttons are initially hidden. Can unhide buttons using <code>toggleSelectizeButtons</code> .

See Also

[selectizeInput](#), [html](#), [addClass](#), [toggleSelectizeButtons](#).

Examples

```

library(shiny)
library(shinypanel)

ui <- fluidPage(
  div(class = 'row',
    div(class = 'col-sm-12 col-lg-6',
      div(class = 'well-form',
        textAreaInputWithButtons(
          inputId = 'text',
          label = 'Type something:',
          actionButton(
            'btn3',
            '',
            icon('plus', 'fa-fw'),
            title = 'Click to add something'
          )
        ),
        selectizeInputWithButtons(
          inputId = 'selection',
          label = 'Select something:',
          label_title = 'Information about input',
          actionButton(
            'btn1',
            '',
            icon('tag', 'fa-fw'),
            title = 'this does something'
          ),
          actionButton(
            'btn2',
            '',
            icon('chevron-right', 'fa-fw'),
            title = 'this does something else'
          ),
          options = list(create = TRUE)
        )
      )
    )
  )
)

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

  choices <- reactive({
    paste('Long Option', 1:5)
  })
}

```

```
    observe({
      updateSelectizeInput(session, 'selection', choices = choices())
    })
  }

# shinyApp(ui, server)
```

selectizeInputWithValidation

selectizeInput with validation utilities

Description

selectizeInput with validation utilities

Usage

```
selectizeInputWithValidation(
  inputId,
  label,
  options = NULL,
  container_id = NULL,
  help_id = NULL,
  label_title = NULL
)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control, or NULL for no label.
options	A list of options. See the documentation of selectize.js for possible options (character option values inside <code>base::I()</code> will be treated as literal JavaScript code; see <code>renderDataTable()</code> for details).
container_id	id for outer div (optional). Can use e.g. to add 'has-error' class to style inputs with <code>shinyjs::addClass</code> .
help_id	id for span with class 'help-block' below input (optional). Can be used for add error message with <code>shinyjs::html</code> .
label_title	Optional text to appear in info icon tooltip. Used to provide information to user about input.

See Also

[selectizeInputWithButtons](#), [html](#), [addClass](#), [toggleSelectizeButtons](#).

`textAreaInputWithButtons`*textAreaInput with buttons and validation*

Description

textAreaInput with buttons and validation

Usage

```
textAreaInputWithButtons(  
  inputId,  
  label,  
  ...,  
  container_id = NULL,  
  help_id = NULL,  
  label_title = NULL,  
  btn_titletips = TRUE,  
  placeholder = ""  
)
```

Arguments

<code>inputId</code>	The input slot that will be used to access the value.
<code>label</code>	Display label for the control, or NULL for no label.
<code>...</code>	One or more <code>actionButton</code> 's to appear to right of input element.
<code>container_id</code>	id for outer div (optional). Can use e.g. to add 'has-error' class to style inputs with <code>shinyjs::addClass</code> .
<code>help_id</code>	id for span with class 'help-block' below input (optional). Can be used for add error message with <code>shinyjs::html</code> .
<code>label_title</code>	Optional text to appear in info icon tooltip. Used to provide information to user about input.
<code>btn_titletips</code>	if TRUE (default), converts title attributes of <code>actionButtons</code> into tooltips.
<code>placeholder</code>	A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.

textInputWithButtons *textInput with buttons and validation*

Description

textInput with buttons and validation

Usage

```
textInputWithButtons(
  inputId,
  label,
  ...,
  value = "",
  container_id = NULL,
  help_id = NULL,
  label_title = NULL,
  btn_titletips = TRUE,
  placeholder = "",
  width = NULL
)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control, or NULL for no label.
...	One or more <code>actionButton</code> 's to appear to right of input element.
value	Initial value.
container_id	id for outer div (optional). Can use e.g. to add 'has-error' class to style inputs with <code>shinyjs::addClass</code> .
help_id	id for span with class 'help-block' below input (optional). Can be used for add error message with <code>shinyjs::html</code> .
label_title	Optional text to appear in info icon tooltip. Used to provide information to user about input.
btn_titletips	if TRUE (default), converts title attributes of <code>actionButtons</code> into tooltips.
placeholder	A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.
width	The width of the input, e.g. '400px', or '100%'; see <code>validateCssUnit()</code> .

textInputWithValidation
textInput with validation

Description

textInput with validation

Usage

```
textInputWithValidation(  
  inputId,  
  label,  
  value = "",  
  container_id = NULL,  
  help_id = NULL  
)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control, or NULL for no label.
value	Initial value.
container_id	id for outer div (optional). Can use e.g. to add 'has-error' class to style inputs with shinyjs::addClass.
help_id	id for span with class 'help-block' below input (optional). Can be used for add error message with shinyjs::html.

toggleSelectizeButtons
Show/hide all buttons in selectizeInputWithButtons

Description

When hiding all buttons, some CSS changes are required to allow return of full-width and rounded corners of selectizeInput.

Usage

```
toggleSelectizeButtons(selectize_id, button_ids, condition)
```

Arguments

<code>selectize_id</code>	id of <code>selectizeInputWithButtons</code> element.
<code>button_ids</code>	character vector of <code>actionButton</code> ids associated with <code>selectize_id</code> .
<code>condition</code>	An optional argument to <code>toggleClass</code> , see 'Details' below.

See Also

[selectizeInputWithButtons](#)

Index

`addClass`, [3](#), [4](#)

`base::I()`, [2](#), [4](#)

`html`, [3](#), [4](#)

`renderDataTable()`, [2](#), [4](#)

`selectizeInput`, [3](#)

`selectizeInputWithButtons`, [2](#), [4](#), [8](#)

`selectizeInputWithValidation`, [4](#)

`textAreaInputWithButtons`, [5](#)

`textInputWithButtons`, [6](#)

`textInputWithValidation`, [7](#)

`toggleSelectizeButtons`, [3](#), [4](#), [7](#)

`validateCssUnit()`, [6](#)