

Package ‘shinyglide’

October 14, 2022

Type Package

Title Glide Component for Shiny Applications

Version 0.1.3

Date 2021-06-11

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Description Insert Glide JavaScript component into Shiny applications for carousel or assistant-like user interfaces.

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VignetteBuilder knitr

URL <https://juba.github.io/shinyglide/>,
<https://github.com/juba/shinyglide>

BugReports <https://github.com/juba/shinyglide/issues>

Encoding UTF-8

Imports shiny (>= 1.2.0), htmltools

Suggests knitr, rmarkdown

RoxygenNote 7.1.1

NeedsCompilation no

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Repository CRAN

Date/Publication 2021-06-11 14:40:02 UTC

R topics documented:

firstButton	2
glide	2
glideControls	4
nextButton	4
screen	5
screenOutput	6

Index	8
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firstButton	<i>Create a glide control only shown on first or last screen</i>
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Description

Create a glide control only shown on first or last screen

Usage

```
firstButton(class = c("btn", "btn-default"), ...)
```

```
lastButton(class = c("btn", "btn-success"), ...)
```

Arguments

class	CSS classes of the control. The needed class is automatically added.
...	content of the control

Details

These controls generate an <a> tag, so you can use href attributes.

firstButton is only shown on the first screen of the app, and finalButton only on the last screen.

Examples

```
firstButton("Go to website", href = "https://example.com", class = "btn btn-primary")
```

glide	<i>Glide component creation</i>
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Description

Insert a glide component in the current shiny app UI

Usage

```
glide(
  ...,
  id = NULL,
  next_label = paste("Next", shiny::icon("chevron-right", lib = "glyphicon")),
  previous_label = paste(shiny::icon("chevron-left", lib = "glyphicon"), "Back"),
  loading_label = span(span(class = "shinyglide-spinner"), span("Loading")),
  loading_class = "loading",
  disable_type = c("disable", "hide"),
```

```

height = "100%",
keyboard = TRUE,
custom_controls = NULL,
controls_position = c("bottom", "top")
)

```

Arguments

...	content of the glide.
id	optional HTML id of the glide root element.
next_label	label to be used in the "next" control.
previous_label	label to be used in the "back" control.
loading_label	label to be used in the "next" control when the next screen is still loading.
loading_class	class to add to the "next" control when the next screen is still loading.
disable_type	either to "disable" or "hide" the next or back control when it is disabled by a condition.
height	height of the glide (something like "400px" or "100%").
keyboard	set this to FALSE to disable keyboard navigation.
custom_controls	custom HTML or shiny tags to be used for the controls. If 'NULL', use the default ones.
controls_position	either to place the default or custom controls on "top" or "bottom" of the glide.

See Also

screen nextButton prevButton firstButton lastButton

Examples

```

## Only run examples in interactive R sessions
if (interactive()) {

ui <- fixedPage(
  h3("Simple shinyglide app"),
  glide(
    screen(
      p("First screen.")
    ),
    screen(
      p("Second screen.")
    )
  )
)

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

```

```
shinyApp(ui, server)
}
```

glideControls

Default controls layout

Description

Creates an horizontal layout with both "previous" and "next" contents side by side.

Usage

```
glideControls(previous_content = prevButton(), next_content = nextButton())
```

Arguments

previous_content Content of the "previous" (left) zone.
next_content Content of the "next" (right) zone.

Examples

```
glideControls(
  prevButton("Back"),
  list(
    lastButton(href = "https://example.com", "Go to website"),
    nextButton("Next")
  )
)
```

nextButton

Code for the default controls

Description

This generates the code of the default controls, and can be used in custom controls.

Usage

```
nextButton(class = c("btn", "btn-primary"))
prevButton(class = c("btn", "btn-default"))
```

Arguments

`class` control CSS classes. The needed class is automatically added.

Details

`prevButton` is hidden on the first screen, while `nextButton` is hidden on the last one. The buttons labels are set with the `next_label` and `previous_label` arguments of `glide()`.

See Also

`glide`

screen	<i>Screen creation</i>
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Description

Insert a new screen into a glide component.

Usage

```
screen(
  ...,
  next_label = NULL,
  previous_label = NULL,
  next_condition = NULL,
  previous_condition = NULL,
  class = NULL
)
```

Arguments

`...` content of the screen.

`next_label` specific label of the "next" control for this screen. If NULL, use the default one for the current glide.

`previous_label` specific label of the "back" control for this screen. If NULL, use the default one for the current glide.

`next_condition` condition for the "next" control to be enabled. Same syntax as `shiny::conditionalPanel`.

`previous_condition` condition for the "back" control to be enabled. Same syntax as `shiny::conditionalPanel`.

`class` screen CSS classes. `glide__slide` is automatically added.

Details

This function inserts a new "screen" into an existing glide component. It can only be used inside a `glide()` call, in a shiny app UI.

See Also

glide

Examples

```
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fixedPage(
    h3("Simple shinyglide app"),
    glide(
      screen(
        next_label = "Go next",
        next_condition = "input.x > 0",
        p("First screen."),
        numericInput("x", "x", value = 0)
      ),
      screen(
        p("Final screen."),
      )
    )
  )

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

  shinyApp(ui, server)
}
```

screenOutput

Create a screen output element

Description

Insert a screen output element in a shiny app UI. This must be used with a renderUI reactive expression in the app server.

Usage

```
screenOutput(
  outputId,
  next_label = NULL,
  prev_label = NULL,
  next_condition = NULL,
  prev_condition = NULL,
  class = NULL,
  ...
)
```

Arguments

outputId	output variable to read the value from
next_label	specific label of the "next" control for this screen. If NULL, use the default one for the current glide.
prev_label	specific label of the "back" control for this screen. If NULL, use the default one for the current glide.
next_condition	condition for the "next" control to be enabled. Same syntax as shiny::conditionalPanel.
prev_condition	condition for the "back" control to be enabled. Same syntax as shiny::conditionalPanel.
class	screen CSS classes. glide__slide is automatically added.
...	other arguments to pass to the container tag function.

Details

Important : for this to work, you have to add a `outputOptions(output, id, suspendWhenHidden = FALSE)` in your app server. See example.

Examples

```
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fixedPage(
    h3("Simple shinyglide app"),
    glide(
      screen(
        p("First screen."),
      ),
      screenOutput("screen"),
      screen(
        p("Final screen."),
      )
    )
  )

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

    output$screen <- renderUI({
      p("Second screen.")
    })
    outputOptions(output, "screen", suspendWhenHidden = FALSE)

  }

  shinyApp(ui, server)
}
```

Index

`firstButton`, [2](#)

`glide`, [2](#)

`glideControls`, [4](#)

`lastButton (firstButton)`, [2](#)

`nextButton`, [4](#)

`prevButton (nextButton)`, [4](#)

`screen`, [5](#)

`screenOutput`, [6](#)