

# Package ‘shinyEffects’

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**Type** Package

**Title** Customize Your Web Apps with Fancy Effects

**Version** 0.1.0

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**Description** Add fancy CSS effects to your 'shinydashboards' or 'shiny' apps.  
100% compatible with 'shinydashboardPlus' and 'bs4Dash'.

**License** GPL-2

**Imports** htmltools, shiny, shinydashboard

**Suggests** shinydashboardPlus, bs4Dash, knitr

**URL** <https://github.com/DivadNojnarg/shinyEffects>,  
<https://divadnojnarg.github.io/shinyEffects/>

**BugReports** <https://github.com/DivadNojnarg/shinyEffects/issues>

**Encoding** UTF-8

**LazyData** true

**RoxygenNote** 6.1.1

**VignetteBuilder** knitr

**NeedsCompilation** no

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**Repository** CRAN

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## R topics documented:

setPulse . . . . .	2
setShadow . . . . .	3
setShake . . . . .	5
setZoom . . . . .	6
shinyEffectsGallery . . . . .	8

<b>Index</b>	<b>9</b>
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setPulse	<i>Custom pulse animation</i>
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### Description

Allow to apply a pulse animation on a given element.

### Usage

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

### Arguments

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

### Examples

```
if (interactive()) {  
  
  library(shiny)  
  library(shinydashboard)  
  library(shinydashboardPlus)  
  library(shinyEffects)  
  
  boxTag <- boxPlus(  
    title = "Closable box, with label",  
    closable = TRUE,  
    enable_label = TRUE,  
    label_text = 1,  
    label_status = "danger",  
    status = "warning",  
    solidHeader = FALSE,  
    collapsible = TRUE,  
    p("Box Content")  
  )  
  
  shinyApp(  
    ui = dashboardPagePlus(  
      header = dashboardHeaderPlus(  
        enable_rightsidebar = TRUE,  
        rightSidebarIcon = "gears"  
      ),  
    ),  
    sidebar = dashboardSidebar(),  
    body = dashboardBody(  

```

```

setPulse(class = "box", duration = 1, iteration = 100),
setPulse(id = "my-progress", duration = 1, iteration = 100),

tags$h2("Add pulse animation to the box class"),
fluidRow(boxTag, boxTag),
tags$h2("Add pulse animation only to the first element using id"),
tagAppendAttributes(
  verticalProgress(
    value = 10,
    striped = TRUE,
    active = TRUE
  ),
  id = "my-progress"
),
verticalProgress(
  value = 50,
  active = TRUE,
  status = "warning",
  size = "xs"
),
verticalProgress(
  value = 20,
  status = "danger",
  size = "sm",
  height = "60%"
)
),
rightsidebar = rightSidebar(),
title = "DashboardPage"
),
server = function(input, output) { }
)
}

```

---

setShadow

*Custom shadows*


---

### Description

Allow to apply a shadow on a given element.

### Usage

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

### Arguments

<code>id</code>	Use this argument if you want to target an individual element.
<code>class</code>	The element to which the shadow should be applied. For example, class is set to box.

## Examples

```
if (interactive()) {  
  
  library(shiny)  
  library(shinydashboard)  
  library(shinydashboardPlus)  
  library(shinyEffects)  
  
  boxTag <- boxPlus(  
    title = "Closable box, with label",  
    closable = TRUE,  
    enable_label = TRUE,  
    label_text = 1,  
    label_status = "danger",  
    status = "warning",  
    solidHeader = FALSE,  
    collapsible = TRUE,  
    p("Box Content")  
  )  
  
  shinyApp(  
    ui = dashboardPagePlus(  
      header = dashboardHeaderPlus(  
        enable_rightsidebar = TRUE,  
        rightSidebarIcon = "gears"  
      ),  
      sidebar = dashboardSidebar(),  
      body = dashboardBody(  
  
        setShadow(class = "box"),  
        setShadow(id = "my-progress"),  
  
        tags$h2("Add shadow to the box class"),  
        fluidRow(boxTag, boxTag),  
        tags$h2("Add shadow only to the first element using id"),  
        tagAppendAttributes(  
          verticalProgress(  
            value = 10,  
            striped = TRUE,  
            active = TRUE  
          ),  
          id = "my-progress"  
        ),  
        verticalProgress(  
          value = 50,  
          active = TRUE,  
          status = "warning",  
          size = "xs"  
        ),  
        verticalProgress(  
          value = 20,  
          status = "danger",
```

```
      size = "sm",
      height = "60%"
    )
  ),
  rightsidebar = rightSidebar(),
  title = "DashboardPage"
),
server = function(input, output) { }
)
}
```

---

setShake

*Custom shake animation*

---

## Description

Allow to apply a shake animation on a given element.

## Usage

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

## Arguments

id	Use this argument if you want to target an individual element.
class	The element to which the shake should be applied. For example, class is set to box.
duration	Shake total duration. 0.82s by default.

## Examples

```
if (interactive()) {

  library(shiny)
  library(shinydashboard)
  library(shinydashboardPlus)
  library(shinyEffects)

  boxTag <- boxPlus(
    title = "Closable box, with label",
    closable = TRUE,
    enable_label = TRUE,
    label_text = 1,
    label_status = "danger",
    status = "warning",
    solidHeader = FALSE,
    collapsible = TRUE,
    p("Box Content")
  )
}
```

```

shinyApp(
  ui = dashboardPagePlus(
    header = dashboardHeaderPlus(
      enable_rightsidebar = TRUE,
      rightSidebarIcon = "gears"
    ),
    sidebar = dashboardSidebar(),
    body = dashboardBody(

      setShake(class = "box"),
      setShake(id = "my-progress"),

      tags$h2("Add shake to the box class"),
      fluidRow(boxTag, boxTag),
      tags$h2("Add shake only to the first element using id"),
      tagAppendAttributes(
        verticalProgress(
          value = 10,
          striped = TRUE,
          active = TRUE
        ),
        id = "my-progress"
      ),
      verticalProgress(
        value = 50,
        active = TRUE,
        status = "warning",
        size = "xs"
      ),
      verticalProgress(
        value = 20,
        status = "danger",
        size = "sm",
        height = "60%"
      )
    ),
    rightsidebar = rightSidebar(),
    title = "Shake Effect"
  ),
  server = function(input, output) { }
)
}

```

---

setZoom

*Custom zoom*


---

### Description

Allow to apply a zoom on a given element.

**Usage**

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

**Arguments**

<code>id</code>	Use this argument if you want to target an individual element.
<code>class</code>	The element to which the zoom should be applied. For example, class is set to box.
<code>scale</code>	Zoom scale. 1.05 by default (5% bigger than the normal). We do not recommend using higher values, except in some particular cases.

**Examples**

```
if (interactive()) {  
  
  library(shiny)  
  library(shinydashboard)  
  library(shinydashboardPlus)  
  library(shinyEffects)  
  
  boxTag <- boxPlus(  
    title = "Closable box, with label",  
    closable = TRUE,  
    enable_label = TRUE,  
    label_text = 1,  
    label_status = "danger",  
    status = "warning",  
    solidHeader = FALSE,  
    collapsible = TRUE,  
    p("Box Content")  
  )  
  
  shinyApp(  
    ui = dashboardPagePlus(  
      header = dashboardHeaderPlus(  
        enable_rightsidebar = TRUE,  
        rightSidebarIcon = "gears"  
      ),  
      sidebar = dashboardSidebar(),  
      body = dashboardBody(  
  
        setZoom(class = "box"),  
        setZoom(id = "my-progress"),  
  
        tags$h2("Add zoom to the box class"),  
        fluidRow(boxTag, boxTag),  
        tags$h2("Add zoom only to the first element using id"),  
        tagAppendAttributes(  
          verticalProgress(  
            value = 10,  
            striped = TRUE,  

```

```
      active = TRUE
    ),
    id = "my-progress"
  ),
  verticalProgress(
    value = 50,
    active = TRUE,
    status = "warning",
    size = "xs"
  ),
  verticalProgress(
    value = 20,
    status = "danger",
    size = "sm",
    height = "60%"
  )
),
rightsidebar = rightSidebar(),
title = "DashboardPage"
),
server = function(input, output) { }
)
}
```

---

shinyEffectsGallery *Launch the shinyEffects Gallery*

---

### Description

A gallery of all components available in shinyEffects.

### Usage

```
shinyEffectsGallery()
```

### Examples

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



# Index

setPulse, [2](#)  
setShadow, [3](#)  
setShake, [5](#)  
setZoom, [6](#)  
shinyEffectsGallery, [8](#)