Package 'vov'

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Title CSS Animations for 'shiny' Elements

Version 0.1.1

Description A wrapper around a CSS library called 'vov.css', intended for use
in 'shiny' applications. Simply wrap a UI element in one of the animation
functions to see it move.

License MIT + file LICENSE

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

URL https://github.com/tyluRp/vov

BugReports https://github.com/tyluRp/vov/issues

Imports shiny, glue, htmltools

Suggests testthat (>= 2.1.0), covr

NeedsCompilation no

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Repository CRAN

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R topics documented:

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blur_in   *Blur in*

Description

Animation to blur in a UI element.

Usage

```
blur_in(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    blur_in(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

blur_out   *Blur out*

Description

Animation to blur out (disappear) a UI element.

Usage

```
blur_out(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    blur_out(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

`fade_in`	*Fade in*

Description

Animation to fade in a UI element.

Usage

```
fade_in(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_in_bottom_left   *Fade in bottom left*

Description

Animation to fade in a UI element from the bottom left.

Usage

```
fade_in_bottom_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_bottom_left(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

fade_in_bottom_right   *Fade in bottom right*

Description

Animation to fade in a UI element from the bottom right.

Usage

```
fade_in_bottom_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_bottom_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_in_down *Fade in down*

Description

Animation to fade in a UI element downward.

Usage

```
fade_in_down(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_down(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_in_left *Fade in left*

Description

Animation to fade in a UI element from the left.

Usage

```
fade_in_left(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

`fade_in_right`	*Fade in right*

Description

Animation to fade in a UI element from the right.

Usage

```
fade_in_right(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_in_top_left   *Fade in top left*

Description

Animation to fade in a UI element from the top left.

Usage

```
fade_in_top_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_top_left(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

---

fade_in_top_right   *Fade in top right*

Description

Animation to fade in a UI element from the top right.

Usage

```
fade_in_top_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_top_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_in_up	*Fade in up*

Description

Animation to fade in a UI element upward.

Usage

```
fade_in_up(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_up(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_out	*Fade out*

Description

Animation to fade out (disappear) a UI element.

Usage

```
fade_out(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

`fade_out_bottom_left`   *Fade out bottom left*

Description

Animation to fade out (disappear) a UI element from the bottom left.

Usage

```
fade_out_bottom_left(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_bottom_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_out_bottom_right   *Fade out bottom right*

Description

Animation to fade out (disappear) a UI element from the bottom right

Usage

```
fade_out_bottom_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_bottom_right(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

---

fade_out_down   *Fade out down*

Description

Animation to fade out (disappear) a UI element downward.

Usage

```
fade_out_down(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_down(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_out_left *Fade out left*

Description

Animation to fade out (disappear) a UI element from the left.

Usage

```
fade_out_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_out_right *Fade out right*

Description

Animation to fade out (disappear) a UI element from the right.

Usage

```
fade_out_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_out_top_left   *Fade out top left*

Description

Animation to fade out (disappear) a UI element from the top left.

Usage

```
fade_out_top_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_top_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

fade_out_top_right   *Fade out top right*

Description

Animation to fade out (disappear) a UI element from the top right.

Usage

```
fade_out_top_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_top_right(
      h1("Hello world!")
    )
  )
```

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

shinyApp(ui, server)
}
```

---

fade_out_up   *Fade out up*

Description

Animation to fade out (disappear) a UI element upwards.

Usage

```
fade_out_up(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_up(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

flash   *Flash*

Description

Animation to flash a UI element.

Usage

```
flash(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    flash(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

i_throb   *I-Throb*

Description

Animation to throb a UI element inward.

Usage

```
i_throb(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    i_throb(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

`roll_in_left`	*Roll in left*

Description

Animation to roll in a UI element from the left.

Usage

```
roll_in_left(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    roll_in_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

roll_in_right   *Roll in right*

Description

Animation to roll in a UI element from the right.

Usage

```
roll_in_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    roll_in_right(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

roll_out_left   *Roll out left*

Description

Animation to roll out (disappear) a UI element from the left.

Usage

```
roll_out_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    roll_out_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

roll_out_right *Roll out right*

Description

Animation to roll out (disappear) a UI element from the right.

Usage

```
roll_out_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    roll_out_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

run_demo *Run a demo application*

Description

Run a demo version of the app to try out all the animations.

Usage

```
run_demo()
```

Examples

```
if (interactive()) {
  run_demo()
}
```

shake_horizontal *Shake horizontal*

Description

Animation to shake a UI element horizontally.

Usage

```
shake_horizontal(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    shake_horizontal(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

shake_vertical *Shake vertical*

Description

Animation to shake a UI element vertically.

Usage

```
shake_vertical(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    shake_vertical(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_in_down *Slide in down*

Description

Animation to slide in a UI element downward.

Usage

```
slide_in_down(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_in_down(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_in_left   *Slide in left*

Description

Animation to slide in a UI element from the left.

Usage

```
slide_in_left(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_in_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_in_right   *Slide in right*

Description

Animation to slide in a UI element from the right.

Usage

```
slide_in_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_in_right(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

slide_in_up   *Slide in up*

Description

Animation to slide in a UI element upward.

Usage

```
slide_in_up(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_in_up(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_out_down   *Slide out down*

Description

Animation to slide in a UI element downward.

Usage

```
slide_out_down(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_out_down(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_out_left   *Slide out left*

Description

Animation to slide out (disappear) a UI element from the left.

Usage

```
slide_out_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_out_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_out_right   *Slide out right*

Description

Animation to slide out (disappear) a UI element from the right.

Usage

```
slide_out_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_out_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

slide_out_up   *Slide out up*

Description

Animation to slide out (disappear) a UI element upward.

Usage

```
slide_out_up(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_out_up(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

---

swivel_horizontal   *Swivel horizontal*

Description

Animation to swivel a UI element horizontally.

Usage

```
swivel_horizontal(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    swivel_horizontal(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

swivel_horizontal_double

Swivel horizontal double

Description

Animation to swivel a UI element horizontally, twice.

Usage

```
swivel_horizontal_double(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    swivel_horizontal_double(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

swivel_vertical   *Swivel vertical*

Description

Animation to swivel a UI element vertically.

Usage

```
swivel_vertical(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    swivel_vertical(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

```
swivel_vertical_double
```
                    Swivel vertical double

Description

Animation to swivel a UI element vertically, twice.

Usage

```
swivel_vertical_double(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    swivel_vertical_double(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

throb   *Throb*

Description

Animation to throb a UI element outward.

Usage

```
throb(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    throb(
      h1("Hello world!")
    )
  )
```

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

  shinyApp(ui, server)
}
```

---

use_vov   *Use the vov package*

Description

Enables vov by including the CSS file necessary for the animations.

Usage

```
use_vov()
```

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

wheel_in_left   *Wheel in left*

Description

Animation to wheel in a UI element from the left.

Usage

```
wheel_in_left(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    wheel_in_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

`wheel_in_right`	*Wheel in right*

Description

Animation to wheel in a UI element from the right.

Usage

```
wheel_in_right(ui, duration = NULL, delay = NULL)
```

Arguments

`ui`	A UI element
`duration`	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
`delay`	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    wheel_in_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

---

wheel_out_left   *Wheel out left*

Description

Animation to wheel out (disappear) a UI element from the left.

Usage

```
wheel_out_left(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    wheel_out_left(
      h1("Hello world!")
    )
  )
```

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

    shinyApp(ui, server)
  }
```

---

wheel_out_right   *Wheel out right*

Description

Animation to wheel out (disappear) a UI element from the right.

Usage

```
wheel_out_right(ui, duration = NULL, delay = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation; Enter word: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds
delay	Delay in seconds before animation starts; Enter value: 0 - 5

Examples

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

  ui <- fluidPage(
    use_vov(),
    wheel_out_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

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