

Package ‘shinypanel’

October 14, 2022

Type Package

Title Shiny Control Panel

Version 0.1.5

Author Alex Pickering

Maintainer Alex Pickering <alexvpickering@gmail.com>

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.

License MIT + file LICENSE

Encoding UTF-8

RoxygenNote 7.1.1

Imports shinyjs, shiny, shinyBS, htmltools, jsonlite

NeedsCompilation no

Repository CRAN

Date/Publication 2022-03-25 22:50:01 UTC

R topics documented:

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

Index	9
--------------	----------

```
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](#)