Package: shinyanimate (via r-universe)

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Type Package

Title Animation for 'shiny' Elements

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Description An extension of 'animate.css' that allows user to easily add animations to any UI element in 'shiny' app using the elements id.

Imports shiny

License MIT + file LICENSE

URL https://swechhya.github.io/shinyanimate/,
https://github.com/Swechhya/shinyanimate

BugReports https://github.com/Swechhya/shinyanimate/issues

Encoding UTF-8

LazyData true

RoxygenNote 7.2.3

Repository https://swechhya.r-universe.dev

RemoteUrl https://github.com/swechhya/shinyanimate

RemoteRef HEAD

RemoteSha 9e0494dcc368917e6ffa12da9834879abb370a04

Contents

addHoverAnim *Add animation on mouse hover for UI element.*

Description

Add animation on mouse hover for UI element.

Usage

```
addHoverAnim(session, id, type = NULL)
```

Arguments

`session`	The session object passed to function given to shinyServer.
`id`	the id of the UI element for which you want animation on mouse hover.
`type`	The type of animation to use, valid values correspond to the types in https://daneden.github.io/animate.css/

See Also

withAnim

Examples

```
if(interactive()){
library(shiny)
library(shinyanimate)
ui <- fluidPage(
  withAnim(),
    tags$div(id = 'title', h1('HOVER ON ME'))
    )
server <- function(input, output, session){
  observe(addHoverAnim(session, 'title', 'bounce'))
 }
shinyApp(ui, server)
}
```

addScrollAnim *Add animation on scroll for UI element.*

Description

Add animation on scroll for UI element.

Usage

```
addScrollAnim(session, id, type = NULL)
```

Arguments

`session` The session object passed to function given to shinyServer.

`id` the id of the UI element for which you want animation on scroll.

`type` The type of animation to use, valid values correspond to the types in `https://daneden.github.io/animate.css/`

See Also

`withAnim`

Examples

```
if(interactive()){
library(shiny)
library(shinyanimate)
ui <- fluidPage(
  withAnim(),
    tags$h1('Scroll below to see an animation'),
    br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(),
    tags$div(id = 'title', h1('I ANIMATE ON SCROLL'))
    )
server <- function(input, output, session){
  observe(addScrollAnim(session, 'title', 'bounce'))
 }
shinyApp(ui, server)
}
```

`startAnim` *Start an animation*

Description

Start an animation of the UI element.

Usage

```
startAnim(session, id, type = NULL, delay = NULL)
```

Arguments

`session` The session object passed to function given to shinyServer.

`id` the id of the UI element for which you want to add animation.

`type` The type of animation to use, valid values correspond to the types in https://daneden.github.io/animate.css/

`delay` The time after which you want to add animationin milliseconds

See Also

withAnim

Examples

```
if(interactive()){
library(shiny)
library(shinyanimate)
ui <- fluidPage(
 withAnim(),
 tags$div(id = 'title', h1('ANIMATION')),
 actionButton(inputId = "button", label = "Animate")
)
server <- function(input, output, session){
 observeEvent(input$button,{
   startAnim(session, 'title', 'bounce')
 })
}
shinyApp(ui, server)
}
```

withAnim *Set up Shiny app to use animation*

Description

This function needs to be added in the UI if to want to add animation to your UI elements using shinyanimate.

Usage

```
withAnim()
```

See Also

startAnim

Examples

```
if(interactive()){withAnim()}
```

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