

Package ‘shinyanimate’

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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://github.com/Swechhya/shinyanimate>

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

Encoding UTF-8

RoxygenNote 7.2.3

NeedsCompilation no

Repository CRAN

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addHoverAnim	<i>Add animation on mouse hover for UI element.</i>
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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	<i>Add animation on scroll for UI element.</i>
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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$h1('Scroll below to see an animation'),
    br(), br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(), br(),
    br(), br(), br(), br(), br(), br(), br(), br(),
    tags$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 animation in 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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