

Package ‘symbol.equation.gpt’

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Type Package

Title Simple User Interface to Build Equations and Add Symbols

Version 1.1.4

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Description

Powerful user interface for adding symbols, smileys, arrows, building mathematical equations using 'LaTeX' or 'r2symbols'. Built for use in development of 'Markdown' and 'Shiny' Outputs.

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URL <https://symbols-ui.obianom.com>

BugReports <https://github.com/oobianom/symbol.equation.gpt/issues>

Depends R (> 3.6)

Imports utils, htmltools, shiny, nextGenShinyApps, r2symbols,
shinyStorePlus, rstudioapi, markdown

Suggests rmarkdown, knitr

Encoding UTF-8

VignetteBuilder knitr

Language en-US

LazyData false

RoxygenNote 7.2.3

NeedsCompilation no

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Repository CRAN

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envir.prep	<i>Library initialize and path loader</i>
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Description

Initialize and load library path for package

Usage

```
envir.prep()
```

Value

library location

Examples

```
if(interactive()){  
  envir.prep()  
}
```

equationSymbol.Widget	<i>Primary widget container</i>
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Description

Customizable widget opener

Usage

```
equationSymbol.Widget(viewer = c("pane", "dialog"))
```

Arguments

viewer	viewer option to open widget
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Value

shiny app widget

Examples

```
if(interactive()){  
  equationSymbol.Widget()  
}
```

insert.Symbol.Raw	<i>Add symbol to current page</i>
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Description

Add selected symbol to page

Usage

```
insert.Symbol.Raw(symbolid, type = letters[1:4])
```

Arguments

symbolid	the symbol id to include
type	type of inclusion

Value

pastes copied symbol code into document

Examples

```
if(interactive()){  
  insert.Symbol.Raw("sample copied")  
  insert.Symbol.Raw("rpkg.net", "a")  
}
```

symbol.equation.ui	<i>Main Widget Helper for symbols</i>
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Description

Assembles the interface for the symbols builder

Usage

```
symbol.equation.ui()
```

Value

user interface for the builder

Examples

```
if(interactive()){  
  symbol.equation.ui()  
}
```

symbol.equation.ui2	<i>Main Widget Helper for symbols viewer2</i>
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Description

Assembles the interface for the symbols builder

Usage

```
symbol.equation.ui2()
```

Value

user interface for the builder in modal

Examples

```
if(interactive()){  
  symbol.equation.ui2()  
}
```

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