

Package: standby (via r-universe)

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Type Package

Title Alerts, Notifications and Loading Screen in 'Shiny'

Version 0.2.0.9000

Description Easily create alerts, notifications, modals, info tips and loading screens in 'Shiny'. Includes several options to customize alerts and notifications by including text, icons, images and buttons. When wrapped around a 'Shiny' output, loading screen is automatically displayed while the output is being recalculated.

Depends R(>= 3.3)

Imports grDevices, htmltools, shiny

Suggests rmarkdown, kableExtra, knitr, testthat (>= 3.0.0), covr

License GPL (>= 3)

URL <https://standby.rsquaredacademy.com/>,
<https://github.com/rsquaredacademy/standby>

BugReports <https://github.com/rsquaredacademy/standby/issues>

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preview	<i>Preview Alerts</i>
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Description

Preview different types of alerts/notifications.
Preview different types of spinners/loaders.

Usage

```
previewAlerts(type = "toast")  
  
previewSpinners(spinner = "threedots")
```

Arguments

type	Type of alert/notification. Valid values are: • alertify • bootbox • notice • notify • tingle • toast
spinner	Type of spinner. The following spinners are available: • threedots • spinkit • vizload • spinners • loaders

Value

None

None

useAlertify*Alertify*

Description

Pretty browser alerts and notifications.

Usage

```
useAlertify()

alertify_alert(
  title = "Alert Title",
  message = "Alert Message",
  type = "success",
  btn_label = "OK",
  transition = "pulse",
  transition_off = FALSE,
  closable = TRUE,
  auto_reset = FALSE,
  frameless = FALSE,
  maximizable = FALSE,
  modal = FALSE,
  movable = FALSE,
  move_bounded = TRUE,
  overflow = FALSE,
  padding = TRUE,
  pinnable = FALSE,
  resizable = FALSE,
  start_maximized = FALSE,
  session = getDefaultReactiveDomain()
)

alertify_notify(
  message = "Alert Message",
  type = "success",
  delay = 5,
  position = "bottom-right",
  session = getDefaultReactiveDomain()
)
```

Arguments

title	Dialog title.
message	Dialog contents.
type	Dialog type. Defaults to "success". Valid values are: • "success" • "error" • "warning" • "message"
btn_label	The OK button label.
transition	Transition effect to be used when showing/hiding the dialog. Defaults to "pulse". Valid values are: • "pulse" • "slide" • "zoom" • "fade" • "flipx" • "flipy"
transition_off	Logical; if TRUE, transition effect is disabled. Defaults to FALSE.
closable	Logical; if TRUE (the default), a Close button is displayed in the header of the dialog.
auto_reset	Logical; if TRUE (the default), the dialog will reset size/position on window re-size.
frameless	Logical; if TRUE, hides both header and footer of the dialog. Defaults to FALSE.
maximizable	Logical; if TRUE (the default), the Maximize button is displayed in the header of the dialog.
modal	Logical; if TRUE (the default), a screen dimmer will be used and access to the page contents will be prevented.
movable	Logical; if TRUE (the default), the dialog is movable.
move_bounded	Logical; if TRUE, the dialog is not allowed to go off-screen. Defaults to FALSE.
overflow	Logical; if TRUE (the default), the content overflow is managed by the dialog
padding	Logical; if TRUE (the default), the content padding is managed by the dialog.
pinnable	Logical; if TRUE (the default), the Pin button is displayed in the header of the dialog.
resizeable	Logical; if TRUE, the dialog is resizable. Defaults to FALSE.
start_maximized	Logical; if TRUE, the dialog will start in a maximized state. Defaults to FALSE.
session	Shiny session object.
delay	The time (in seconds) to wait before the notification is auto-dismissed. 0 will keep notification open till clicked.
position	Position of the notification. Defaults to "bottom-right". Valid values are:

- "bottom-right"
- "bottom-left"
- "bottom-center"
- "top-right"
- "top-left"
- "top-center"

Value

None

Functions

- useAlertify: Dependencies to include in your UI.
- alertify_alert: Display alerts.
- alertify_notify: Display notifications.

Examples

```
# Example 1: Alert
if (interactive()) {
  library(shiny)
  library(standby)

  ui <- fluidPage(

    useAlertify(), # include dependencies
    actionButton(inputId = "btn",
                  label = "Alert Demo")

  )

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

    observeEvent(input$btn, {
      # display alert
      alertify_alert("Hey there!", "Thank you for exploring standby!")
    })
  }

  shinyApp(ui, server)
}

# Example 2: Notification
if (interactive()) {
  library(shiny)
  library(standby)

  ui <- fluidPage(
```

```

    useAlertify(), # include dependencies
    actionButton(inputId = "btn",
                  label   = "Notification Demo")

  )

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

    observeEvent(input$btn, {
      # display notification
      alertify_notify("Hey there! Thank you for exploring standby!")
    })
  }

  shinyApp(ui, server)
}

```

useBootBox

BootBox

Description

Bootstrap modals made easy.

Usage

```

useBootBox()

bootBox(
  title = "Your title",
  message = "Your message here...",
  size = "small",
  close_on_escape = TRUE,
  show = TRUE,
  backdrop = NULL,
  close_button = TRUE,
  animate = TRUE,
  class = NULL,
  session = getDefaultReactiveDomain()
)

```

Arguments

title	Adds a header to the dialog.
message	Text displayed in the dialog.
size	Adds the relevant Bootstrap modal size class to the dialog wrapper. Valid values are:

	• "small" • "large" • "extra-large"
close_on_escape	Logical; if TRUE (the default), allows the user to dismiss the dialog by hitting ESC key.
show	Logical; if TRUE (the default), the dialog is shown immediately.
backdrop	Logical; if TRUE, the backdrop is displayed and clicking on it dismisses the dialog. Defaults to NULL. Valid values are: • NULL: The backdrop is displayed, but clicking on it has no effect. • TRUE: The backdrop is displayed, and clicking on it dismisses the dialog. • FALSE: The backdrop is not displayed.
close_button	Logical; if TRUE (the default), a close button is displayed.
animate	Logical; if TRUE (the default), animates the dialog in and out.
class	Custom CSS class (using Animate.css).
session	Shiny session object.

Value

None

Functions

- useBootBox: Dependencies to include in your UI.
- bootBox: Display modals.

Examples

```

if (interactive()) {
  library(shiny)
  library(standby)

  ui <- fluidPage(

    useBootBox(), # include dependencies
    actionButton(inputId = "btn",
                  label   = "BootBox Demo")

  )

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

    observeEvent(input$btn, {
      # display modal
      bootBox("Hey there!", "Thank you for exploring standby!")
    })
  }
}

```

```
shinyApp(ui, server)
}
```

useLoaders

CSS Loaders

Description

Simple CSS loaders

Usage

```
useLoaders()
```

```
loaders(uiOutput, type = "default", style = NULL, text = NULL)
```

Arguments

uiOutput	An output element to be wrapped within a loader.
type	The type of loader to use. Visit https://css-loader.raphaelfabeni.com/ for details. • default • bar • bar-ping-pong • border • double • clock • curtain • pokeball • ball • smartphone • bouncing • music
style	Custom styling for the loaders.
text	Custom text. Available only for the following types: • default • bar • border • curtain • smartphone

Value

None

Functions

- useLoaders: Dependencies to include in your UI.
- loaders: Display loading animation.

Examples

```
if (interactive()) {  
  library(shiny)  
  
  shinyApp(  
    ui = fluidPage(  
      useLoaders(),  
      actionButton("render", "Render"),  
      loaders(uiOutput = plotOutput("plot"),  
              type = "default",  
              style = "half",  
              text = "Loading...")  
    ),  
    server = function(input, output) {  
      output$plot <- renderPlot({  
        input$render  
        Sys.sleep(3)  
        hist(mtcars$mpg)  
      })  
    }  
  )  
}
```

useMicroTip

MicroTip

Description

Minimal CSS only tooltip.

Usage

```
useMicroTip()  
  
microTip(  
  id = NULL,  
  tip = "Hey! tooltip!",  
  position = "top",
```

```

    size = NULL,
    session = getDefaultReactiveDomain()
  )

```

Arguments

<code>id</code>	The id of the element to attach the tooltip.
<code>tip</code>	Content of the tooltip.
<code>position</code>	Where the tooltip should appear relative to the target element. Defaults to "top". Valid values are: • "top" • "bottom" • "left" • "right" • "top-left" • "top-right" • "bottom-left" • "bottom-right"
<code>size</code>	Size of the tooltip. Defaults to "fit" as the tooltip will take up only the size it requires to show the text. Valid values are: • "fit" • "small" • "medium" • "large"
<code>session</code>	Shiny session object.

Value

None

Functions

- `useMicroTip`: Dependencies to include in your UI.
- `microTip`: Add tooltip.

Examples

```

if (interactive()) {
  library(shiny)
  library(standby)

  ui <- fluidPage(

    useMicroTip(), # include dependencies
    br(), br(), br(), br(),
    actionButton(inputId = "btn",

```

```
        label = "MicroTip Demo")

    )

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

        # display tooltip
        microTip(id = "btn",
                 tip = "Hey there! This is a micro tip!",
                 position = "bottom-right")

    }

    shinyApp(ui, server)
}
```

useNotify

PNotify

Description

Beautiful notifications and prompts.

Usage

```
useNotify()

notify(
  title = "Hey",
  text = NULL,
  type = "notice",
  icon = TRUE,
  delay = 8000,
  hide = TRUE,
  sticker = TRUE,
  closer = TRUE,
  shadow = TRUE,
  mouse_reset = TRUE,
  animation = "fade",
  animate_speed = "normal",
  width = "360px",
  min_height = "16px",
  max_text_height = "200px",
  translucent = FALSE,
  non_blocking = FALSE,
  session = getDefaultReactiveDomain()
)
```

Arguments

title	Title of the notice. It can be a string, an element or FALSE (the default) for no title.
text	Text of the notice. It can be a string, an element or FALSE (the default) for no text.
type	Type of notice. Defaults to "notice". Other valid values are: • "info" • "success" • "error"
icon	Logical; if TRUE (the default), default icon is displayed. No icon is displayed if set to FALSE.
delay	Delay in milliseconds before the notice is removed. If set to "infinity", the notice will not close.
hide	Logical; if TRUE (the default), notice is closed after delay specified in milliseconds.
sticker	Logical; if TRUE (the default), provides a button for the user to manually stick the notice.
closer	Logical; if TRUE (the default), provides a button for the user to manually close the notice.
shadow	Logical; if TRUE (the default), displays a drop shadow.
mouse_reset	Logical; if TRUE (the default), resets the hide timer if the mouse moves over the notice.
animation	The animation to be used while displaying and hiding the notice. "none" and "fade" (the default) are supported out of the box.
animate_speed	Speed at which the notice animates in and out. Valid values are: • "slow": 400ms • "normal": 250ms • "fast": 100ms
width	Width of the notice. Default is "360px".
min_height	Minimum height of the notice. Default is "16px". It will expand to fit the content.
max_text_height	Maximum height of the text container. Default is "200px". If the text goes beyond this height, scrollbars will appear. Use NULL to remove this restriction.
translucent	Logical; if TRUE, creates see through notice. Defaults to FALSE.
non_blocking	Logical; if TRUE, notice fades to show elements underneath. Defaults to FALSE.
session	Shiny session object.

Value

None

Functions

- useNotify: Dependencies to include in your UI.
- notify: Display notifications.

Examples

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

  ui <- fluidPage(

    useNotify(), # include dependencies
    actionButton(inputId = "btn",
                  label   = "PNotify Demo")

  )

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

    observeEvent(input$btn, {
      # display notification
      notify("Hey there!", "Thank you for exploring standby!")
    })
  }

  shinyApp(ui, server)
}
```

useNS*Notification Styles*

Description

Simple website notifications with effects

Usage

```
useNS()

notice(
  message = "Hello",
  type = "notice",
  layout = "growl",
  effect = "jelly",
  session = getDefaultReactiveDomain()
)
```

Arguments

message	Notification message.
type	Notification type. Defaults to "notice". Other valid values are: • "success" • "warning" • "error"
layout	Notification layout. Defaults to "growl". Other valid values are: • "attached" • "bar"
effect	Notification effect type. Valid values include: • For "growl" layout – "scale" – "jelly" – "slide" – "genie" • For "attached" layout – "flip" – "bouncyflip" • For "bar" layout – "slidetop" – "exploder"
session	Shiny session object.

Value

None

Functions

- useNS: Dependencies to include in your UI.
- notice: Display notifications.

Examples

```

if (interactive()) {
  library(shiny)
  library(standby)

  ui <- fluidPage(

    useNS(), # include dependencies
    actionButton(inputId = "btn",
                  label   = "Notice Demo")

  )
}
```

```

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

  observeEvent(input$btn, {
    # display notification
    notice("Hey there! Thank you for exploring standby!")
  })
}

shinyApp(ui, server)
}

```

useSpinkit

SpinKit

Description

Simple CSS spinners.

Usage

```
useSpinkit()
```

```
spinkit(uiOutput, type = "plane", color = "#333", size = "40px")
```

Arguments

uiOutput	An output element to be wrapped within a spinner.
type	Type of spinner to use. Valid values are: • plane • chase • bounce • wave • pulse • flow • swing • circle • circle-fade • grid • fold • wander
color	Color of the spinner. Defaults to "#333". Choose between hexadecimal, RGB or keyword values.
size	Size of the spinner. Defaults to "40px".

Value

None

Functions

- useSpinkit: Dependencies to include in your UI.
- spinkit: Display loading animation.

Examples

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

  shinyApp(
    ui = fluidPage(
      useSpinkit(),
      actionButton("render", "Render"),
      spinkit(plotOutput("plot"), type = "circle-fade")
    ),
    server = function(input, output) {
      output$plot <- renderPlot({
        input$render
        Sys.sleep(3)
        hist(mtcars$mpg)
      })
    }
  )
}
```

 useSpinners

Single Element CSS Spinners

Description

A collection of loading spinners animated with CSS

Usage

```
useSpinners()

spinners(uiOutput, type = 1, color = "#0275d8")
```

Arguments

uiOutput	An output element to be wrapped within a spinner.
type	Type of spinner to use. Any integer between 1 and 8 is valid.
color	Color of the spinner. Choose between hexadecimal or keyword values.

Value

None

Functions

- useSpinners: Dependencies to include in your UI.
- spinners: Display loading animation.

Examples

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

  shinyApp(
    ui = fluidPage(
      useSpinners(),
      actionButton("render", "Render"),
      spinners(plotOutput("plot"))
    ),
    server = function(input, output) {
      output$plot <- renderPlot({
        input$render
        Sys.sleep(3)
        hist(mtcars$mpg)
      })
    }
  )
}
```

useThreeDots

Three Dots

Description

Single element CSS loading animation.

Usage

```
useThreeDots()
```

```
threeDots(uiOutput, type = "elastic", color = "#9880ff")
```

Arguments

uiOutput	An output element to be wrapped within a loader.
type	The type of animation to use. Visit https://nzbin.github.io/three-dots/ for details.
color	The color of the loader. Choose between hexadecimal, RGB or keyword values.

Value

None

Functions

- useThreeDots: Dependencies to include in your UI.
- threeDots: Display loading animation.

Examples

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

  shinyApp(
    ui = fluidPage(
      useThreeDots(),
      actionButton("render", "Render"),
      threeDots(plotOutput("plot"))
    ),
    server = function(input, output) {
      output$plot <- renderPlot({
        input$render
        Sys.sleep(3)
        hist(mtcars$mpg)
      })
    }
  )
}
```

useTingle

*Tingle***Description**

Minimalist and easy to use modals.

Usage

```
useTingle()

tingle(
  content = "Hello",
  close_button = FALSE,
  button_label = "Close",
  button_type = "default",
  button_position = "right",
  session = getDefaultReactiveDomain()
)
```

Arguments

content	Content of the modal.
close_button	Logical; if TRUE, displays a button to close the modal. Defaults to FALSE.
button_label	Label of close_button.
button_type	Type of button. Defaults to "default". Other valid values are: • "primary" • "danger"
button_position	Position of the button inside the modal. Defaults to "right". Valid values are: • "right" • "left"
session	Shiny session object.

Value

None

Functions

- useTingle: Dependencies to include in your UI.
- tingle: Display modals.

Examples

```
if (interactive()) {  
  library(shiny)  
  library(standby)  
  
  ui <- fluidPage(  
  
    useTingle(), # include dependencies  
    actionButton(inputId = "btn",  
                  label   = "Tingle Demo")  
  
  )  
  
  server <- function(input, output, session) {  
  
    observeEvent(input$btn, {  
      # display modal  
      tingle("Hey there!, Thank you for exploring standby!")  
    })  
  }  
  
  shinyApp(ui, server)  
}
```

`useToast`*iziToast*

Description

Lightweight toast notifications

Usage

```
useToast()
```

```
toast(  
  title = "Hey",  
  message = NULL,  
  type = NULL,  
  theme = NULL,  
  position = "center",  
  duration = 5000,  
  progress_bar_color = NULL,  
  background_color = NULL,  
  max_width = NULL,  
  title_color = NULL,  
  title_size = NULL,  
  title_line_height = NULL,  
  message_color = NULL,  
  message_size = NULL,  
  message_line_height = NULL,  
  image = NULL,  
  image_width = NULL,  
  zindex = 99999,  
  layout = 1,  
  balloon = FALSE,  
  close = TRUE,  
  close_on_escape = FALSE,  
  close_on_click = FALSE,  
  rtl = FALSE,  
  display_mode = 0,  
  drag_to_close = TRUE,  
  pause_on_hover = TRUE,  
  reset_on_hover = FALSE,  
  progress_bar_easing = "linear",  
  overlay = FALSE,  
  overlay_close = FALSE,  
  overlay_color = "rgba(0, 0, 0, 0.6)",  
  animate_inside = TRUE,  
  transition_in = "fadeInUp",  
  transition_out = "fadeOut",
```

```

    session = getDefaultReactiveDomain()
)

```

Arguments

title	Title of the toast.
message	Message of toast.
type	Type of notification. Defaults to NULL. Valid values are: • "info" • "success" • "warning" • "error"
theme	Theme of toast. Choose between "light" or "dark".
position	Where toast will be shown. Defaults to "bottomRight". Valid values are: • "bottomRight" • "bottomLeft" • "topRight" • "topLeft" • "topCenter" • "bottomCenter" • "center"
duration	Time in milliseconds to close the toast. Defaults to 5000. Use FALSE to disable.
progress_bar_color	Progress bar color. Choose between hexadecimal, RGB or keyword values.
background_color	Background color of the toast. Choose between hexadecimal, RGB or keyword values.
max_width	Maximum width of the toast.
title_color	Title color. Choose between hexadecimal, RGB or keyword values.
title_size	Title font size.
title_line_height	Title line height.
message_color	Message color. Choose between hexadecimal, RGB or keyword values.
message_size	Message font size.
message_line_height	Message line height.
image	Cover image.
image_width	Width of cover image. Defaults to "50px".
zindex	The z-index CSS attribute of the toast. Defaults to 99999.
layout	Size of the toast. Choose between 1 or 2.
balloon	Logical; if TRUE, applies a balloon like toast. Defaults to FALSE.

close	Logical; if TRUE (the default), shows a x close button.
close_on_escape	Logical; if TRUE, allows to close toast using ESC key. Defaults to FALSE.
close_on_click	Logical; if TRUE, allows to close toast by clicking on it. Defaults to FALSE.
rtl	Logical; if TRUE, applies Right to Left style. Defaults to FALSE.
display_mode	Rules to show multiple toasts. Default is 0. Valid values are: • 0: Waits until the current toast is closed before displaying a new one. • 1: Replaces the current toast with the new toast toast.
drag_to_close	Logical; if TRUE (the default), toast can be closed by dragging it.
pause_on_hover	Logical; if TRUE (the default), pauses the toast timeout while the cursor is on it.
reset_on_hover	Logical; if TRUE, resets the toast timeout while the cursor is on it. Defaults to FALSE.
progress_bar_easing	Animation easing of progress bar. Defaults to "linear".
overlay	Logical; if TRUE, displays the overlay layer on the page. Defaults to FALSE.
overlay_close	Logical; if TRUE, allows to close the toast by clicking on the overlay. Defaults to FALSE.
overlay_color	Overlay background color. Defaults to "rgba(0, 0, 0, 0.6)". Choose between hexadecimal, RGB or keyword values.
animate_inside	Logical; if TRUE (the default), enables animation of elements in the toast.
transition_in	Toast open animation. Defaults to "fadeInUp". Valid values are: • "bounceInLeft" • "bounceInRight" • "bounceInUp" • "bounceInDown" • "fadeIn" • "fadeInDown" • "fadeInUp" • "fadeInLeft" • "fadeInRight" • "flipInX"
transition_out	Toast close animation. Defaults to "fadeOut". Valid values are: • "fadeOut" • "fadeOutDown" • "fadeOutUp" • "fadeOutLeft" • "fadeOutRight" • "flipOutX"
session	Shiny session object.

Value

None

Functions

- useToast: Dependencies to include in your UI.
- toast: Display toast notifications.

Examples

```
if (interactive()) {  
  library(shiny)  
  library(standby)  
  
  ui <- fluidPage(  
  
    useToast(), # include dependencies  
    actionButton(inputId = "btn",  
                  label   = "iziToast Demo")  
  
  )  
  
  server <- function(input, output, session) {  
  
    observeEvent(input$btn, {  
      # display toast notification  
      toast("Hey there!", "Thank you for exploring standby!")  
    })  
  }  
  
  shinyApp(ui, server)  
}
```

useVizLoad

Loading Visualization

Description

Loading bars and spinners.

Usage

```
useVizLoad()  
  
vizLoad(  
  uiOutput,  
  type = "bars",
```

```

    size = "large",
    color = NULL,
    add_label = FALSE,
    label = "Loading..."
  )

```

Arguments

uiOutput	An output element to be wrapped within a spinner.
type	The type of bar/spinner to use. Valid values are: • bars • squares • circles • dots • spinner • dashed • line • bordered_line
size	The size of the bar/spinner. Valid values are: • large • medium • small • tiny • fluid
color	The color of the bar/spinner. Choose between hexadecimal, RGB or keyword values.
add_label	Logical; if TRUE, displays a label below the bar/spinner. Defaults to FALSE.
label	The label to be displayed below the bar/spinner. add_label must be set to TRUE to display the label.

Value

None

Functions

- useVizLoad: Dependencies to include in your UI.
- vizLoad: Display loading animation.

Examples

```

if (interactive()) {
  library(shiny)

  shinyApp(
    ui = fluidPage(

```

```
      useVizLoad(),
      actionButton("render", "Render"),
      vizLoad(plotOutput("plot"))
    ),
    server = function(input, output) {
      output$plot <- renderPlot({
        input$render
        Sys.sleep(3)
        hist(mtcars$mpg)
      })
    }
  )
}
```

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