

# Package ‘shinypanel’

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**Type** Package

**Title** Shiny Control Panel

**Version** 0.1.2

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**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

**LazyData** true

**RoxygenNote** 7.1.1

**Imports** shinyjs, shiny, shinyBS, htmltools, jsonlite

**NeedsCompilation** no

**Repository** CRAN

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```
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 <b>selectize.js</b> 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(multiple = 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 <b>selectize.js</b> 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](#).

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`textAreaInputWithButtons`*textAreaInput with buttons and validation*

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## 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.

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textInputWithButtons *textInput with buttons and validation*

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### Description

textInput with buttons and validation

### Usage

```
textInputWithButtons(
  inputId,
  label,
  ...,
  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.
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 <a href="#">validateCssUnit()</a> .

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textInputWithValidation  
*textInput with validation*

---

**Description**

textInput with validation

**Usage**

```
textInputWithValidation(inputId, label, 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.
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> .

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toggleSelectizeButtons  
*Show/hide all buttons in selectizeInputWithButtons*

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**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**

selectize_id	id of selectizeInputWithButtons element.
button_ids	character vector of actionButton ids associated with selectize_id.
condition	An optional argument to toggleClass, see 'Details' below.

**See Also**

[selectizeInputWithButtons](#)

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