

Package ‘knitrBootstrap’

July 2, 2014

Version 0.9.0

Date 2013-8-22

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Title Knitr Bootstrap framework.

Description A framework to create Bootstrap 3 HTML reports from knitr Rmarkdown and RHTML.

Depends R (>= 3.0.0),

Imports knitr (>= 1.4.1), markdown (>= 0.5.5)

Suggests testthat, roxygen2, corrplot, ggplot2, igraph, maps, mapproj, maptools, plyr, reshape2, xtable,

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URL <http://jimhester.github.io/knitrBootstrap>

BugReports <https://github.com/jimhester/knitrBootstrap/issues>

VignetteBuilder knitr

Collate 'knit_bootstrap.R'

NeedsCompilation no

Repository CRAN

Date/Publication 2013-10-17 23:41:57

R topics documented:

bootstrap_HTML	2
create_header	2
knit_bootstrap	3
knit_bootstrap_md	5
primerTree	6
Index	7

bootstrap_HTML	<i>Add the knitrBootstrap html header to an HTML file produced by knitr.</i>
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Description

This function includes the knitrBootstrap HTML headers to wrap the knitr output in bootstrap styled HTML.

Usage

```
bootstrap_HTML(input, output = NULL, boot_style = NULL,
  code_style = NULL, chooser = NULL, thumbsize = 3,
  show_code = FALSE, show_output = TRUE,
  show_figure = TRUE,
  graphics = getOption("menu.graphics"))
```

Arguments

input	html filename to be wrapped with Bootstrap.
output	html filename to output.
boot_style	the bootstrap style to use if character, if NULL uses the default, if TRUE a menu is shown with the available styles.
code_style	the highlight.js code style to use if character, if NULL uses the defaults, if TRUE a menu is shown with the available styles.
chooser	a character vector, if contains "boot", adds a bootstrap style chooser to the HTML, if contains "code" adds the bootstrap code chooser.
thumbsize	size of thumbnails in bootstrap columns.
show_code	show code blocks by default.
show_output	show output blocks by default.
show_figure	show figures by default.
graphics	what graphics to use for the menus, only applicable if code_style or boot_style are true.

create_header	<i>Create the html header based on the options given</i>
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Description

Create the html header based on the options given

Usage

```
create_header(boot_style = NULL, code_style = NULL,
  chooser = NULL, thumbsize = 3, show_code = FALSE,
  show_output = TRUE, show_figure = TRUE,
  graphics = getOption("menu.graphics"), outfile = NULL)
```

Arguments

boot_style	the bootstrap style to use if character, if NULL uses the default, if TRUE a menu is shown with the available styles.
code_style	the highlight.js code style to use if character, if NULL uses the defaults, if TRUE a menu is shown with the available styles.
chooser	a character vector, if contains "boot", adds a bootstrap style chooser to the HTML, if contains "code" adds the bootstrap code chooser.
thumbsize	size of thumbnails in bootstrap columns.
show_code	show code blocks by default.
show_output	show output blocks by default.
show_figure	show figures by default.
graphics	what graphics to use for the menus, only applicable if code_style or boot_style are true.
outfile	if NULL, write the output file in a temporary directory, if a character write it to that location, if FALSE, return the header as a character.

knit_bootstrap	<i>knit a Rmd file and wrap it in bootstrap styles</i>
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Description

This function includes the knitrBootstrap HTML headers to wrap the knitr output in bootstrap styled HTML.

Usage

```
knit_bootstrap(input, output = NULL, boot_style = NULL,
  code_style = NULL, chooser = NULL, thumbsize = 3,
  show_code = FALSE, show_output = TRUE,
  show_figure = TRUE,
  markdown_options = c("mathjax", "base64_images", "use_xhtml"),
  ..., envir = parent.frame(), text = NULL,
  quiet = FALSE, encoding = getOption("encoding"),
  graphics = getOption("menu.graphics"))
```

Arguments

input	Rmd input file to knit into HTML
output	HTML output file created, if NULL uses the input filename with the extension changed to .html
quiet	whether to suppress the progress bar and messages
envir	the environment in which the code chunks are to be evaluated (can use <code>new.env()</code> to guarantee an empty new environment)
encoding	the encoding of the input file; see file
markdown_options	passed to <code>markdownToHTML</code> , defaults to <code>mathjax</code> , <code>base64_images</code> and <code>use_xhtml</code> .
...	options passed to <code>markdownToHTML</code>
text	a character vector as an alternative way to provide the input file
boot_style	the bootstrap style to use if character, if NULL uses the default, if TRUE a menu is shown with the available styles.
code_style	the highlight.js code style to use if character, if NULL uses the defaults, if TRUE a menu is shown with the available styles.
chooser	a character vector, if contains "boot", adds a bootstrap style chooser to the HTML, if contains "code" adds the bootstrap code chooser.
thumbsize	size of thumbnails in bootstrap columns.
show_code	show code blocks by default.
show_output	show output blocks by default.
show_figure	show figures by default.
graphics	what graphics to use for the menus, only applicable if <code>code_style</code> or <code>boot_style</code> are true.

See Also

[knit_bootstrap_md](#) [knit](#), [markdownToHTML](#)

Examples

```
writeLines(c("# hello markdown", "\n\n{r hello-random, echo=TRUE}'", 'rnorm(5)', '\n\n'), 'test.Rmd')
knit_bootstrap('test.Rmd', boot_style='Amelia', code_style='Dark', chooser=c('boot','code'))
if(interactive()) browseURL('test.html')
```

knit_bootstrap_md *knit a md file and wrap it in bootstrap styles*

Description

This function includes the knitrBootstrap HTML headers to wrap the knitr output in bootstrap styled HTML.

Usage

```
knit_bootstrap_md(input, output = NULL,
  boot_style = NULL, code_style = NULL, chooser = NULL,
  text = NULL, thumbsize = 3, show_code = FALSE,
  show_output = TRUE, show_figure = TRUE,
  markdown_options = c("mathjax", "base64_images", "use_xhtml"),
  graphics = getOption("menu.graphics"), ...)
```

Arguments

input	md input file to be converted to HTML'
output	HTML output file created, if NULL uses the input filename with the extension changed to .html
text	a character vector as an alternative way to provide the input file
markdown_options	passed to markdownToHTML, defaults to mathjax, base64_images and use_xhtml.
...	options passed to markdownToHTML
boot_style	the bootstrap style to use if character, if NULL uses the default, if TRUE a menu is shown with the available styles.
code_style	the highlight.js code style to use if character, if NULL uses the defaults, if TRUE a menu is shown with the available styles.
chooser	a character vector, if contains "boot", adds a bootstrap style chooser to the HTML, if contains "code" adds the bootstrap code chooser.
thumbsize	size of thumbnails in bootstrap columns.
show_code	show code blocks by default.
show_output	show output blocks by default.
show_figure	show figures by default.
graphics	what graphics to use for the menus, only applicable if code_style or boot_style are true.

See Also

[knit_bootstrap](#) [knit](#), [markdownToHTML](#)

primerTree

knitrBootstrap *A framework to create Bootstrap 3 HTML reports from knitr Rmarkdown and RHTML. See [knit_bootstrap](#) for the common usage. If you are using RStudio, see the second example*

Description

knitrBootstrap A framework to create Bootstrap 3 HTML reports from knitr Rmarkdown and RHTML. See [knit_bootstrap](#) for the common usage. If you are using RStudio, see the second example

Examples

```
## Not run:
#defaults only
knit_bootstrap('file.Rmd')
#Rstudio
#you also have to put render_html() in your rmd setup file, then use the
#below code and the knit button
options(rstudio.markdownToHTML =
  function(inputFile, outputFile) {
    require(knitrBootstrap)
    knit_bootstrap_md(input=inputFile, output=outputFile)
  }
)

## End(Not run)
```

Index

`bootstrap_HTML`, 2

`create_header`, 2

`file`, 4

`knit`, 4, 5

`knit_bootstrap`, 3, 5, 6

`knit_bootstrap_md`, 4, 5

`knit_bootstrap_Rmd` (`knit_bootstrap`), 3

`markdownToHTML`, 4, 5

`new.env`, 4

`primerTree`, 6

`primerTree-package` (`primerTree`), 6