

Package ‘shinyWidgets’

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Title Custom Inputs Widgets for Shiny

Version 0.4.2

Description Some custom inputs widgets to use in Shiny applications, like a toggle switch to replace checkboxes. And other components to pimp your apps.

URL <https://github.com/dreamRs/shinyWidgets>

BugReports <https://github.com/dreamRs/shinyWidgets/issues>

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actionBttn	<i>Awesome action button</i>
------------	------------------------------

Description

Like actionButton but awesome, via <https://bttt.surge.sh/>

Usage

```
actionBttn(inputId, label = NULL, icon = NULL, style = "unite",
  color = "default", size = "md", block = FALSE, no_outline = TRUE)
```

Arguments

inputId	The input slot that will be used to access the value.
label	The contents of the button, usually a text label.
icon	An optional icon to appear on the button.
style	Style of the button, to choose between simple, bordered, minimal, stretch, jelly, gradient, fill, material-circle, material-flat, pill, float, unite.
color	Color of the button : default, primary, warning, danger, success, royal.
size	Size of the button : xs,sm, md, lg.
block	Logical, full width button.
no_outline	Logical, don't show outline when navigating with keyboard/interact using mouse or touch.

Examples

```
## Not run:
if (interactive()) {

  ui <- fluidPage(
    actionBtn(inputId = "id1", label = "Go!", style = "unite")
  )

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

  }

  shinyApp(ui = ui, server = server)

}

## End(Not run)
```

actionGroupButtons *Actions Buttons Group Inputs*

Description

Create a group of actions buttons.

Usage

```
actionGroupButtons(inputIds, labels, status = "default", size = "normal",
  direction = "horizontal", fullwidth = FALSE)
```

Arguments

inputIds	The inputs slot that will be used to access the value, one for each button.
labels	Labels for each buttons, must have same length as inputIds.
status	Add a class to the buttons, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'. Or use an arbitrary strings to add a custom class, e.g. : with status = 'myClass', buttons will have class btn-myClass.
size	Size of the buttons ('xs', 'sm', 'normal', 'lg').
direction	Horizontal or vertical.
fullwidth	If TRUE, fill the width of the parent div.

Value

An actions buttons group control that can be added to a UI definition.

Examples

```
## Not run:
if (interactive()) {
  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    br(),
    actionGroupButtons(
      inputIds = c("btn1", "btn2", "btn3"),
      labels = list("Action 1", "Action 2", tags$span(icon("gear"), "Action 3")),
      status = "primary"
    ),
    verbatimTextOutput(outputId = "res1"),
    verbatimTextOutput(outputId = "res2"),
    verbatimTextOutput(outputId = "res3")
  )

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

    output$res1 <- renderPrint(input$btn1)

    output$res2 <- renderPrint(input$btn2)

    output$res3 <- renderPrint(input$btn3)

  }

  shinyApp(ui = ui, server = server)
}

## End(Not run)
```

animateOptions	<i>Animate options</i>
----------------	------------------------

Description

Animate options

Usage

```
animateOptions(enter = "fadeInDown", exit = "fadeOutUp", duration = 1)
```

Arguments

enter	Animation name on appearance
exit	Animation name on disappearance
duration	Duration of the animation

Value

a list

See Also

[animations](#)

Examples

```
## Not run:  
## Only run examples in interactive R sessions  
if (interactive()) {  
  
  dropdown(  
    "Your contents goes here ! You can pass several elements",  
    circle = TRUE, status = "danger", icon = icon("gear"), width = "300px",  
    animate = animateOptions(enter = "fadeInDown", exit = "fadeOutUp", duration = 3)  
  )  
  
  }  
  
## End(Not run)
```

animations	<i>Animation names</i>
------------	------------------------

Description

List of all animations by categories

Usage

```
animations
```

Format

A list of lists

Source

<https://github.com/daneden/animate.css/blob/master/animate-config.json>

awesomeCheckbox	<i>Awesome Checkbox Input Control</i>
-----------------	---------------------------------------

Description

Create a Font Awesome Bootstrap checkbox that can be used to specify logical values.

Usage

```
awesomeCheckbox(inputId, label, value = FALSE, status = "primary",  
width = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Input label.
value	Initial value (TRUE or FALSE).
status	Color of the buttons, a valid Bootstrap status : default, primary, info, success, warning, danger.
width	The width of the input

Value

A checkbox control that can be added to a UI definition.

See Also

[updateAwesomeCheckbox](#)

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    awesomeCheckbox(inputId = "somevalue",
                    label = "A single checkbox",
                    value = TRUE,
                    status = "danger"),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$somevalue })
  }
  shinyApp(ui, server)
}

## End(Not run)
```

awesomeCheckboxGroup *Awesome Checkbox Group Input Control*

Description

Create a Font Awesome Bootstrap checkbox that can be used to specify logical values.

Usage

```
awesomeCheckboxGroup(inputId, label, choices, selected = NULL,
  inline = FALSE, status = "primary", width = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Input label.
choices	List of values to show checkboxes for.
selected	The values that should be initially selected, if any.
inline	If TRUE, render the choices inline (i.e. horizontally)
status	Color of the buttons
width	The width of the input

Value

A checkbox control that can be added to a UI definition.

See Also

[updateAwesomeCheckboxGroup](#)

Examples

```
## Not run:
if (interactive()) {

  ui <- fluidPage(
    br(),
    awesomeCheckboxGroup(
      inputId = "id1", label = "Make a choice:",
      choices = c("graphics", "ggplot2")
    ),
    verbatimTextOutput(outputId = "res1"),
    br(),
    awesomeCheckboxGroup(
      inputId = "id2", label = "Make a choice:",
      choices = c("base", "dplyr", "data.table"),
      inline = TRUE, status = "danger"
    ),
    verbatimTextOutput(outputId = "res2")
  )

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

    output$res1 <- renderPrint({
      input$id1
    })

    output$res2 <- renderPrint({
      input$id2
    })

  }

  shinyApp(ui = ui, server = server)

}

## End(Not run)
```

`awesomeRadio`*Awesome Radio Buttons Input Control*

Description

Create a set of prettier radio buttons used to select an item from a list.

Usage

```
awesomeRadio(inputId, label, choices, selected = NULL, inline = FALSE,  
             status = "primary", checkbox = FALSE, width = NULL)
```

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>choices</code>	List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user)
<code>selected</code>	The initially selected value (if not specified then defaults to the first value).
<code>inline</code>	If TRUE, render the choices inline (i.e. horizontally).
<code>status</code>	Color of the buttons, a valid Bootstrap status : default, primary, info, success, warning, danger.
<code>checkbox</code>	Logical, render radio like checkboxes (with a square shape).
<code>width</code>	The width of the input, e.g. 400px, or 100%.

Value

A set of radio buttons that can be added to a UI definition.

See Also

[updateAwesomeRadio](#)

Examples

```
## Not run:  
  
## Only run examples in interactive R sessions  
if (interactive()) {  
  
  ui <- fluidPage(  
    br(),  
    awesomeRadio(  
      inputId = "id1", label = "Make a choice:",  
      choices = c("graphics", "ggplot2")  
    ),  
  )  
}
```

```

    verbatimTextOutput(outputId = "res1"),
    br(),
    awesomeRadio(
      inputId = "id2", label = "Make a choice:",
      choices = c("base", "dplyr", "data.table"),
      inline = TRUE, status = "danger"
    ),
    verbatimTextOutput(outputId = "res2")
  )

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

  output$res1 <- renderPrint({
    input$id1
  })

  output$res2 <- renderPrint({
    input$id2
  })

}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

checkboxGroupButtons *Buttons Group checkbox Input Control*

Description

Create buttons grouped that act like checkboxes.

Usage

```
checkboxGroupButtons(inputId, label = NULL, choices = NULL,
  selected = NULL, status = "default", size = "normal",
  direction = "horizontal", justified = FALSE, individual = FALSE,
  checkIcon = list(), width = NULL, choiceNames = NULL,
  choiceValues = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Input label.
choices	List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user)

selected	The initially selected value.
status	Add a class to the buttons, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'. Or use an arbitrary strings to add a custom class, e.g. : with status = 'myClass', buttons will have class btn-myClass.
size	Size of the buttons ('xs', 'sm', 'normal', 'lg')
direction	Horizontal or vertical.
justified	If TRUE, fill the width of the parent div.
individual	If TRUE, buttons are separated.
checkIcon	A list, if no empty must contain at least one element named 'yes' corresponding to an icon to display if the button is checked.
width	The width of the input, e.g. '400px', or '100%'.
choiceNames, choiceValues	Same as in checkboxGroupInput . List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length).

Value

A buttons group control that can be added to a UI definition.

See Also

[updateCheckboxGroupButtons](#)

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    checkboxGroupButtons(inputId = "somevalue",
                        label = "Make a choice: ",
                        choices = c("A", "B", "C")),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$somevalue })
  }
  shinyApp(ui, server)
}

## End(Not run)
```

circleButton	<i>Circle Action button</i>
--------------	-----------------------------

Description

Create a rounded action button.

Usage

```
circleButton(inputId, icon = NULL, status = "default", size = "default",  
...)
```

Arguments

inputId	The input slot that will be used to access the value.
icon	An icon to appear on the button.
status	Color of the button.
size	Size of the button : default, lg, sm, xs.
...	Named attributes to be applied to the button.

closeSweetAlert	<i>Close Sweet Alert</i>
-----------------	--------------------------

Description

Close Sweet Alert

Usage

```
closeSweetAlert(session)
```

Arguments

session	The session object passed to function given to shinyServer.
---------	---

colorSelectorInput *Color Selector Input*

Description

Choose between a restrictive set of colors.

Usage

```
colorSelectorInput(inputId, label, choices, selected = NULL,
  mode = c("radio", "checkbox"), display_label = FALSE, ncol = 10)
```

```
colorSelectorExample()
```

```
colorSelectorDrop(inputId, label, choices, selected = NULL,
  display_label = FALSE, ncol = 10, circle = TRUE, size = "sm",
  up = FALSE, 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.
choices	A list of colors, can be a list of named list, see example.
selected	Default selected color, if NULL the first color for mode = 'radio' and none for mode = 'checkbox'
mode	'radio' for only one choice, 'checkbox' for selecting multiple values.
display_label	Display list's names after palette of color.
ncol	If choices is not a list but a vector, go to line after n elements.
circle	Logical, use a circle or a square button
size	Size of the button : default, lg, sm, xs.
up	Logical. Display the dropdown menu above.
width	Width of the dropdown menu content.

Value

a colorSelectorInput control

Functions

- colorSelectorExample: Examples of use for colorSelectorInput
- colorSelectorDrop: Display a colorSelector in a dropdown button

Examples

```
## Not run:
if (interactive()) {

# Full example
colorSelectorExample()

# Simple example
ui <- fluidPage(
  colorSelectorInput(
    inputId = "mycolor1", label = "Pick a color :",
    choices = c("steelblue", "cornflowerblue",
               "firebrick", "palegoldenrod",
               "forestgreen")
  ),
  verbatimTextOutput("result1")
)

server <- function(input, output, session) {
  output$result1 <- renderPrint({
    input$mycolor1
  })
}

shinyApp(ui = ui, server = server)

}

## End(Not run)
```

confirmSweetAlert	<i>Launch a confirmation dialog</i>
-------------------	-------------------------------------

Description

Launch a popup to ask confirmation to the user

Usage

```
confirmSweetAlert(session, inputId, title = NULL, text = NULL,
  type = NULL, danger_mode = FALSE, btn_labels = c("Cancel", "Confirm"),
  closeOnClickOutside = FALSE, html = FALSE)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The input slot that will be used to access the value.
title	Title of the alert.

text	Text of the alert, can contains HTML tags.
type	Type of the alert : info, success, warning or error.
danger_mode	Logical, activate danger mode (focus on cancel button).
btn_labels	Labels for buttons.
closeOnClickOutside	Decide whether the user should be able to dismiss the modal by clicking outside of it, or not.
html	Does text contains HTML tags ?

See Also

[sendSweetAlert](#), [inputSweetAlert](#)

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h1("Confirm sweet alert"),
    actionButton(
      inputId = "launch",
      label = "Launch confirmation dialog"
    ),
    verbatimTextOutput(outputId = "res"),
    uiOutput(outputId = "count")
  )

  server <- function(input, output, session) {
    # Launch sweet alert confirmation
    observeEvent(input$launch, {
      confirmSweetAlert(
        session = session,
        inputId = "myconfirmation",
        type = "warning",
        title = "Want to confirm ?",
        danger_mode = TRUE
      )
    })

    # raw output
    output$res <- renderPrint(input$myconfirmation)

    # count click
    true <- reactiveVal(0)
  }
}
```



```

false <- reactiveVal(0)
observeEvent(input$myconfirmation, {
  if (isTRUE(input$myconfirmation)) {
    x <- true() + 1
    true(x)
  } else {
    x <- false() + 1
    false(x)
  }
}, ignoreNULL = TRUE)
output$count <- renderUI({
  tags$span(
    "Confirm:", tags$b(true()),
    tags$br(),
    "Cancel:", tags$b(false())
  )
})
}

shinyApp(ui, server)

# other options :

ui <- fluidPage(
  tags$h1("Confirm sweet alert"),
  actionButton(
    inputId = "launch1",
    label = "Launch confirmation dialog (with danger mode)"
  ),
  verbatimTextOutput(outputId = "res1"),
  tags$br(),
  actionButton(
    inputId = "launch2",
    label = "Launch confirmation dialog (with normal mode)"
  ),
  verbatimTextOutput(outputId = "res2"),
  tags$br(),
  actionButton(
    inputId = "launch3",
    label = "Launch confirmation dialog (with HTML)"
  ),
  verbatimTextOutput(outputId = "res3")
)

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

  observeEvent(input$launch1, {
    confirmSweetAlert(
      session = session,
      inputId = "myconfirmation1",

```

```

      type = "warning",
      title = "Want to confirm ?",
      danger_mode = TRUE
    )
  })
  output$res1 <- renderPrint(input$myconfirmation1)

  observeEvent(input$launch2, {
    confirmSweetAlert(
      session = session,
      inputId = "myconfirmation2",
      type = "warning",
      title = "Are you sure ??",
      btn_labels = c("Nope", "Yep"),
      danger_mode = FALSE
    )
  })
  output$res2 <- renderPrint(input$myconfirmation2)

  observeEvent(input$launch3, {
    confirmSweetAlert(
      session = session,
      inputId = "myconfirmation3",
      title = NULL,
      text = tags$b(
        icon("file"),
        "Do you really want to delete this file ?",
        style = "color: #FA5858;"
      ),
      btn_labels = c("Cancel", "Delete file"),
      danger_mode = TRUE, html = TRUE
    )
  })
  output$res3 <- renderPrint(input$myconfirmation3)
}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

Description

Some examples on how to use noUiSliderInput

Usage

```
demoNoUiSlider(example = "color")
```

Arguments

example Name of the example : "color", "update", "behaviour", "more", "format".

Examples

```
## Not run:

if (interactive()) {

demoNoUiSlider("color")

}

## End(Not run)
```

dropdown

Dropdown

Description

Create a dropdown menu

Usage

```
dropdown(..., style = "default", status = "default", size = "md",
  icon = NULL, label = NULL, tooltip = FALSE, right = FALSE,
  up = FALSE, width = NULL, animate = FALSE, inputId = NULL)
```

Arguments

...	List of tag to be displayed into the dropdown menu.
style	Character. if default use Bootstrap button (like an <code>actionButton</code>), else use an <code>actionBtn</code> , see argument <code>style</code> for possible values.
status	Add a class to the buttons, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'. Or use an arbitrary strings to add a custom class, e.g. : with <code>status = 'myClass'</code> , buttons will have class <code>btn-myClass</code> .
size	Size of the button : default, lg, sm, xs.
icon	An icon to appear on the button.
label	Label to appear on the button. If <code>circle = TRUE</code> and <code>tooltip = TRUE</code> , label is used in tooltip.
tooltip	Put a tooltip on the button, you can customize tooltip with <code>tooltipOptions</code> .

right	Logical. The dropdown menu starts on the right.
up	Logical. Display the dropdown menu above.
width	Width of the dropdown menu content.
animate	Add animation on the dropdown, can be logical or result of <code>animateOptions</code> .
inputId	Optional, id for the button, the button act like an <code>actionButton</code> , and you can use the id to toggle the dropdown menu server-side. If set button will have id <code>'sw-btn-inputId'</code> .

Details

This function is similar to `dropdownButton` but don't use Bootstrap, so you can put `pickerInput` in it. Moreover you can add animations on the appearance / disappearance of the dropdown with `animate.css`.

See Also

[animateOptions](#) for animation, [tooltipOptions](#) for tooltip and [actionBttn](#) for the button.

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h2("pickerInput in dropdown"),
    br(),
    dropdown(

      tags$h3("List of Input"),

      pickerInput(inputId = 'xcol2',
                  label = 'X Variable',
                  choices = names(iris),
                  options = list(`style` = "btn-info")),

      pickerInput(inputId = 'ycol2',
                  label = 'Y Variable',
                  choices = names(iris),
                  selected = names(iris)[[2]],
                  options = list(`style` = "btn-warning")),

      sliderInput(inputId = 'clusters2',
                  label = 'Cluster count',
                  value = 3,
                  min = 1, max = 9),

      style = "unite", icon = icon("gear"),
```

```

      status = "danger", width = "300px",
      animate = animateOptions(
        enter = animations$fading_entrances$fadeInLeftBig,
        exit = animations$fading_exits$fadeOutRightBig
      )
    ),
  plotOutput(outputId = 'plot2')
)

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

  selectedData2 <- reactive({
    iris[, c(input$xcol2, input$ycol2)]
  })

  clusters2 <- reactive({
    kmeans(selectedData2(), input$clusters2)
  })

  output$plot2 <- renderPlot({
    palette(c("#E41A1C", "#377EB8", "#4DAF4A",
              "#984EA3", "#FF7F00", "#FFFF33",
              "#A65628", "#F781BF", "#999999"))

    par(mar = c(5.1, 4.1, 0, 1))
    plot(selectedData2(),
          col = clusters2()$cluster,
          pch = 20, cex = 3)
    points(clusters2()$centers, pch = 4, cex = 4, lwd = 4)
  })

}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

dropdownButton

Dropdown Button

Description

Create a dropdown menu with Bootstrap

Usage

```
dropdownButton(..., circle = TRUE, status = "default", size = "default",
```

```
icon = NULL, label = NULL, tooltip = FALSE, right = FALSE,
up = FALSE, width = NULL, inputId = NULL)
```

Arguments

...	List of tag to be displayed into the dropdown menu.
circle	Logical. Use a circle button
status	Add a class to the buttons, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'. Or use an arbitrary strings to add a custom class, e.g. : with status = 'myClass', buttons will have class btn-myClass.
size	Size of the button : default, lg, sm, xs.
icon	An icon to appear on the button.
label	Label to appear on the button. If circle = TRUE and tooltip = TRUE, label is used in tooltip.
tooltip	Put a tooltip on the button, you can customize tooltip with tooltipOptions.
right	Logical. The dropdown menu starts on the right.
up	Logical. Display the dropdown menu above.
width	Width of the dropdown menu content.
inputId	Optional, id for the button, the button act like an actionButton, and you can use the id to toggle the droddown menu server-side.

Note

pickerInput doesn't work inside dropdownButton because that's also a dropdown and you can't nest them. Instead use [dropdown](#), it has similar features but is built differently so it works.

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    dropdownButton(
      label = "Controls",
      icon = icon("sliders"),
      status = "primary",
      circle = FALSE,
      sliderInput(
        inputId = "n",
        label = "Number of observations",
        min = 10, max = 100, value = 30
      ),
    ),
    prettyToggle(
      inputId = "na",
```

```

        label_on = "NAs kept",
        label_off = "NAs removed",
        icon_on = icon("check"),
        icon_off = icon("remove")
      )
    ),
    tags$div(style = "height: 140px;"), # spacing
    verbatimTextOutput(outputId = "out")
  )

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

  output$out <- renderPrint({
    cat(
      " # n\n", input$n, "\n",
      "# na\n", input$na
    )
  })

}

shinyApp(ui, server)

}

## End(Not run)

```

inputSweetAlert *Launch an input text dialog*

Description

Launch a popup with a text input

Usage

```
inputSweetAlert(session, inputId, title = NULL, text = NULL, type = NULL,
  btn_labels = "Ok", placeholder = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The input slot that will be used to access the value.
title	Title of the alert.
text	Text of the alert.
type	Type of the alert : info, success, warning or error.
btn_labels	Labels for button(s).
placeholder	A character string giving the user a hint as to what can be entered into the control.

See Also

[sendSweetAlert](#), [confirmSweetAlert](#)

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h1("Confirm sweet alert"),
    actionButton(inputId = "go", label = "Launch input text dialog"),
    verbatimTextOutput(outputId = "res")
  )
  server <- function(input, output, session) {

    observeEvent(input$go, {
      inputSweetAlert(
        session = session, inputId = "mytext",
        title = "What's your name ?"
      )
    })

    output$res <- renderPrint(input$mytext)

  }

  shinyApp(ui = ui, server = server)

}

## End(Not run)
```

knobInput

Knob Input

Description

Knob Input

Usage

```
knobInput(inputId, label, value, min = 0, max = 100, step = 1,
  angleOffset = 0, angleArc = 360, cursor = FALSE, thickness = NULL,
```



```
lineCap = c("default", "round"), displayInput = TRUE,
displayPrevious = FALSE, rotation = c("clockwise", "anticlockwise"),
fgColor = NULL, inputColor = NULL, bgColor = NULL, readOnly = FALSE,
skin = NULL, width = NULL, height = 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.
value	Initial value.
min	Minimum allowed value, default to 0.
max	Maximum allowed value, default to 100.
step	Specifies the interval between each selectable value, default to 1.
angleOffset	Starting angle in degrees, default to 0.
angleArc	Arc size in degrees, default to 360.
cursor	Display mode "cursor", don't work properly if width is not set in pixel, (TRUE or FALSE).
thickness	Gauge thickness, numeric value.
lineCap	Gauge stroke endings, 'default' or 'round'.
displayInput	Hide input in the middle of the knob (TRUE or FALSE).
displayPrevious	Display the previous value with transparency (TRUE or FALSE).
rotation	Direction of progression, 'clockwise' or 'anticlockwise'.
fgColor	Foreground color.
inputColor	Input value (number) color.
bgColor	Background color.
readOnly	Disable knob (TRUE or FALSE).
skin	Change Knob skin, only one option available : 'tron'.
width	The width of the input, e.g. 400px, or 100%.
height	The height of the input, e.g. 400px, or 100%.

Value

Numeric value server-side.

See Also

[updateKnobInput](#) for ganging the value server-side.

Examples

```
## Not run:

if (interactive()) {

library("shiny")
library("shinyWidgets")

ui <- fluidPage(
  knobInput(
    inputId = "myKnob",
    label = "Display previous:",
    value = 50,
    min = -100,
    displayPrevious = TRUE,
    fgColor = "#428BCA",
    inputColor = "#428BCA"
  ),
  verbatimTextOutput(outputId = "res")
)

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

  output$res <- renderPrint(input$myKnob)

}

shinyApp(ui = ui, server = server)

}

## End(Not run)
```

materialSwitch

Material Design Switch Input Control

Description

A toggle switch to turn a selection on or off.

Usage

```
materialSwitch(inputId, label = NULL, value = FALSE, status = "default",
  right = FALSE, inline = FALSE, width = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Input label.
value	TRUE or FALSE.
status	Color, must be a valid Bootstrap status : default, primary, info, success, warning, danger.
right	Should the the label be on the right? default to FALSE.
inline	Display the input inline, if you want to place buttons next to each other.
width	The width of the input, e.g. '400px', or '100%'.

Value

A switch control that can be added to a UI definition.

See Also

[updateMaterialSwitch](#), [switchInput](#)

Examples

```
materialSwitch(inputId = "somevalue", label = "")
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    materialSwitch(inputId = "somevalue", label = ""),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$somevalue })
  }
  shinyApp(ui, server)
}

## End(Not run)
```

multiInput

Create a multiselect input control

Description

A user-friendly replacement for select boxes with the multiple attribute

Usage

```
multiInput(inputId, label, choices = NULL, selected = NULL,
           options = NULL, width = NULL, choiceNames = NULL, choiceValues = 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.
choices	List of values to select from.
selected	The initially selected value
options	List of options passed to multi (enable_search = FALSE for disabling the search bar for example)
width	The width of the input, e.g. 400px, or 100%
choiceNames	List of names to display
choiceValues	List of value to retrieve in server

Value

A multiselect control

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  # simple use

  ui <- fluidPage(
    multiInput(
      inputId = "id", label = "Fruits :",
      choices = c("Banana", "Blueberry", "Cherry",
                  "Coconut", "Grapefruit", "Kiwi",
                  "Lemon", "Lime", "Mango", "Orange",
                  "Papaya"),
      selected = "Banana", width = "350px"
    ),
    verbatimTextOutput(outputId = "res")
  )

  server <- function(input, output, session) {
    output$res <- renderPrint({
      input$id
    })
  }
}
```

```

shinyApp(ui = ui, server = server)

# with options

ui <- fluidPage(
  multiInput(
    inputId = "id", label = "Fruits :",
    choices = c("Banana", "Blueberry", "Cherry",
               "Coconut", "Grapefruit", "Kiwi",
               "Lemon", "Lime", "Mango", "Orange",
               "Papaya"),
    selected = "Banana", width = "400px",
    options = list(
      enable_search = FALSE,
      non_selected_header = "Choose between:",
      selected_header = "You have selected:"
    )
  ),
  verbatimTextOutput(outputId = "res")
)

server <- function(input, output, session) {
  output$res <- renderPrint({
    input$id
  })
}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

noUiSliderInput

Numeric range slider

Description

A minimal numeric range slider with a lot of features.

Usage

```

noUiSliderInput(inputId, label = NULL, min, max, value, step = NULL,
  tooltips = TRUE, connect = TRUE, padding = 0, margin = NULL,
  limit = NULL, orientation = c("horizontal", "vertical"),
  direction = c("ltr", "rtl"), behaviour = "tap", range = NULL,
  pips = NULL, format = wNumbFormat(), color = NULL, inline = FALSE,
  width = NULL, height = 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.
min	Minimal value that can be selected.
max	Maximal value that can be selected.
value	The initial value of the slider. as many cursors will be created as values provided.
step	numeric, by default, the slider slides fluently. In order to make the handles jump between intervals, you can use the step option.
tooltips	logical, display slider's value in a tooltip above slider.
connect	logical, vector of length value + 1, color slider between handle(s).
padding	numeric, padding limits how close to the slider edges handles can be.
margin	numeric, when using two handles, the minimum distance between the handles can be set using the margin option.
limit	numeric, the limit option is the opposite of the margin option, limiting the maximum distance between two handles.
orientation	The orientation setting can be used to set the slider to "vertical" or "horizontal".
direction	"ltr" or "rtl", By default the sliders are top-to-bottom and left-to-right, but you can change this using the direction option, which decides where the upper side of the slider is.
behaviour	Option to handle user interaction, a value or several between "drag", "tap", "fixed", "snap" or "none". See https://refreshless.com/nouislider/behaviour-option/ for more examples.
range	list, can be used to define non-linear sliders.
pips	list, used to generate points along the slider.
format	numbers format, see wNumbFormat .
color	color in Hex format for the slider.
inline	If TRUE, it's possible to position sliders side-by-side.
width	The width of the input, e.g. 400px, or 100%.
height	The height of the input, e.g. 400px, or 100%.

Value

a ui definition

Note

See [updateNoUiSliderInput](#) for updating slider value server-side. And [demoNoUiSlider](#) for examples.

Examples

```
## Not run:

if (interactive()) {

### examples ----

# see ?demoNoUiSlider
demoNoUiSlider("more")

### basic usage ----

library( shiny )
library( shinyWidgets )

ui <- fluidPage(

  tags$br(),

  noUiSliderInput(
    inputId = "noui1",
    min = 0, max = 100,
    value = 20
  ),
  verbatimTextOutput(outputId = "res1"),

  tags$br(),

  noUiSliderInput(
    inputId = "noui2", label = "Slider vertical:",
    min = 0, max = 1000, step = 50,
    value = c(100, 400), margin = 100,
    orientation = "vertical",
    width = "100px", height = "300px"
  ),
  verbatimTextOutput(outputId = "res2")

)

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

  output$res1 <- renderPrint(input$noui1)
  output$res2 <- renderPrint(input$noui2)

}

shinyApp(ui, server)

}
```

```
## End(Not run)
```

panel	<i>Create a panel</i>
-------	-----------------------

Description

Create a panel (box) with basic border and padding, you can use Bootstrap status to style the panel, see <http://getbootstrap.com/components/#panels>.

Usage

```
panel(..., heading = NULL, footer = NULL, status = "default")
```

Arguments

...	UI elements to include inside the panel.
heading	Title for the panel in a plain header.
footer	Footer for the panel.
status	Bootstrap status for contextual alternative.

Value

A UI definition.

Examples

```
## Not run:

if (interactive()) {
  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(

    # Default
    panel(
      "Content goes here",
      checkboxInput(inputId = "id1", label = "Label")
    ),

    # With header and footer
    panel(
      "Content goes here",
      checkboxInput(inputId = "id2", label = "Label"),
      heading = "My title",
```



```

    footer = "Something"
  ),

  # With status
  panel(
    "Content goes here",
    checkboxInput(inputId = "id3", label = "Label"),
    heading = "My title",
    status = "primary"
  )
)

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

}

shinyApp(ui = ui, server = server)
}

## End(Not run)

```

pickerGroup-module *Picker Group*

Description

Group of mutually dependent ‘pickerInput’ for filtering data.frame’s columns.

Usage

```
pickerGroupUI(id, params, label = NULL, btn_label = "Reset filters",
  options = list())
```

```
pickerGroupServer(input, output, session, data, vars)
```

Arguments

id	Module’s id.
params	a named list of parameters passed to each ‘pickerInput’, you can use : ‘inputId’ (obligatory, must be variable name), ‘label’, ‘placeholder’.
label	character, global label on top of all labels.
btn_label	reset button label.
options	See pickerInput options argument.
input	standard shiny input.
output	standard shiny output.
session	standard shiny session.

`data` a `data.frame`, or an object coercible to `data.frame`.

`vars` character, columns to use to create filters, must correspond to variables listed in `params`.

Value

a reactive function containing data filtered.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  data("mpg", package = "ggplot2")

  ui <- fluidPage(
    fluidRow(
      column(
        width = 10, offset = 1,
        tags$h3("Filter data with picker group"),
        panel(
          pickerGroupUI(
            id = "my-filters",
            params = list(
              manufacturer = list(inputId = "manufacturer", title = "Manufacturer:"),
              model = list(inputId = "model", title = "Model:"),
              trans = list(inputId = "trans", title = "Trans:"),
              class = list(inputId = "class", title = "Class:")
            )
          ), status = "primary"
        ),
      dataTableOutput(outputId = "table")
    )
  )

  server <- function(input, output, session) {
    res_mod <- callModule(
      module = pickerGroupServer,
      id = "my-filters",
      data = mpg,
      vars = c("manufacturer", "model", "trans", "class")
    )
    output$table <- renderDataTable(res_mod())
  }
}
```

```
shinyApp(ui, server)

}

## End(Not run)
```

pickerInput

Select picker Input Control

Description

Create a select picker (<https://silviomoreto.github.io/bootstrap-select/>)

Usage

```
pickerInput(inputId, label = NULL, choices, selected = NULL,
  multiple = FALSE, options = NULL, choicesOpt = NULL, width = NULL,
  inline = FALSE)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display a text in the center of the switch.
choices	List of values to select from. If elements of the list are named then that name rather than the value is displayed to the user.
selected	The initially selected value (or multiple values if multiple = TRUE). If not specified then defaults to the first value for single-select lists and no values for multiple select lists.
multiple	Is selection of multiple items allowed?
options	Options to customize the select picker, see https://silviomoreto.github.io/bootstrap-select/options/ .
choicesOpt	Options for choices in the dropdown menu.
width	The width of the input : 'auto', 'fit', '100px', '75%'.
inline	Put the label and the picker on the same line.

Value

A select control that can be added to a UI definition.

Examples

```

## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

# You can run the gallery to see other examples
shinyWidgetsGallery()

# Simple example
ui <- fluidPage(
  pickerInput(inputId = "somevalue", label = "A label", choices = c("a", "b")),
  verbatimTextOutput("value")
)
server <- function(input, output) {
  output$value <- renderPrint({ input$somevalue })
}
shinyApp(ui, server)

# Add actions box for selecting
# deselecting all options

library("shiny")
library("shinyWidgets")

ui <- fluidPage(
  br(),
  pickerInput(
    inputId = "p1",
    label = "Select all option",
    choices = rownames(mtcars),
    multiple = TRUE,
    options = list(`actions-box` = TRUE)
  ),
  br(),
  pickerInput(
    inputId = "p2",
    label = "Select all option / custom text",
    choices = rownames(mtcars),
    multiple = TRUE,
    options = list(
      `actions-box` = TRUE,
      `deselect-all-text` = "None...",
      `select-all-text` = "Yeah, all !",
      `none-selected-text` = "zero"
    )
  )
)

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

```

```
}  
  
shinyApp(ui = ui, server = server)  
  
# Customize the values displayed in the box  
  
library("shiny")  
library("shinyWidgets")  
  
ui <- fluidPage(  
  br(),  
  pickerInput(  
    inputId = "p1",  
    label = "Default",  
    multiple = TRUE,  
    choices = rownames(mtcars),  
    selected = rownames(mtcars)[1:5]  
  ),  
  br(),  
  pickerInput(  
    inputId = "p1b",  
    label = "Default with | separator",  
    multiple = TRUE,  
    choices = rownames(mtcars),  
    selected = rownames(mtcars)[1:5],  
    options = list(`multiple-separator` = " | ")  
  ),  
  br(),  
  pickerInput(  
    inputId = "p2",  
    label = "Static",  
    multiple = TRUE,  
    choices = rownames(mtcars),  
    selected = rownames(mtcars)[1:5],  
    options = list(`selected-text-format` = "static",  
                  title = "Won't change")  
  ),  
  br(),  
  pickerInput(  
    inputId = "p3",  
    label = "Count",  
    multiple = TRUE,  
    choices = rownames(mtcars),  
    selected = rownames(mtcars)[1:5],  
    options = list(`selected-text-format` = "count")  
  ),  
  br(),  
  pickerInput(  
    inputId = "p3",  
    label = "Customize count",  
    multiple = TRUE,  

```

```

    choices = rownames(mtcars),
    selected = rownames(mtcars)[1:5],
    options = list(
      `selected-text-format` = "count",
      `count-selected-text` = "{0} models choosed (on a total of {1})"
    )
  )
)
)

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

}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

prettyCheckbox

Pretty Checkbox Input

Description

Create a pretty checkbox that can be used to specify logical values.

Usage

```
prettyCheckbox(inputId, label, value = FALSE, status = "default",
  shape = c("square", "curve", "round"), outline = FALSE, fill = FALSE,
  thick = FALSE, animation = NULL, icon = NULL, plain = FALSE,
  bigger = FALSE, inline = FALSE, width = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control.
value	Initial value (TRUE or FALSE).
status	Add a class to the checkbox, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'.
shape	Shape of the checkbox between square, curve and round.
outline	Color also the border of the checkbox (TRUE or FALSE).
fill	Fill the checkbox with color (TRUE or FALSE).
thick	Make the content inside checkbox smaller (TRUE or FALSE).

animation	Add an animation when checkbox is checked, a value between smooth, jelly, tada, rotate, pulse.
icon	Optional, display an icon on the checkbox, must be an icon created with icon.
plain	Remove the border when checkbox is checked (TRUE or FALSE).
bigger	Scale the checkboxes a bit bigger (TRUE or FALSE).
inline	Display the input inline, if you want to place checkboxes next to each other.
width	The width of the input, e.g. 400px, or 100%.

Value

TRUE or FALSE server-side.

Note

Due to the nature of different checkbox design, certain animations are not applicable in some arguments combinations. You can find examples on the pretty-checkbox official page : <https://lokesh-coder.github.io/pretty-checkbox/>.

See Also

See [updatePrettyCheckbox](#) to update the value server-side. See [prettySwitch](#) and [prettyToggle](#) for similar widgets.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    tags$h1("Pretty checkbox"),
    br(),

    fluidRow(
      column(
        width = 4,
        prettyCheckbox(inputId = "checkbox1",
                      label = "Click me!"),
        verbatimTextOutput(outputId = "res1"),
        br(),
        prettyCheckbox(inputId = "checkbox4", label = "Click me!",
                      outline = TRUE,
                      plain = TRUE, icon = icon("thumbs-up")),
        verbatimTextOutput(outputId = "res4")
      ),
      column(
        width = 4,
```

```

prettyCheckbox(inputId = "checkbox2",
               label = "Click me!", thick = TRUE,
               animation = "pulse", status = "info"),
verbatimTextOutput(outputId = "res2"),
br(),
prettyCheckbox(inputId = "checkbox5",
               label = "Click me!", icon = icon("check"),
               animation = "tada", status = "default"),
verbatimTextOutput(outputId = "res5")
),
column(
  width = 4,
  prettyCheckbox(inputId = "checkbox3", label = "Click me!",
                 shape = "round", status = "danger",
                 fill = TRUE, value = TRUE),
  verbatimTextOutput(outputId = "res3")
)
)
)

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

  output$res1 <- renderPrint(input$checkbox1)
  output$res2 <- renderPrint(input$checkbox2)
  output$res3 <- renderPrint(input$checkbox3)
  output$res4 <- renderPrint(input$checkbox4)
  output$res5 <- renderPrint(input$checkbox5)

}

shinyApp(ui, server)

# Inline example ----

ui <- fluidPage(
  tags$h1("Pretty checkbox: inline example"),
  br(),
  prettyCheckbox(inputId = "checkbox1",
                 label = "Click me!",
                 status = "success",
                 outline = TRUE,
                 inline = TRUE),
  prettyCheckbox(inputId = "checkbox2",
                 label = "Click me!",
                 thick = TRUE,
                 shape = "curve",
                 animation = "pulse",
                 status = "info",
                 inline = TRUE),
  prettyCheckbox(inputId = "checkbox3",

```



```

      label = "Click me!",
      shape = "round",
      status = "danger",
      value = TRUE,
      inline = TRUE),
  prettyCheckbox(inputId = "checkbox4",
    label = "Click me!",
    outline = TRUE,
    plain = TRUE,
    animation = "rotate",
    icon = icon("thumbs-up"),
    inline = TRUE),
  prettyCheckbox(inputId = "checkbox5",
    label = "Click me!",
    icon = icon("check"),
    animation = "tada",
    status = "primary",
    inline = TRUE),
  verbatimTextOutput(outputId = "res")
)

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

  output$res <- renderPrint(c(input$checkbox1,
                             input$checkbox2,
                             input$checkbox3,
                             input$checkbox4,
                             input$checkbox5))

}

shinyApp(ui, server)

}

## End(Not run)

```

```
prettyCheckboxGroup Pretty Checkbox Group Input Control
```

Description

Create a group of pretty checkboxes that can be used to toggle multiple choices independently. The server will receive the input as a character vector of the selected values.

Usage

```
prettyCheckboxGroup(inputId, label, choices = NULL, selected = NULL,
  status = "default", shape = c("square", "curve", "round"),
```

```
outline = FALSE, fill = FALSE, thick = FALSE, animation = NULL,
icon = NULL, plain = FALSE, bigger = FALSE, inline = FALSE,
width = NULL, choiceNames = NULL, choiceValues = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control.
choices	List of values to show checkboxes for. If elements of the list are named then that name rather than the value is displayed to the user. If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
selected	The values that should be initially selected, if any.
status	Add a class to the checkbox, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'.
shape	Shape of the checkbox between square, curve and round.
outline	Color also the border of the checkbox (TRUE or FALSE).
fill	Fill the checkbox with color (TRUE or FALSE).
thick	Make the content inside checkbox smaller (TRUE or FALSE).
animation	Add an animation when checkbox is checked, a value between smooth, jelly, tada, rotate, pulse.
icon	Optional, display an icon on the checkbox, must be an icon created with icon.
plain	Remove the border when checkbox is checked (TRUE or FALSE).
bigger	Scale the checkboxes a bit bigger (TRUE or FALSE).
inline	If TRUE, render the choices inline (i.e. horizontally).
width	The width of the input, e.g. 400px, or 100%.
choiceNames	List of names to display to the user.
choiceValues	List of values corresponding to choiceNames

Value

A character vector or NULL server-side.

See Also

[updatePrettyCheckboxGroup](#) for updating values server-side.

Examples

```
## Not run:

if (interactive()) {

library(shiny)
```

```

library(shinyWidgets)

ui <- fluidPage(
  tags$h1("Pretty checkbox group"),
  br(),

  fluidRow(
    column(
      width = 4,
      prettyCheckboxGroup(inputId = "checkgroup1",
        label = "Click me!",
        choices = c("Click me !", "Me !", "Or me !")),
      verbatimTextOutput(outputId = "res1"),
      br(),
      prettyCheckboxGroup(inputId = "checkgroup4", label = "Click me!",
        choices = c("Click me !", "Me !", "Or me !"),
        outline = TRUE,
        plain = TRUE, icon = icon("thumbs-up")),
      verbatimTextOutput(outputId = "res4")
    ),
    column(
      width = 4,
      prettyCheckboxGroup(inputId = "checkgroup2",
        label = "Click me!", thick = TRUE,
        choices = c("Click me !", "Me !", "Or me !"),
        animation = "pulse", status = "info"),
      verbatimTextOutput(outputId = "res2"),
      br(),
      prettyCheckboxGroup(inputId = "checkgroup5",
        label = "Click me!", icon = icon("check"),
        choices = c("Click me !", "Me !", "Or me !"),
        animation = "tada", status = "default"),
      verbatimTextOutput(outputId = "res5")
    ),
    column(
      width = 4,
      prettyCheckboxGroup(inputId = "checkgroup3", label = "Click me!",
        choices = c("Click me !", "Me !", "Or me !"),
        shape = "round", status = "danger",
        fill = TRUE, inline = TRUE),
      verbatimTextOutput(outputId = "res3")
    )
  )
)

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

  output$res1 <- renderPrint(input$checkgroup1)
  output$res2 <- renderPrint(input$checkgroup2)
  output$res3 <- renderPrint(input$checkgroup3)
  output$res4 <- renderPrint(input$checkgroup4)
  output$res5 <- renderPrint(input$checkgroup5)
}

```

```

}

shinyApp(ui, server)

}

## End(Not run)

```

```
prettyRadioButtons    Pretty radio Buttons Input Control
```

Description

Create a set of radio buttons used to select an item from a list.

Usage

```
prettyRadioButtons(inputId, label, choices = NULL, selected = NULL,
  status = "primary", shape = c("round", "square", "curve"),
  outline = FALSE, fill = FALSE, thick = FALSE, animation = NULL,
  icon = NULL, plain = FALSE, bigger = FALSE, inline = FALSE,
  width = NULL, choiceNames = NULL, choiceValues = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control.
choices	List of values to show radio buttons for. If elements of the list are named then that name rather than the value is displayed to the user. If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
selected	The values that should be initially selected, (if not specified then defaults to the first value).
status	Add a class to the radio, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'.
shape	Shape of the radio between square, curve and round.
outline	Color also the border of the radio (TRUE or FALSE).
fill	Fill the radio with color (TRUE or FALSE).
thick	Make the content inside radio smaller (TRUE or FALSE).
animation	Add an animation when radio is checked, a value between smooth, jelly, tada, rotate, pulse.
icon	Optional, display an icon on the radio, must be an icon created with icon.

plain	Remove the border when radio is checked (TRUE or FALSE).
bigger	Scale the radio a bit bigger (TRUE or FALSE).
inline	If TRUE, render the choices inline (i.e. horizontally).
width	The width of the input, e.g. 400px, or 100%.
choiceNames	List of names to display to the user.
choiceValues	List of values corresponding to choiceNames

Value

A character vector or NULL server-side.

Examples

```
## Not run:

if (interactive()) {

library(shiny)
library(shinyWidgets)

ui <- fluidPage(
  tags$h1("Pretty radio buttons"),
  br(),

  fluidRow(
    column(
      width = 4,
      prettyRadioButtons(inputId = "radio1",
        label = "Click me!",
        choices = c("Click me !", "Me !", "Or me !")),
      verbatimTextOutput(outputId = "res1"),
      br(),
      prettyRadioButtons(inputId = "radio4", label = "Click me!",
        choices = c("Click me !", "Me !", "Or me !"),
        outline = TRUE,
        plain = TRUE, icon = icon("thumbs-up")),
      verbatimTextOutput(outputId = "res4")
    ),
    column(
      width = 4,
      prettyRadioButtons(inputId = "radio2",
        label = "Click me!", thick = TRUE,
        choices = c("Click me !", "Me !", "Or me !"),
        animation = "pulse", status = "info"),
      verbatimTextOutput(outputId = "res2"),
      br(),
      prettyRadioButtons(inputId = "radio5",
        label = "Click me!", icon = icon("check"),
        choices = c("Click me !", "Me !", "Or me !"),
        animation = "tada", status = "default"),
      verbatimTextOutput(outputId = "res5")
    )
  )
}
```

```

    ),
    column(
      width = 4,
      prettyRadioButtons(inputId = "radio3", label = "Click me!",
        choices = c("Click me !", "Me !", "Or me !"),
        shape = "round", status = "danger",
        fill = TRUE, inline = TRUE),
      verbatimTextOutput(outputId = "res3")
    )
  )
)

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

  output$res1 <- renderPrint(input$radio1)
  output$res2 <- renderPrint(input$radio2)
  output$res3 <- renderPrint(input$radio3)
  output$res4 <- renderPrint(input$radio4)
  output$res5 <- renderPrint(input$radio5)

}

shinyApp(ui, server)

}

## End(Not run)

```

```
prettySwitch
```

```
Pretty Switch Input
```

Description

A toggle switch to replace checkbox

Usage

```
prettySwitch(inputId, label, value = FALSE, status = "default",
  slim = FALSE, fill = FALSE, bigger = FALSE, inline = FALSE,
  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.
value	Initial value (TRUE or FALSE).

status	Add a class to the switch, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'.
slim	Change the style of the switch (TRUE or FALSE), see examples.
fill	Change the style of the switch (TRUE or FALSE), see examples.
bigger	Scale the switch a bit bigger (TRUE or FALSE).
inline	Display the input inline, if you want to place switch next to each other.
width	The width of the input, e.g. 400px, or 100%.

Value

TRUE or FALSE server-side.

Note

Appearance is better in a browser such as Chrome than in RStudio Viewer

See Also

See [updatePrettySwitch](#) to update the value server-side.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    tags$h1("Pretty switches"),
    br(),

    fluidRow(
      column(
        width = 4,
        prettySwitch(inputId = "switch1", label = "Default:"),
        verbatimTextOutput(outputId = "res1"),
        br(),
        prettySwitch(inputId = "switch4",
                      label = "Fill switch with status:",
                      fill = TRUE, status = "primary"),
        verbatimTextOutput(outputId = "res4")
      ),
      column(
        width = 4,
        prettySwitch(inputId = "switch2",
                      label = "Danger status:",
                      status = "danger"),
        verbatimTextOutput(outputId = "res2")
      )
    )
  }
}
```

```

    ),
    column(
      width = 4,
      prettySwitch(inputId = "switch3",
                   label = "Slim switch:",
                   slim = TRUE),
      verbatimTextOutput(outputId = "res3")
    )
  )
)

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

  output$res1 <- renderPrint(input$switch1)
  output$res2 <- renderPrint(input$switch2)
  output$res3 <- renderPrint(input$switch3)
  output$res4 <- renderPrint(input$switch4)

}

shinyApp(ui, server)

}

## End(Not run)

```

prettyToggle

Pretty Toggle Input

Description

A single checkbox that changes appearance if checked or not.

Usage

```

prettyToggle(inputId, label_on, label_off, icon_on = NULL, icon_off = NULL,
             value = FALSE, status_on = "success", status_off = "danger",
             shape = c("square", "curve", "round"), outline = FALSE, fill = FALSE,
             thick = FALSE, plain = FALSE, bigger = FALSE, animation = NULL,
             inline = FALSE, width = NULL)

```

Arguments

inputId	The input slot that will be used to access the value.
label_on	Display label for the control when value is TRUE.
label_off	Display label for the control when value is FALSE

icon_on	Optional, display an icon on the checkbox when value is TRUE, must be an icon created with icon.
icon_off	Optional, display an icon on the checkbox when value is FALSE, must be an icon created with icon.
value	Initial value (TRUE or FALSE).
status_on	Add a class to the checkbox when value is TRUE, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'.
status_off	Add a class to the checkbox when value is FALSE, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'.
shape	Shape of the checkbox between square, curve and round.
outline	Color also the border of the checkbox (TRUE or FALSE).
fill	Fill the checkbox with color (TRUE or FALSE).
thick	Make the content inside checkbox smaller (TRUE or FALSE).
plain	Remove the border when checkbox is checked (TRUE or FALSE).
bigger	Scale the checkboxes a bit bigger (TRUE or FALSE).
animation	Add an animation when checkbox is checked, a value between smooth, jelly, tada, rotate, pulse.
inline	Display the input inline, if you want to place checkboxes next to each other.
width	The width of the input, e.g. 400px, or 100%.

Value

TRUE or FALSE server-side.

See Also

See [updatePrettyToggle](#) to update the value server-side.

Examples

```
## Not run:

if (interactive()) {
  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    tags$h1("Pretty toggles"),
    br(),

    fluidRow(
      column(
        width = 4,
        prettyToggle(inputId = "toggle1",
                     label_on = "Checked!",
                     label_off = "Unchecked..."),
      )
    )
  )
}
```

```

    verbatimTextOutput(outputId = "res1"),
    br(),
    prettyToggle(inputId = "toggle4", label_on = "Yes!",
                 label_off = "No..", outline = TRUE,
                 plain = TRUE,
                 icon_on = icon("thumbs-up"),
                 icon_off = icon("thumbs-down")),
    verbatimTextOutput(outputId = "res4")
  ),
  column(
    width = 4,
    prettyToggle(inputId = "toggle2",
                 label_on = "Yes!", icon_on = icon("check"),
                 status_on = "info", status_off = "warning",
                 label_off = "No..", icon_off = icon("remove")),
    verbatimTextOutput(outputId = "res2")
  ),
  column(
    width = 4,
    prettyToggle(inputId = "toggle3", label_on = "Yes!",
                 label_off = "No..", shape = "round",
                 fill = TRUE, value = TRUE),
    verbatimTextOutput(outputId = "res3")
  )
)
)

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

  output$res1 <- renderPrint(input$toggle1)
  output$res2 <- renderPrint(input$toggle2)
  output$res3 <- renderPrint(input$toggle3)
  output$res4 <- renderPrint(input$toggle4)

}

shinyApp(ui, server)

# Inline example ----

ui <- fluidPage(
  tags$h1("Pretty toggles: inline example"),
  br(),

  prettyToggle(inputId = "toggle1",
               label_on = "Checked!",
               label_off = "Unchecked...",
               inline = TRUE),
  prettyToggle(inputId = "toggle2",

```

```

        label_on = "Yep",
        status_on = "default",
        icon_on = icon("ok-circle", lib = "glyphicon"),
        label_off = "Nope",
        status_off = "default",
        icon_off = icon("remove-circle", lib = "glyphicon"),
        plain = TRUE,
        inline = TRUE),
  prettyToggle(inputId = "toggle3",
    label_on = "",
    label_off = "",
    icon_on = icon("volume-up", lib = "glyphicon"),
    icon_off = icon("volume-off", lib = "glyphicon"),
    status_on = "primary",
    status_off = "default",
    plain = TRUE,
    outline = TRUE,
    bigger = TRUE,
    inline = TRUE),
  prettyToggle(inputId = "toggle4",
    label_on = "Yes!",
    label_off = "No..",
    outline = TRUE,
    plain = TRUE,
    icon_on = icon("thumbs-up"),
    icon_off = icon("thumbs-down"),
    inline = TRUE),

  verbatimTextOutput(outputId = "res")

)

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

  output$res <- renderPrint(c(input$toggle1,
                             input$toggle2,
                             input$toggle3,
                             input$toggle4))

}

shinyApp(ui, server)

}

## End(Not run)

```

Description

Create a progress bar to provide feedback on calculation.

Usage

```
progressBar(id, value, total = NULL, display_pct = FALSE, size = NULL,
            status = NULL, striped = FALSE, title = NULL)
```

```
updateProgressBar(session, id, value, total = NULL, title = NULL,
                  status = NULL)
```

Arguments

id	An id used to update the progress bar.
value	Value of the progress bar between 0 and 100, if >100 you must provide total.
total	Used to calculate percentage if value > 100, force an indicator to appear on top right of the progress bar.
display_pct	logical, display percentage on the progress bar.
size	Size, 'NULL' by default or a value in 'xxs', 'xs', 'sm', only work with package 'shinydashboard'.
status	Color, must be a valid Bootstrap status : primary, info, success, warning, danger.
striped	logical, add a striped effect.
title	character, optional title.
session	The 'session' object passed to function given to shinyServer.

Value

A progress bar that can be added to a UI definition.

See Also

[progressSweetAlert](#) for progress bar in a sweet alert

Examples

```
## Not run:
if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    column(
      width = 7,
      tags$b("Default"), br(),
      progressBar(id = "pb1", value = 50),
      sliderInput(
        inputId = "up1",
```

```
      label = "Update",
      min = 0,
      max = 100,
      value = 50
    ),
    br(),
    tags$b("Other options"), br(),
    progressBar(
      id = "pb2",
      value = 0,
      total = 100,
      title = "",
      display_pct = TRUE
    ),
    actionButton(
      inputId = "go",
      label = "Launch calculation"
    )
  )
)
)

server <- function(input, output, session) {
  observeEvent(input$up1, {
    updateProgressBar(
      session = session,
      id = "pb1",
      value = input$up1
    )
  })
  observeEvent(input$go, {
    for (i in 1:100) {
      updateProgressBar(
        session = session,
        id = "pb2",
        value = i, total = 100,
        title = paste("Process", trunc(i/10))
      )
      Sys.sleep(0.1)
    }
  })
}

shinyApp(ui = ui, server = server)

}

## End(Not run)
```

Description

Progress bar in a sweet alert

Usage

```
progressSweetAlert(session, id, value, total = NULL, display_pct = FALSE,
  size = NULL, status = NULL, striped = FALSE, title = NULL)
```

Arguments

<code>session</code>	The session object passed to function given to shinyServer.
<code>id</code>	An id used to update the progress bar.
<code>value</code>	Value of the progress bar between 0 and 100, if >100 you must provide total.
<code>total</code>	Used to calculate percentage if value > 100, force an indicator to appear on top right of the progress bar.
<code>display_pct</code>	logical, display percentage on the progress bar.
<code>size</code>	Size, 'NULL' by default or a value in 'xxs', 'xs', 'sm', only work with package 'shinydashboard'.
<code>status</code>	Color, must be a valid Bootstrap status : primary, info, success, warning, danger.
<code>striped</code>	logical, add a striped effect.
<code>title</code>	character, optional title.

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h1("Progress bar in Sweet Alert"),
    useSweetAlert(), # /\ needed with 'progressSweetAlert'
    actionButton(
      inputId = "go",
      label = "Launch long calculation !"
    )
  )
}

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

  observeEvent(input$go, {
    progressSweetAlert(
      session = session, id = "myprogress",
      title = "Work in progress",
      display_pct = TRUE, value = 0
    )
  })
}
```

```
)
for (i in seq_len(50)) {
  Sys.sleep(0.1)
  updateProgressBar(
    session = session,
    id = "myprogress",
    value = i*2
  )
}
closeSweetAlert(session = session)
sendSweetAlert(
  session = session,
  title = " Calculation completed !",
  type = "success"
)
})

}

shinyApp(ui = ui, server = server)

}

## End(Not run)
```

radioGroupButtons

Buttons Group Radio Input Control

Description

Create buttons grouped that act like radio buttons.

Usage

```
radioGroupButtons(inputId, label = NULL, choices = NULL, selected = NULL,
  status = "default", size = "normal", direction = "horizontal",
  justified = FALSE, individual = FALSE, checkIcon = list(),
  width = NULL, choiceNames = NULL, choiceValues = NULL)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Input label.
choices	List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user).
selected	The initially selected value.

status	Add a class to the buttons, you can use Bootstrap status like 'info', 'primary', 'danger', 'warning' or 'success'. Or use an arbitrary strings to add a custom class, e.g. : with status = 'myClass', buttons will have class btn-myClass.
size	Size of the buttons ('xs', 'sm', 'normal', 'lg')
direction	Horizontal or vertical
justified	If TRUE, fill the width of the parent div
individual	If TRUE, buttons are separated.
checkIcon	A list, if no empty must contain at least one element named 'yes' corresponding to an icon to display if the button is checked.
width	The width of the input, e.g. '400px', or '100%'.
choiceNames, choiceValues	Same as in radioButtons . List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length).

Value

A buttons group control that can be added to a UI definition.

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    radioGroupButtons(inputId = "somevalue", choices = c("A", "B", "C")),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$somevalue })
  }
  shinyApp(ui, server)
}

## End(Not run)
```

searchInput

Search Input

Description

A text input only triggered when Enter key is pressed or search button clicked

Usage

```
searchInput(inputId, label = NULL, value = "", placeholder = NULL,
            btnSearch = NULL, btnReset = NULL, resetValue = "", 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.
value	Initial value.
placeholder	A character string giving the user a hint as to what can be entered into the control.
btnSearch	An icon for the button which validate the search.
btnReset	An icon for the button which reset the search.
resetValue	Value used when reset button is clicked, default to "", if NULL value is not reset.
width	The width of the input, e.g. '400px', or '100%'.

Note

The two buttons ('search' and 'reset') act like `actionButton`, you can retrieve their value server-side with `input$<INPUTID>_search` and `input$<INPUTID>_reset`.

See Also

[updateSearchInput](#) to update value server-side.

Examples

```
## Not run:
if (interactive()) {
  ui <- fluidPage(
    tags$h1("Search Input"),
    br(),
    searchInput(
      inputId = "search", label = "Enter your text",
      placeholder = "A placeholder",
      btnSearch = icon("search"),
      btnReset = icon("remove"),
      width = "450px"
    ),
    br(),
    verbatimTextOutput(outputId = "res")
  )

  server <- function(input, output, session) {
    output$res <- renderPrint({
      input$search
    })
  }
}
```

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

## End(Not run)
```

selectizeGroup-module *Selectize Group*

Description

Group of mutually dependent ‘selectizeInput’ for filtering data.frame’s columns (like in Excel).

Usage

```
selectizeGroupUI(id, params, label = NULL, btn_label = "Reset filters")

selectizeGroupServer(input, output, session, data, vars)
```

Arguments

id	Module’s id.
params	a named list of parameters passed to each ‘selectizeInput’, you can use : ‘inputId’ (obligatory, must be variable name), ‘label’, ‘placeholder’.
label	character, global label on top of all labels.
btn_label	reset button label.
input	standard shiny input.
output	standard shiny output.
session	standard shiny session.
data	a data.frame, or an object coercible to data.frame.
vars	character, columns to use to create filters, must correspond to variables listed in params.

Value

a reactive function containing data filtered.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)
```

```
data("mpg", package = "ggplot2")

ui <- fluidPage(
  fluidRow(
    column(
      width = 10, offset = 1,
      tags$h3("Filter data with selectize group"),
      panel(
        selectizeGroupUI(
          id = "my-filters",
          params = list(
            manufacturer = list(inputId = "manufacturer", title = "Manufacturer:"),
            model = list(inputId = "model", title = "Model:"),
            trans = list(inputId = "trans", title = "Trans:"),
            class = list(inputId = "class", title = "Class:")
          )
        ), status = "primary"
      ),
      dataTableOutput(outputId = "table")
    )
  )
)

server <- function(input, output, session) {
  res_mod <- callModule(
    module = selectizeGroupServer,
    id = "my-filters",
    data = mpg,
    vars = c("manufacturer", "model", "trans", "class")
  )
  output$table <- renderDataTable(res_mod())
}

shinyApp(ui, server)

}

## End(Not run)
```

sendSweetAlert

Display a Sweet Alert to the user

Description

Send a message from the server and launch a sweet alert in the UI.

Usage

```
sendSweetAlert(session, title = "Title", text = NULL, type = NULL,  
  btn_labels = "Ok", html = FALSE, closeOnClickOutside = TRUE)
```

Arguments

session	The session object passed to function given to shinyServer.
title	Title of the alert.
text	Text of the alert.
type	Type of the alert : info, success, warning or error.
btn_labels	Label(s) for button(s), can be of length 2, in which case the alert will have two buttons.
html	Does text contains HTML tags ?
closeOnClickOutside	Decide whether the user should be able to dismiss the modal by clicking outside of it, or not.

See Also

[confirmSweetAlert](#), [inputSweetAlert](#)

Examples

```
## Not run:  
if (interactive()) {  
  
  library(shiny)  
  library(shinyWidgets)  
  
  ui <- fluidPage(  
    tags$h2("Sweet Alert examples"),  
    actionButton(  
      inputId = "success",  
      label = "Launch a success sweet alert",  
      icon = icon("check")  
    ),  
    actionButton(  
      inputId = "error",  
      label = "Launch an error sweet alert",  
      icon = icon("remove")  
    ),  
    actionButton(  
      inputId = "sw_html",  
      label = "Sweet alert with HTML",  
      icon = icon("thumbs-up")  
    )  
  )  
}  
  
server <- function(input, output, session) {
```

```

observeEvent(input$success, {
  sendSweetAlert(
    session = session,
    title = "Success !!",
    text = "All in order",
    type = "success"
  )
})

observeEvent(input$error, {
  sendSweetAlert(
    session = session,
    title = "Error !!",
    text = "It's broken...",
    type = "error"
  )
})

observeEvent(input$sw_html, {
  sendSweetAlert(
    session = session,
    title = NULL,
    text = tags$span(
      tags$h3("With HTML tags",
        style = "color: steelblue;"),
      "In", tags$b("bold"), "and", tags$em("italic"),
      tags$br(),
      "and",
      tags$br(),
      "line",
      tags$br(),
      "breaks",
      tags$br(),
      "and an icon", icon("thumbs-up")
    ),
    html = TRUE
  )
})

}

shinyApp(ui, server)

# output in Sweet Alert #

library("shiny")
library("shinyWidgets")

shinyApp(
  ui = fluidPage(
    tags$h1("Click the button"),

```

```

    actionButton(
      inputId = "sw_html",
      label = "Sweet alert with plot"
    ),
    # SweetAlert width
    tags$style(".swal-modal {width: 80%;}")
  ),
  server = function(input, output, session) {
    observeEvent(input$sw_html, {
      sendSweetAlert(
        session = session,
        title = "Yay a plot!",
        text = tags$div(
          plotOutput(outputId = "plot"),
          sliderInput(
            inputId = "clusters",
            label = "Number of clusters",
            min = 2, max = 6, value = 3, width = "100%"
          )
        )
      ),
      html = TRUE
    )
  })
  output$plot <- renderPlot({
    plot(Sepal.Width ~ Sepal.Length,
         data = iris, col = Species,
         pch = 20, cex = 2)
    points(kmeans(iris[, 1:2], input$clusters)$centers,
           pch = 4, cex = 4, lwd = 4)
  })
}
)
}

## End(Not run)

```

shinyWidgets

shinyWidgets: Custom inputs widgets for Shiny.

Description

The shinyWidgets package provides several custom widgets to extend those available in package shiny

Examples

```

## Not run:
if (interactive()) {
  shinyWidgets::shinyWidgetsGallery()
}

```

```
}  
## End(Not run)
```

shinyWidgetsGallery *Launch the shinyWidget Gallery*

Description

A gallery of widgets available in the package.

Usage

```
shinyWidgetsGallery()
```

Examples

```
## Not run:  
  
if (interactive()) {  
  shinyWidgetsGallery()  
}  
  
## End(Not run)
```

sliderTextInput *Slider Text Input Widget*

Description

Constructs a slider widget with characters instead of numeric values.

Usage

```
sliderTextInput(inputId, label, choices, selected = NULL, animate = FALSE,  
  grid = FALSE, hide_min_max = FALSE, from_fixed = FALSE,  
  to_fixed = FALSE, from_min = NULL, from_max = NULL, to_min = NULL,  
  to_max = NULL, force_edges = FALSE, width = NULL, pre = NULL,  
  post = NULL, dragRange = TRUE)
```

Arguments

inputId	The input slot that will be used to access the value.
label	Display label for the control, or NULL for no label.
choices	Character vector to select a value from.
selected	The initially selected value, if length > 1, create a range slider.
animate	TRUE to show simple animation controls with default settings, for more details see sliderInput .
grid	Logical, show or hide ticks marks.
hide_min_max	Hides min and max labels.
from_fixed	Fix position of left (or single) handle.
to_fixed	Fix position of right handle.
from_min	Set minimum limit for left handle.
from_max	Set the maximum limit for left handle.
to_min	Set minimum limit for right handle.
to_max	Set the maximum limit for right handle.
force_edges	Slider will be always inside it's container.
width	The width of the input, e.g. 400px, or 100%.
pre	A prefix string to put in front of the value.
post	A suffix string to put after the value.
dragRange	See the same argument in sliderInput .

Value

The value retrieved server-side is a character vector.

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    br(),
    sliderTextInput(
      inputId = "mySliderText",
      label = "Month range slider:",
      choices = month.name,
      selected = month.name[c(4, 7)]
    ),
    verbatimTextOutput(outputId = "result")
  )
}
```



```

server <- function(input, output, session) {
  output$result <- renderPrint(str(input$mySliderText))
}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

spectrumInput

Palette Color Picker with Spectrum Library

Description

A widget to select a color within palettes, and with more options if needed.

Usage

```
spectrumInput(inputId, label, choices = NULL, selected = NULL,
  flat = FALSE, options = list(), 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.
choices	List of colors to display in the menu.
selected	The initially selected value.
flat	Display the menu inline.
options	Additional options to pass to spectrum, possible values are described here : https://bgrins.github.io/spectrum/#options .
width	The width of the input, e.g. 400px, or 100%.

Value

The selected color in Hex format server-side

Examples

```

## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")
  library("RColorBrewer")

```

```

ui <- fluidPage(
  tags$h1("Spectrum color picker"),

  br(),

  spectrumInput(
    inputId = "myColor",
    label = "Pick a color:",
    choices = list(
      list('black', 'white', 'blanchedalmond', 'steelblue', 'forestgreen'),
      as.list(brewer.pal(n = 9, name = "Blues")),
      as.list(brewer.pal(n = 9, name = "Greens")),
      as.list(brewer.pal(n = 11, name = "Spectral")),
      as.list(brewer.pal(n = 8, name = "Dark2"))
    ),
    options = list(`toggle-palette-more-text` = "Show more")
  ),
  verbatimTextOutput(outputId = "res")
)

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

  output$res <- renderPrint(input$myColor)

}

shinyApp(ui, server)

}

## End(Not run)

```

switchInput

Bootstrap Switch Input Control

Description

Create a toggle switch.

Usage

```

switchInput(inputId, label = NULL, value = FALSE, onLabel = "ON",
  offLabel = "OFF", onStatus = NULL, offStatus = NULL, size = "default",
  labelWidth = "auto", handleWidth = "auto", disabled = FALSE,
  inline = FALSE, width = NULL)

```

Arguments

inputId	The input slot that will be used to access the value.
label	Display a text in the center of the switch.
value	Initial value (TRUE or FALSE).
onLabel	Text on the left side of the switch (TRUE).
offLabel	Text on the right side of the switch (FALSE).
onStatus	Color (bootstrap status) of the left side of the switch (TRUE).
offStatus	Color (bootstrap status) of the right side of the switch (FALSE).
size	Size of the buttons ('default', 'mini', 'small', 'normal', 'large').
labelWidth	Width of the center handle in pixels.
handleWidth	Width of the left and right sides in pixels.
disabled	Logical, display the toggle switch in disabled state?.
inline	Logical, display the toggle switch inline?
width	The width of the input : 'auto', 'fit', '100px', '75%'.

Value

A switch control that can be added to a UI definition.

Note

For more information, see the project on Github <https://github.com/Bttstrp/bootstrap-switch>.

See Also

[updateSwitchInput](#), [materialSwitch](#)

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {

# Examples in the gallery :
shinyWidgets::shinyWidgetsGallery()

# Basic usage :
ui <- fluidPage(
  switchInput(inputId = "somevalue"),
  verbatimTextOutput("value")
)
server <- function(input, output) {
  output$value <- renderPrint({ input$somevalue })
}
shinyApp(ui, server)
}

## End(Not run)
```

textInputAddon	<i>Text with Add-on Input Control</i>
----------------	---------------------------------------

Description

Create text field with add-on.

Usage

```
textInputAddon(inputId, label, value = "", placeholder = NULL, addon,
              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.
value	Initial value..
placeholder	A character string giving the user a hint as to what can be entered into the control.
addon	An icon tag, created by icon .
width	The width of the input : 'auto', 'fit', '100px', '75%'

Value

A switch control that can be added to a UI definition.

Examples

```
## Not run:
## Only run examples in interactive R sessions
if (interactive()) {
shinyApp(
  ui = fluidPage(
    textInputAddon(inputId = "id", label = "Label", placeholder = "Username", addon = icon("at")),
    verbatimTextOutput(outputId = "out")
  ),
  server = function(input, output) {
    output$out <- renderPrint({
      input$id
    })
  }
)
}

## End(Not run)
```

toggleDropDownButton *Toggle a dropdown menu*

Description

Open or close a dropdown menu server-side

Usage

```
toggleDropDownButton(inputId)
```

Arguments

inputId Id for the dropdown to toggle

Examples

```
## Not run:

if (interactive()) {

library("shiny")
library("shinyWidgets")

ui <- fluidPage(
  tags$h2("Toggle Dropdown Button"),
  br(),
  fluidRow(
    column(
      width = 6,
      dropdownButton(
        tags$h3("List of Inputs"),
        selectInput(inputId = 'xcol',
                    label = 'X Variable',
                    choices = names(iris)),
        sliderInput(inputId = 'clusters',
                   label = 'Cluster count',
                   value = 3,
                   min = 1,
                   max = 9),
        actionButton(inputId = "toggle2",
                    label = "Close dropdown"),
        circle = TRUE, status = "danger",
        inputId = "mydropdown",
        icon = icon("gear"), width = "300px"
      )
    ),
    column(
      width = 6,
      actionButton(inputId = "toggle1",
```

```

        label = "Open dropdown")
    )
)
)

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

  observeEvent(list(input$toggle1, input$toggle2), {
    toggleDropdownButton(inputId = "mydropdown")
  }, ignoreInit = TRUE)

}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

tooltipOptions	<i>Tooltip options</i>
----------------	------------------------

Description

List of options for tooltip for a dropdown menu button

Usage

```
tooltipOptions(placement = "right", title = "Params", html = FALSE)
```

Arguments

placement	Placement of tooltip : right, top, bottom, left.
title	Text of the tooltip
html	Logical, allow HTML tags inside tooltip

updateAwesomeCheckbox	<i>Change the value of an awesome checkbox input on the client</i>
-----------------------	--

Description

Change the value of an awesome checkbox input on the client

Usage

```
updateAwesomeCheckbox(session, inputId, label = NULL, value = NULL)
```

Arguments

session	standard shiny session
inputId	The id of the input object.
label	The label to set for the input object.
value	The value to set for the input object.

See Also

[awesomeCheckbox](#)

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    awesomeCheckbox(
      inputId = "somevalue",
      label = "My label",
      value = FALSE
    ),

    verbatimTextOutput(outputId = "res"),

    actionButton(inputId = "updatevalue", label = "Toggle value"),
    textInput(inputId = "updatelabel", label = "Update label")
  )

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

    output$res <- renderPrint({
      input$somevalue
    })

    observeEvent(input$updatevalue, {
      updateAwesomeCheckbox(
        session = session, inputId = "somevalue",
        value = as.logical(input$updatevalue %%2)
      )
    })

    observeEvent(input$updatelabel, {
```

```
    updateAwesomeCheckbox(  
      session = session, inputId = "somevalue",  
      label = input$updatelabel  
    )  
  }, ignoreInit = TRUE)  
  
}  
  
shinyApp(ui = ui, server = server)  
  
}  
  
## End(Not run)
```

updateAwesomeCheckboxGroup

Change the value of a AwesomeCheckboxGroup input on the client

Description

Change the value of a AwesomeCheckboxGroup input on the client

Usage

```
updateAwesomeCheckboxGroup(session, inputId, label = NULL, choices = NULL,  
  selected = NULL, inline = FALSE, status = "primary")
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	Input label.
choices	List of values to show checkboxes for.
selected	The values that should be initially selected, if any.
inline	If TRUE, render the choices inline (i.e. horizontally)
status	Color of the buttons.

See Also

[awesomeCheckboxGroup](#)

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    awesomeCheckboxGroup(
      inputId = "somevalue",
      choices = c("A", "B", "C"),
      label = "My label"
    ),

    verbatimTextOutput(outputId = "res"),

    actionButton(inputId = "updatechoices", label = "Random choices"),
    textInput(inputId = "updatelabel", label = "Update label")
  )

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

    output$res <- renderPrint({
      input$somevalue
    })

    observeEvent(input$updatechoices, {
      updateAwesomeCheckboxGroup(
        session = session, inputId = "somevalue",
        choices = sample(letters, sample(2:6))
      )
    })

    observeEvent(input$updatelabel, {
      updateAwesomeCheckboxGroup(
        session = session, inputId = "somevalue",
        label = input$updatelabel
      )
    }, ignoreInit = TRUE)
  }

  shinyApp(ui = ui, server = server)
}

## End(Not run)
```

updateAwesomeRadio *Change the value of a radio input on the client*

Description

Change the value of a radio input on the client

Usage

```
updateAwesomeRadio(session, inputId, label = NULL, choices = NULL,  
  selected = NULL, inline = FALSE, status = "primary", checkbox = FALSE)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	Input label.
choices	List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user)
selected	The initially selected value
inline	If TRUE, render the choices inline (i.e. horizontally)
status	Color of the buttons
checkbox	Checkbox style

See Also

[awesomeRadio](#)

Examples

```
## Not run:  
  
if (interactive()) {  
  
  library("shiny")  
  library("shinyWidgets")  
  
  ui <- fluidPage(  
    awesomeRadio(  
      inputId = "somevalue",  
      choices = c("A", "B", "C"),  
      label = "My label"  
    ),  
  
    verbatimTextOutput(outputId = "res"),
```

```

  actionButton(inputId = "updatechoices", label = "Random choices"),
  textInput(inputId = "updatelabel", label = "Update label")
)

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

  output$res <- renderPrint({
    input$somevalue
  })

  observeEvent(input$updatechoices, {
    updateAwesomeRadio(
      session = session, inputId = "somevalue",
      choices = sample(letters, sample(2:6))
    )
  })

  observeEvent(input$updatelabel, {
    updateAwesomeRadio(
      session = session, inputId = "somevalue",
      label = input$updatelabel
    )
  }, ignoreInit = TRUE)

}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

updateCheckboxGroupButtons

Change the value of a checkboxes group buttons input on the client

Description

Change the value of a radio group buttons input on the client

Usage

```

updateCheckboxGroupButtons(session, inputId, label = NULL, choices = NULL,
  selected = NULL, status = "default", size = "normal",
  checkIcon = list(), choiceNames = NULL, choiceValues = NULL)

```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set.
choices	The new choices for the input.
selected	The values selected.
status	Status, only used if choices is not NULL.
size	Size, only used if choices is not NULL.
checkIcon	Icon, only used if choices is not NULL.
choiceNames, choiceValues	List of names and values, an alternative to choices.

See Also

[checkboxGroupButtons](#)

Examples

```
## Not run:
if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  # Example 1 ----

  ui <- fluidPage(

    radioButtons(inputId = "up", label = "Update button :", choices = c("All", "None")),

    checkboxGroupButtons(
      inputId = "btn", label = "Power :",
      choices = c("Nuclear", "Hydro", "Solar", "Wind"),
      selected = "Hydro"
    ),

    verbatimTextOutput(outputId = "res")

  )

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

    observeEvent(input$up, {
      if (input$up == "All"){
        updateCheckboxGroupButtons(session, "btn", selected = c("Nuclear", "Hydro", "Solar", "Wind"))
      } else {
        updateCheckboxGroupButtons(session, "btn", selected = character(0))
      }
    }, ignoreInit = TRUE)
```

```

    output$res <- renderPrint({
      input$btn
    })
  }

shinyApp(ui = ui, server = server)

# Example 2 ----

library("shiny")
library("shinyWidgets")

ui <- fluidPage(
  checkboxGroupButtons(
    inputId = "somevalue",
    choices = c("A", "B", "C"),
    label = "My label"
  ),

  verbatimTextOutput(outputId = "res"),

  actionButton(inputId = "updatechoices", label = "Random choices"),
  pickerInput(
    inputId = "updateselected", label = "Update selected:",
    choices = c("A", "B", "C"), multiple = TRUE
  ),
  textInput(inputId = "updatelabel", label = "Update label")
)

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

  output$res <- renderPrint({
    input$somevalue
  })

  observeEvent(input$updatechoices, {
    newchoices <- sample(letters, sample(2:6))
    updateCheckboxGroupButtons(
      session = session, inputId = "somevalue",
      choices = newchoices
    )
    updatePickerInput(
      session = session, inputId = "updateselected",
      choices = newchoices
    )
  })

  observeEvent(input$updateselected, {
    updateCheckboxGroupButtons(
      session = session, inputId = "somevalue",
      selected = input$updateselected
    )
  })
}

```

```

    )
  }, ignoreNULL = TRUE, ignoreInit = TRUE)

  observeEvent(input$updatelabel, {
    updateCheckboxGroupButtons(
      session = session, inputId = "somevalue",
      label = input$updatelabel
    )
  }, ignoreInit = TRUE)
}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

updateKnobInput

Change the value of a knob input on the client

Description

Change the value of a knob input on the client

Usage

```
updateKnobInput(session, inputId, label = NULL, value = NULL)
```

Arguments

session	Standard shiny session.
inputId	The id of the input object.
label	The label to set for the input object.
value	The value to set for the input object.

Examples

```

## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h1("knob update examples"),
    br(),

```

```

fluidRow(
  column(
    width = 6,
    knobInput(
      inputId = "knob1", label = "Update value:",
      value = 75, angleOffset = 90, lineCap = "round"
    ),
    verbatimTextOutput(outputId = "res1"),
    sliderInput(
      inputId = "upknob1", label = "Update knob:",
      min = 0, max = 100, value = 75
    )
  ),
  column(
    width = 6,
    knobInput(
      inputId = "knob2", label = "Update label:",
      value = 50, angleOffset = -125, angleArc = 250
    ),
    verbatimTextOutput(outputId = "res2"),
    textInput(inputId = "upknob2", label = "Update label:")
  )
)
)
)

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

  output$res1 <- renderPrint(input$knob1)

  observeEvent(input$upknob1, {
    updateKnobInput(
      session = session,
      inputId = "knob1",
      value = input$upknob1
    )
  }, ignoreInit = TRUE)

  output$res2 <- renderPrint(input$knob2)
  observeEvent(input$upknob2, {
    updateKnobInput(
      session = session,
      inputId = "knob2",
      label = input$upknob2
    )
  }, ignoreInit = TRUE)
}

shinyApp(ui = ui, server = server)

```

```

}

## End(Not run)

```

updateMaterialSwitch *Change the value of a materialSwitch input on the client*

Description

Change the value of a materialSwitch input on the client

Usage

```
updateMaterialSwitch(session, inputId, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
value	The value to set for the input object.

See Also

[materialSwitch](#)

updateNoUiSliderInput *Change the value of a no ui slider input on the client*

Description

Change the value of a no ui slider input on the client

Usage

```
updateNoUiSliderInput(session, inputId, value = NULL, range = NULL,
  disable = FALSE)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
value	The new value.
range	The new range, must be of length 2 with c(min, max).
disable	logical, disable or not the slider, if disabled the user can no longer modify the slider value

Examples

```
## Not run:

if (interactive()) {

  demoNoUiSlider("update")

}

## End(Not run)
```

updatePickerInput	<i>Change the value of a select picker input on the client</i>
-------------------	--

Description

Change the value of a picker input on the client

Usage

```
updatePickerInput(session, inputId, label = NULL, selected = NULL,
  choices = NULL, choicesOpt = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	Display a text in the center of the switch.
selected	The initially selected value (or multiple values if multiple = TRUE). If not specified then defaults to the first value for single-select lists and no values for multiple select lists.
choices	List of values to select from. If elements of the list are named then that name rather than the value is displayed to the user.
choicesOpt	Options for choices in the dropdown menu

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h2("Update pickerInput"),
```

```

fluidRow(
  column(
    width = 5, offset = 1,
    pickerInput(
      inputId = "p1",
      label = "classic update",
      choices = rownames(mtcars)
    )
  ),
  column(
    width = 5,
    pickerInput(
      inputId = "p2",
      label = "disabled update",
      choices = rownames(mtcars)
    )
  )
),

fluidRow(
  column(
    width = 10, offset = 1,
    sliderInput(
      inputId = "up",
      label = "Select between models with mpg greater than :",
      width = "50%",
      min = min(mtcars$mpg),
      max = max(mtcars$mpg),
      value = min(mtcars$mpg),
      step = 0.1
    )
  )
)

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

  observeEvent(input$up, {
    mtcars2 <- mtcars[mtcars$mpg >= input$up, ]

    # Method 1
    updatePickerInput(session = session, inputId = "p1",
                      choices = rownames(mtcars2))

    # Method 2
    disabled_choices <- !rownames(mtcars) %in% rownames(mtcars2)
    updatePickerInput(
      session = session, inputId = "p2",
      choices = rownames(mtcars),
      choicesOpt = list(
        disabled = disabled_choices,
        style = ifelse(disabled_choices,

```

```
        yes = "color: rgba(119, 119, 119, 0.5);",
        no = "")
    )
  )
}, ignoreInit = TRUE)

}

shinyApp(ui = ui, server = server)

}

## End(Not run)
```

updatePrettyCheckbox *Change the value of a pretty checkbox on the client*

Description

Change the value of a pretty checkbox on the client

Usage

```
updatePrettyCheckbox(session, inputId, label = NULL, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set for the input object.
value	The value to set for the input object.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    tags$h1("Pretty checkbox update value"),
    br(),

    prettyCheckbox(inputId = "checkbox1",
                  label = "Update me!",
                  shape = "curve", thick = TRUE, outline = TRUE),
    verbatimTextOutput(outputId = "res1"),
```

```

radioButtons(
  inputId = "update", label = "Value to set:",
  choices = c("FALSE", "TRUE")
)
)

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

  output$res1 <- renderPrint(input$checkbox1)

  observeEvent(input$update, {
    updatePrettyToggle(session = session,
                       inputId = "checkbox1",
                       value = as.logical(input$update))
  })
}

shinyApp(ui, server)

}

## End(Not run)

```

```
updatePrettyCheckboxGroup
```

Change the value of a pretty checkbox on the client

Description

Change the value of a pretty checkbox on the client

Usage

```
updatePrettyCheckboxGroup(session, inputId, label = NULL, choices = NULL,
  selected = NULL, inline = FALSE, choiceNames = NULL,
  choiceValues = NULL, prettyOptions = list())
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set for the input object.
choices	The choices to set for the input object, updating choices will reset parameters like status, shape, ... on the checkboxes, you can re-specify (or change them) in argument prettyOptions.

selected	The value to set for the input object.
inline	If TRUE, render the choices inline (i.e. horizontally).
choiceNames	The choices names to set for the input object.
choiceValues	The choices values to set for the input object.
prettyOptions	Arguments passed to prettyCheckboxGroup for styling checkboxes.

Examples

```
## Not run:

if (interactive()) {

library(shiny)
library(shinyWidgets)

ui <- fluidPage(
  tags$h1("Update pretty checkbox group"),
  br(),

  fluidRow(
    column(
      width = 6,
      prettyCheckboxGroup(inputId = "checkgroup1",
        label = "Update my value!",
        choices = month.name[1:4],
        status = "danger",
        icon = icon("remove")),
      verbatimTextOutput(outputId = "res1"),
      br(),
      checkboxGroupInput(
        inputId = "update1", label = "Update value :",
        choices = month.name[1:4], inline = TRUE
      )
    ),
    column(
      width = 6,
      prettyCheckboxGroup(inputId = "checkgroup2",
        label = "Update my choices!", thick = TRUE,
        choices = month.name[1:4],
        animation = "pulse", status = "info"),
      verbatimTextOutput(outputId = "res2"),
      br(),
      actionButton(inputId = "update2", label = "Update choices !")
    )
  )
)

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

  output$res1 <- renderPrint(input$checkgroup1)
```

```

observeEvent(input$update1, {
  if (is.null(input$update1)) {
    selected_ <- character(0) # no choice selected
  } else {
    selected_ <- input$update1
  }
  updatePrettyCheckboxGroup(session = session, inputId = "checkgroup1", selected = selected_)
}, ignoreNULL = FALSE)

output$res2 <- renderPrint(input$checkgroup2)
observeEvent(input$update2, {
  updatePrettyCheckboxGroup(
    session = session, inputId = "checkgroup2",
    choices = sample(month.name, 4), prettyOptions = list(animation = "pulse", status = "info")
  )
}, ignoreInit = TRUE)

}

shinyApp(ui, server)

}

## End(Not run)

```

updatePrettyRadioButtons

Change the value pretty radio buttons on the client

Description

Change the value pretty radio buttons on the client

Usage

```

updatePrettyRadioButtons(session, inputId, label = NULL, choices = NULL,
  selected = NULL, inline = FALSE, choiceNames = NULL,
  choiceValues = NULL, prettyOptions = list())

```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set for the input object.

choices	The choices to set for the input object, updating choices will reset parameters like status, shape, ... on the radio buttons, you can re-specify (or change them) in argument prettyOptions.
selected	The value to set for the input object.
inline	If TRUE, render the choices inline (i.e. horizontally).
choiceNames	The choices names to set for the input object.
choiceValues	The choices values to set for the input object.
prettyOptions	Arguments passed to prettyRadioButtons for styling radio buttons

Examples

Not run:

```

if (interactive()) {

library(shiny)
library(shinyWidgets)

ui <- fluidPage(
  tags$h1("Update pretty radio buttons"),
  br(),

  fluidRow(
    column(
      width = 6,
      prettyRadioButtons(inputId = "radio1",
                        label = "Update my value!",
                        choices = month.name[1:4],
                        status = "danger",
                        icon = icon("remove")),
      verbatimTextOutput(outputId = "res1"),
      br(),
      radioButtons(
        inputId = "update1", label = "Update value :",
        choices = month.name[1:4], inline = TRUE
      )
    ),
    column(
      width = 6,
      prettyRadioButtons(inputId = "radio2",
                        label = "Update my choices!", thick = TRUE,
                        choices = month.name[1:4],
                        animation = "pulse", status = "info"),
      verbatimTextOutput(outputId = "res2"),
      br(),
      actionButton(inputId = "update2", label = "Update choices !")
    )
  )
)
}

```

```

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

  output$res1 <- renderPrint(input$radio1)

  observeEvent(input$update1, {
    updatePrettyRadioButtons(
      session = session,
      inputId = "radio1",
      selected = input$update1
    )
  }, ignoreNULL = FALSE)

  output$res2 <- renderPrint(input$radio2)
  observeEvent(input$update2, {
    updatePrettyRadioButtons(
      session = session, inputId = "radio2",
      choices = sample(month.name, 4),
      prettyOptions = list(animation = "pulse",
                           status = "info",
                           shape = "round")
    )
  }, ignoreInit = TRUE)

}

shinyApp(ui, server)

}

## End(Not run)

```

updatePrettySwitch *Change the value of a pretty switch on the client*

Description

Change the value of a pretty switch on the client

Usage

```
updatePrettySwitch(session, inputId, label = NULL, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set for the input object.
value	The value to set for the input object.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    tags$h1("Pretty switch update value"),
    br(),

    prettySwitch(inputId = "switch1", label = "Update me !"),
    verbatimTextOutput(outputId = "res1"),
    radioButtons(
      inputId = "update", label = "Value to set:",
      choices = c("FALSE", "TRUE")
    )
  )

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

    output$res1 <- renderPrint(input$switch1)

    observeEvent(input$update, {
      updatePrettySwitch(session = session, inputId = "switch1",
        value = as.logical(input$update))
    })
  }

  shinyApp(ui, server)

}

## End(Not run)
```

updatePrettyToggle *Change the value of a pretty toggle on the client*

Description

Change the value of a pretty toggle on the client

Usage

```
updatePrettyToggle(session, inputId, label = NULL, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set for the input object.
value	The value to set for the input object.

Examples

```
## Not run:

if (interactive()) {

  library(shiny)
  library(shinyWidgets)

  ui <- fluidPage(
    tags$h1("Pretty toggle update value"),
    br(),

    prettyToggle(inputId = "toggle1",
                 label_on = "Checked!",
                 label_off = "Unchecked..."),
    verbatimTextOutput(outputId = "res1"),
    radioButtons(
      inputId = "update", label = "Value to set:",
      choices = c("FALSE", "TRUE")
    )
  )

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

    output$res1 <- renderPrint(input$toggle1)

    observeEvent(input$update, {
      updatePrettyToggle(session = session,
                        inputId = "toggle1",
                        value = as.logical(input$update))
    })
  }

  shinyApp(ui, server)
}

## End(Not run)
```

`updateRadioGroupButtons`*Change the value of a radio group buttons input on the client*

Description

Change the value of a radio group buttons input on the client

Usage

```
updateRadioGroupButtons(session, inputId, label = NULL, choices = NULL,  
  selected = NULL, status = "default", size = "normal",  
  checkIcon = list(), choiceNames = NULL, choiceValues = NULL)
```

Arguments

<code>session</code>	The session object passed to function given to shinyServer.
<code>inputId</code>	The id of the input object.
<code>label</code>	The label to set.
<code>choices</code>	The new choices for the input.
<code>selected</code>	The value selected.
<code>status</code>	Status, only used if choices is not NULL.
<code>size</code>	Size, only used if choices is not NULL.
<code>checkIcon</code>	Icon, only used if choices is not NULL.
<code>choiceNames, choiceValues</code>	List of names and values, an alternative to choices.

Examples

```
## Not run:  
  
if (interactive()) {  
  
  library("shiny")  
  library("shinyWidgets")  
  
  ui <- fluidPage(  
    radioGroupButtons(  
      inputId = "somevalue",  
      choices = c("A", "B", "C"),  
      label = "My label"  
    ),  
  
    verbatimTextOutput(outputId = "res"),  
  
    actionButton(inputId = "updatechoices", label = "Random choices"),  
  )  
}
```

```

pickerInput(
  inputId = "updateselected", label = "Update selected:",
  choices = c("A", "B", "C"), multiple = FALSE
),
textInput(inputId = "updatelabel", label = "Update label")
)

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

  output$res <- renderPrint({
    input$somevalue
  })

  observeEvent(input$updatechoices, {
    newchoices <- sample(letters, sample(2:6))
    updateRadioGroupButtons(
      session = session, inputId = "somevalue",
      choices = newchoices
    )
    updatePickerInput(
      session = session, inputId = "updateselected",
      choices = newchoices
    )
  })

  observeEvent(input$updateselected, {
    updateRadioGroupButtons(
      session = session, inputId = "somevalue",
      selected = input$updateselected
    )
  }, ignoreNULL = TRUE, ignoreInit = TRUE)

  observeEvent(input$updatelabel, {
    updateRadioGroupButtons(
      session = session, inputId = "somevalue",
      label = input$updatelabel
    )
  }, ignoreInit = TRUE)

}

shinyApp(ui = ui, server = server)

}

## End(Not run)

```

Description

Change the value of a search input on the client

Usage

```
updateSearchInput(session, inputId, label = NULL, value = NULL,  
  placeholder = NULL, trigger = FALSE)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set for the input object.
value	The value to set for the input object.
placeholder	The placeholder to set for the input object.
trigger	Logical, update value server-side as well.

Note

By default, only UI value is updated, use `trigger = TRUE` to update both UI and Server value.

Examples

```
## Not run:  
  
if (interactive()) {  
  
  library(shiny)  
  library(shinyWidgets)  
  
  ui <- fluidPage(  
    tags$h2("Update searchinput"),  
    searchInput(  
      inputId = "search", label = "Enter your text",  
      placeholder = "A placeholder",  
      btnSearch = icon("search"),  
      btnReset = icon("remove"),  
      width = "450px"  
    ),  
    br(),  
    verbatimTextOutput(outputId = "res"),  
    br(),  
    textInput(  
      inputId = "update_search",  
      label = "Update search"  
    ),  
    checkboxInput(  
      inputId = "trigger_search",  
      label = "Trigger update search",  
      value = TRUE  
    )  
  )  
}
```

```

    )
  )

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

    output$res <- renderPrint({
      input$search
    })

    observeEvent(input$update_search, {
      updateSearchInput(
        session = session,
        inputId = "search",
        value = input$update_search,
        trigger = input$trigger_search
      )
    }, ignoreInit = TRUE)
  }

  shinyApp(ui, server)
}

## End(Not run)

```

updateSliderTextInput *Change the value of a slider text input on the client*

Description

Change the value of a slider text input on the client

Usage

```
updateSliderTextInput(session, inputId, label = NULL, selected = NULL,
  choices = NULL, from_fixed = NULL, to_fixed = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
label	The label to set.
selected	The values selected.
choices	The new choices for the input.
from_fixed	Fix the left handle (or single handle).
to_fixed	Fix the right handle.

See Also[sliderTextInput](#)**Examples**

```
## Not run:

if (interactive()) {
  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    br(),
    sliderTextInput(
      inputId = "mySlider",
      label = "Pick a month :",
      choices = month.abb,
      selected = "Jan"
    ),
    verbatimTextOutput(outputId = "res"),
    radioButtons(
      inputId = "up",
      label = "Update choices:",
      choices = c("Abbreviations", "Full names")
    )
  )

  server <- function(input, output, session) {
    output$res <- renderPrint(str(input$mySlider))

    observeEvent(input$up, {
      choices <- switch(
        input$up,
        "Abbreviations" = month.abb,
        "Full names" = month.name
      )
      updateSliderTextInput(
        session = session,
        inputId = "mySlider",
        choices = choices
      )
    }, ignoreInit = TRUE)
  }

  shinyApp(ui = ui, server = server)
}

## End(Not run)
```

updateSpectrumInput *Change the value of a spectrum input on the client*

Description

Change the value of a spectrum input on the client

Usage

```
updateSpectrumInput(session, inputId, selected)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
selected	The value to select.

Examples

```
## Not run:

if (interactive()) {

  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h1("Spectrum color picker"),

    br(),

    spectrumInput(
      inputId = "myColor",
      label = "Pick a color:",
      choices = list(
        list('black', 'white', 'blanchedalmond', 'steelblue', 'forestgreen')
      )
    ),
    verbatimTextOutput(outputId = "res"),
    radioButtons(
      inputId = "update", label = "Update:",
      choices = c(
        'black', 'white', 'blanchedalmond', 'steelblue', 'forestgreen'
      )
    )
  )
}
```



```
server <- function(input, output, session) {  
  output$res <- renderPrint(input$myColor)  
  
  observeEvent(input$update, {  
    updateSpectrumInput(session = session, inputId = "myColor", selected = input$update)  
  }, ignoreInit = TRUE)  
}  
  
shinyApp(ui, server)  
  
}
```

End(Not run)

updateSwitchInput *Change the value of a switch input on the client*

Description

Change the value of a switch input on the client

Usage

```
updateSwitchInput(session, inputId, value = NULL, label = NULL,  
  onLabel = NULL, offLabel = NULL, onStatus = NULL, offStatus = NULL,  
  disabled = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
inputId	The id of the input object.
value	The value to set for the input object.
label	The label to set for the input object.
onLabel	The onLabel to set for the input object.
offLabel	The offLabel to set for the input object.
onStatus	The onStatus to set for the input object.
offStatus	The offStatus to set for the input object.
disabled	Logical, disable state.

See Also

[switchInput](#)

Examples

```
## Not run:

if (interactive()) {
  library("shiny")
  library("shinyWidgets")

  ui <- fluidPage(
    tags$h1("Update", tags$code("switchInput")),
    br(),
    fluidRow(
      column(
        width = 4,
        panel(
          switchInput(inputId = "switch1"),
          verbatimTextOutput(outputId = "resup1"),
          tags$div(
            class = "btn-group",
            actionButton(
              inputId = "updatevaluetrue",
              label = "Set to TRUE"
            ),
            actionButton(
              inputId = "updatevaluefalse",
              label = "Set to FALSE"
            )
          ),
          heading = "Update value"
        )
      ),
      column(
        width = 4,
        panel(
          switchInput(inputId = "switch2",
            label = "My label"),
          verbatimTextOutput(outputId = "resup2"),
          textInput(inputId = "updatelabeltext",
            label = "Update label:"),
          heading = "Update label"
        )
      ),
      column(
        width = 4,
        panel(
          switchInput(
            inputId = "switch3",
            onLabel = "Yeaah",
            offLabel = "Noooo"
          ),
        )
      )
    )
  )
}
```

```

        verbatimTextOutput(outputId = "resup3"),
        fluidRow(column(
            width = 6,
            textInput(inputId = "updateonLabel",
                label = "Update onLabel:")
        ),
        column(
            width = 6,
            textInput(inputId = "updateoffLabel",
                label = "Update offLabel:")
        )),
        heading = "Update onLabel & offLabel"
    )
)
),
fluidRow(column(
    width = 4,
    panel(
        switchInput(inputId = "switch4"),
        verbatimTextOutput(outputId = "resup4"),
        fluidRow(
            column(
                width = 6,
                pickerInput(
                    inputId = "updateonStatus",
                    label = "Update onStatus:",
                    choices = c("default", "primary", "success",
                        "info", "warning", "danger")
                )
            ),
            column(
                width = 6,
                pickerInput(
                    inputId = "updateoffStatus",
                    label = "Update offStatus:",
                    choices = c("default", "primary", "success",
                        "info", "warning", "danger")
                )
            )
        ),
        heading = "Update onStatus & offStatusr"
    )
),
column(
    width = 4,
    panel(
        switchInput(inputId = "switch5"),
        verbatimTextOutput(outputId = "resup5"),
        checkboxInput(
            inputId = "disabled",
            label = "Disabled",

```

```

        value = FALSE
      ),
      heading = "Disabled"
    )
  ))
)

server <- function(input, output, session) {
  # Update value
  observeEvent(input$updatevaluetrue, {
    updateSwitchInput(session = session,
                      inputId = "switch1",
                      value = TRUE)
  })
  observeEvent(input$updatevaluefalse, {
    updateSwitchInput(session = session,
                      inputId = "switch1",
                      value = FALSE)
  })
  output$resup1 <- renderPrint({
    input$switch1
  })

  # Update label
  observeEvent(input$updatelabeltext, {
    updateSwitchInput(
      session = session,
      inputId = "switch2",
      label = input$updatelabeltext
    )
  }, ignoreInit = TRUE)
  output$resup2 <- renderPrint({
    input$switch2
  })

  # Update onLabel & offLabel
  observeEvent(input$updateonLabel, {
    updateSwitchInput(
      session = session,
      inputId = "switch3",
      onLabel = input$updateonLabel
    )
  }, ignoreInit = TRUE)
  observeEvent(input$updateoffLabel, {
    updateSwitchInput(
      session = session,
      inputId = "switch3",
      offLabel = input$updateoffLabel
    )
  }, ignoreInit = TRUE)
}

```

```
output$resup3 <- renderPrint({
  input$switch3
})

# Update onStatus & offStatus
observeEvent(input$updateonStatus, {
  updateSwitchInput(
    session = session,
    inputId = "switch4",
    onStatus = input$updateonStatus
  )
}, ignoreInit = TRUE)
observeEvent(input$updateoffStatus, {
  updateSwitchInput(
    session = session,
    inputId = "switch4",
    offStatus = input$updateoffStatus
  )
}, ignoreInit = TRUE)
output$resup4 <- renderPrint({
  input$switch4
})

# Disabled
observeEvent(input$disabled, {
  updateSwitchInput(
    session = session,
    inputId = "switch5",
    disabled = input$disabled
  )
}, ignoreInit = TRUE)
output$resup5 <- renderPrint({
  input$switch5
})
}

shinyApp(ui = ui, server = server)
}

## End(Not run)
```

Description

This function is useless for sendSweetAlert, confirmSweetAlert, inputSweetAlert, but is still needed for progressSweetAlert.

Usage

```
useSweetAlert()
```

Note

Use receiveSweetAlert() in the UI and sendSweetAlert() in the server.

See Also

[sendSweetAlert](#), [confirmSweetAlert](#), [inputSweetAlert](#)

wNumbFormat

Format numbers in noUiSliderInput

Description

Format numbers in noUiSliderInput

Usage

```
wNumbFormat(decimals = NULL, mark = NULL, thousand = NULL,
  prefix = NULL, suffix = NULL, negative = NULL)
```

Arguments

decimals	The number of decimals to include in the result. Limited to 7.
mark	The decimal separator. Defaults to '.' if thousand isn't already set to '.'.
thousand	Separator for large numbers. For example: ',' would result in a formatted number of 1 000 000.
prefix	A string to prepend to the number. Use cases include prefixing with money symbols such as '\$' or ''.
suffix	A number to append to a number. For example: ',-'.
negative	The prefix for negative values. Defaults to '-'

Value

a named list.

Note

Performed via wNumb JavaScript library : <https://refreshless.com/wnumb/>.

Examples

```
## Not run:

if (interactive()) {

  library( shiny )
  library( shinyWidgets )

  ui <- fluidPage(
    tags$h3("Format numbers"),
    tags$br(),

    noUiSliderInput(
      inputId = "form1",
      min = 0, max = 10000,
      value = 800,
      format = wNumbFormat(decimals = 3,
                           thousand = ".",
                           suffix = " (US $)")
    ),
    verbatimTextOutput(outputId = "res1"),

    tags$br(),

    noUiSliderInput(
      inputId = "form2",
      min = 1988, max = 2018,
      value = 1988,
      format = wNumbFormat(decimals = 0,
                           thousand = "",
                           prefix = "Year: ")
    ),
    verbatimTextOutput(outputId = "res2"),

    tags$br()
  )

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

    output$res1 <- renderPrint(input$form1)
    output$res2 <- renderPrint(input$form2)

  }

  shinyApp(ui, server)

}

## End(Not run)
```

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