

Package ‘ggiraph’

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Type Package

Title Make 'ggplot2' Graphics Interactive

Description Create interactive 'ggplot2' graphics using 'htmlwidgets'.

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License GPL-3

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Encoding UTF-8

Imports grid, ggplot2 (>= 3.2.0), htmlwidgets (>= 0.6), stats, xml2 (>= 1.0.0), htmltools, Rcpp (>= 0.12.12), gdtools (>= 0.2.1), purrr, rlang, uuid

LinkingTo Rcpp, gdtools

Suggests knitr, testthat, rmarkdown, maps, shiny, sf (>= 0.7-3), quantreg, dplyr

VignetteBuilder knitr

URL <https://davidgohel.github.io/ggiraph>

BugReports <https://github.com/davidgohel/ggiraph/issues>

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'geom_pointrange_interactive.R' 'geom_quantile_interactive.R'
 'geom_raster_interactive.R' 'geom_ribbon_interactive.R'
 'geom_segment_interactive.R' 'geom_sf_interactive.R'
 'geom_smooth_interactive.R' 'geom_text_interactive.R'
 'geom_tile_interactive.R' 'geom_vline_interactive.R'
 'ggiraph.R' 'girafe.R' 'girafe_options.R' 'grob_interactive.R'
 'guide_colourbar_interactive.R' 'guide_interactive.R'
 'guide_legend_interactive.R' 'interactive_path_grob.R'
 'interactive_points_grob.R' 'interactive_polygon_grob.R'
 'interactive_polyline_grob.R' 'interactive_raster_grob.R'
 'interactive_rect_grob.R' 'interactive_roundrect_grob.R'
 'interactive_segments_grob.R' 'interactive_text_grob.R'
 'layer_interactive.R' 'scale_alpha_interactive.R'
 'scale_brewer_interactive.R' 'scale_colour_interactive.R'
 'scale_gradient_interactive.R' 'scale_interactive.R'
 'scale_linetype_interactive.R' 'scale_manual_interactive.R'
 'scale_shape_interactive.R' 'scale_size_interactive.R'
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R topics documented:

annotate_interactive	4
annotation_raster_interactive	5
dsvg	6
dsvg_view	7
element_interactive	7
geom_abline_interactive	9
geom_bar_interactive	12
geom_boxplot_interactive	13
geom_contour_interactive	14
geom_crossbar_interactive	15
geom_density_2d_interactive	16
geom_density_interactive	18
geom_errorbarh_interactive	19
geom_freqpoly_interactive	20
geom_jitter_interactive	21

geom_label_interactive	22
geom_map_interactive	24
geom_path_interactive	25
geom_point_interactive	28
geom_polygon_interactive	29
geom_quantile_interactive	30
geom_raster_interactive	31
geom_rect_interactive	32
geom_ribbon_interactive	34
geom_segment_interactive	36
geom_sf_interactive	37
geom_smooth_interactive	38
ggiraph	40
ggiraphOutput	41
girafe	42
girafeOutput	44
girafe_css	44
girafe_options	45
guide_colourbar_interactive	46
guide_legend_interactive	49
interactive_parameters	53
interactive_path_grob	55
interactive_points_grob	56
interactive_polygon_grob	57
interactive_polyline_grob	57
interactive_raster_grob	58
interactive_rect_grob	59
interactive_roundrect_grob	59
interactive_segments_grob	60
interactive_text_grob	61
label_interactive	61
opts_hover	62
opts_selection	63
opts_sizing	64
opts_toolbar	65
opts_tooltip	66
opts_zoom	67
renderggiraph	68
renderGirafe	68
run_girafe_example	69
scale_alpha_interactive	69
scale_colour_brewer_interactive	70
scale_colour_interactive	72
scale_gradient_interactive	73
scale_linetype_interactive	77
scale_manual_interactive	78
scale_shape_interactive	81
scale_size_interactive	83

scale_viridis_interactive 84

Index 87

annotate_interactive *Create interactive annotations*

Description

The layer is based on [annotate](#). See the documentation for that function for more details.

Usage

```
annotate_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for annotate_*_interactive functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

Examples

```
# add interactive annotation to a ggplot -----
library(ggplot2)
library(ggiraph)

gg <- ggplot(mtcars, aes(x = disp, y = qsec )) +
  geom_point(size=2) +
  annotate_interactive(
    "rect", xmin = 100, xmax = 400, fill = "red",
    data_id = "an_id", tooltip = "a tooltip",
    ymin = 18, ymax = 20, alpha = .5)

x <- girafe(ggobj = gg, width_svg = 5, height_svg = 4)
if( interactive() ) print(x)
```

`annotation_raster_interactive`*Create interactive raster annotations*

Description

The layer is based on [annotation_raster](#). See the documentation for that function for more details.

Usage

```
annotation_raster_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for `annotate_*_interactive` functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

Examples

```
# add interactive raster annotation to a ggplot -----
library(ggplot2)
library(ggiraph)

# Generate data
rainbow <- matrix(hcl(seq(0, 360, length.out = 50 * 50), 80, 70), nrow = 50)
p <- ggplot(mtcars, aes(mpg, wt)) +
  geom_point() +
  annotation_raster_interactive(rainbow, 15, 20, 3, 4, tooltip = "I am an image!")
x <- girafe(ggobj = p)
if( interactive() ) print(x)

# To fill up whole plot
p <- ggplot(mtcars, aes(mpg, wt)) +
  annotation_raster_interactive(rainbow, -Inf, Inf, -Inf, Inf, tooltip = "I am an image too!") +
  geom_point()
x <- girafe(ggobj = p)
if( interactive() ) print(x)
```

dsvg

SVG Graphics Driver

Description

This function produces SVG files (compliant to the current w3 svg XML standard) where elements can be made interactive.

Usage

```
dsvg(file = "Rplots.svg", width = 6, height = 6, bg = "white",
     pointsize = 12, standalone = TRUE, canvas_id = "svg_1",
     fonts = list())
```

Arguments

file	the file where output will appear.
height, width	Height and width in inches.
bg	Default background color for the plot (defaults to "white").
pointsize	default point size.
standalone	Produce a stand alone svg file? If FALSE, omits xml header and default namespace.
canvas_id	svg id within HTML page.
fonts	Named list of font names to be aliased with fonts installed on your system. If unspecified, the R default families sans, serif, mono and symbol are aliased to the family returned by <code>match_family()</code> .

See Also

[Devices](#)

Examples

```
dsvg()
plot(rnorm(10), main="Simple Example", xlab = "", ylab = "")
dev.off()
```

`dsvg_view`*Run plotting code and view svg in RStudio Viewer or web browser.*

Description

This is useful primarily for testing. Requires the `htmltools` package.

Usage

```
dsvg_view(code, ...)
```

Arguments

<code>code</code>	Plotting code to execute.
<code>...</code>	Other arguments passed on to dsvg .

Examples

```
dsvg_view(plot(1:10))  
dsvg_view(hist(rnorm(100)))
```

`element_interactive`*Create interactive theme elements*

Description

With these functions the user can add interactivity to various [theme](#) elements.

They are based on [element_rect](#), [element_line](#) and [element_text](#). See the documentation for those functions for more details.

Usage

```
element_line_interactive(...)
```

```
element_rect_interactive(...)
```

```
element_text_interactive(...)
```

Arguments

`...` arguments passed to base function, plus any of the [interactive_parameters](#).

Details for element_*_interactive functions

The interactive parameters can be supplied as arguments in the relevant function and they should be scalar values.

For theme text elements ([element_text_interactive](#)), the interactive parameters can also be supplied while setting a label value, via the [labs](#) family of functions or when setting a scale/guide title or key label. Instead of setting a character value for the element, function [label_interactive](#) can be used to define interactive parameters to go along with the label. When the parameters are supplied that way, they override the default values that are set at the theme via [element_text_interactive](#) or via the guide's theme parameters.

See Also

[girafe](#)

Examples

```
# add interactive theme elements -----
library(ggplot2)
library(ggiraph)

dataset <- structure(list(qsec = c(16.46, 17.02, 18.61, 19.44, 17.02, 20.22
), disp = c(160, 160, 108, 258, 360, 225), carname = c("Mazda RX4",
"Mazda RX4 Wag", "Datsun 710", "Hornet 4 Drive", "Hornet Sportabout",
"Valiant"), wt = c(2.62, 2.875, 2.32, 3.215, 3.44, 3.46)), row.names = c("Mazda RX4",
"Mazda RX4 Wag", "Datsun 710", "Hornet 4 Drive", "Hornet Sportabout",
"Valiant"), class = "data.frame")

# plots
gg_point = ggplot(data = dataset) +
  geom_point_interactive(aes(
    x = wt,
    y = qsec,
    color = disp,
    tooltip = carname,
    data_id = carname
  )) +
  theme_minimal() +
  theme(
    plot.title = element_text_interactive(
      data_id = "plot.title",
      tooltip = "plot title",
      hover_css = "fill:red;stroke:none;font-size:12pt"
    ),
    plot.subtitle = element_text_interactive(
      data_id = "plot.subtitle",
      tooltip = "plot subtitle",
      hover_css = "fill:none;"
    ),
    axis.title.x = element_text_interactive(
      data_id = "axis.title.x",
      tooltip = "Description for x axis",
```



```
      hover_css = "fill:red;stroke:none;"
    ),
    axis.title.y = element_text_interactive(
      data_id = "axis.title.y",
      tooltip = "Description for y axis",
      hover_css = "fill:red;stroke:none;"
    ),
    panel.grid.major = element_line_interactive(
      data_id = "panel.grid",
      tooltip = "Major grid lines",
      hover_css = "fill:none;stroke:red;"
    )
  ) +
  labs(
    title = "Interactive points example!",
    subtitle = label_interactive(
      "by ggiraph",
      tooltip = "Click me!",
      onclick = "window.open(\"https://davidgohel.github.io/ggiraph/\")",
      hover_css = "fill:magenta;cursor:pointer;"
    )
  )
)

x <- girafe(ggobj = gg_point)
if( interactive() ) print(x)
```

geom_abline_interactive

Create interactive reference lines

Description

These geometries are based on [geom_abline](#), [geom_hline](#) and [geom_vline](#). See the documentation for those functions for more details.

Usage

```
geom_abline_interactive(...)
```

```
geom_hline_interactive(...)
```

```
geom_vline_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

[girafe](#)

[girafe](#)

Examples

```
# add diagonal interactive reference lines to a ggplot -----
library(ggplot2)
library(ggiraph)

p <- ggplot(mtcars, aes(wt, mpg)) + geom_point()
g <- p + geom_abline_interactive(intercept = 20, tooltip = 20)
x <- girafe(ggobj = g)
if (interactive())
  print(x)

l <- coef(lm(mpg ~ wt, data = mtcars))
g <- p + geom_abline_interactive(
  intercept = l[[1]],
  slope = l[[2]],
  tooltip = paste("intercept:", l[[1]], "\nslope:", l[[2]]),
  data_id="abline"
)
x <- girafe(ggobj = g)
x <- girafe_options(x = x,
                    opts_hover(css = "cursor:pointer;fill:orange;stroke:orange;"))
if (interactive())
  print(x)

# add horizontal interactive reference lines to a ggplot -----
library(ggplot2)
library(ggiraph)

if( requireNamespace("dplyr", quietly = TRUE)){
  g1 <- ggplot(economics, aes(x = date, y = unemploy)) +
    geom_point() + geom_line()

  gg_hline1 <- g1 + geom_hline_interactive(
    aes(yintercept = mean(unemploy),
        tooltip = round(mean(unemploy), 2)), size = 3)
  x <- girafe(ggobj = gg_hline1)
```

```

  if( interactive() ) print(x)
}

dataset <- data.frame(
  x = c(1, 2, 5, 6, 8),
  y = c(3, 6, 2, 8, 7),
  vx = c(1, 1.5, 0.8, 0.5, 1.3),
  vy = c(0.2, 1.3, 1.7, 0.8, 1.4),
  year = c(2014, 2015, 2016, 2017, 2018)
)

dataset$clickjs <- rep(paste0("alert(\"", mean(dataset$y), "\")"), 5)

g2 <- ggplot(dataset, aes(x = year, y = y)) +
  geom_point() + geom_line()

gg_hline2 <- g2 + geom_hline_interactive(
  aes(yintercept = mean(y),
      tooltip = round(mean(y), 2),
      data_id = y, onclick = clickjs))

x <- girafe(ggobj = gg_hline2)
if( interactive() ) print(x)

# add vertical interactive reference lines to a ggplot -----
library(ggplot2)
library(ggiraph)

if (requireNamespace("dplyr", quietly = TRUE)) {
  g1 <- ggplot(diamonds, aes(carat)) +
    geom_histogram()

  gg_vline1 <- g1 + geom_vline_interactive(
    aes(xintercept = mean(carat),
        tooltip = round(mean(carat), 2),
        data_id = carat), size = 3)
  x <- girafe(ggobj = gg_vline1)
  if( interactive() ) print(x)
}

dataset <- data.frame(x = rnorm(100))

dataset$clickjs <- rep(paste0("alert(\"",
                             round(mean(dataset$x), 2), "\")"), 100)

g2 <- ggplot(dataset, aes(x)) +
  geom_density(fill = "#000000", alpha = 0.7)
gg_vline2 <- g2 + geom_vline_interactive(
  aes(xintercept = mean(x), tooltip = round(mean(x), 2),
      data_id = x, onclick = clickjs), color = "white")

x <- girafe(ggobj = gg_vline2)

```

```
x <- girafe_options(x = x,
                    opts_hover(css = "cursor:pointer;fill:orange;stroke:orange;") )
if( interactive() ) print(x)
```

geom_bar_interactive *Create interactive bars*

Description

The geometries are based on [geom_bar](#) and [geom_col](#). See the documentation for those functions for more details.

Usage

```
geom_bar_interactive(...)

geom_col_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive bar -----
library(ggplot2)
library(ggiraph)

p <- ggplot(mpg, aes( x = class, tooltip = class,
                    data_id = class ) ) +
  geom_bar_interactive()

x <- girafe(ggobj = p)
if( interactive() ) print(x)

dat <- data.frame( name = c( "David", "Constance", "Leonie" ),
```

```

    gender = c( "Male", "Female", "Female" ),
    height = c(172, 159, 71 ) )
p <- ggplot(dat, aes( x = name, y = height, tooltip = gender,
                    data_id = name ) ) +
  geom_col_interactive()

x <- girafe(ggobj = p)
if( interactive() ) print(x)

# an example with interactive guide ----
dat <- data.frame(
  name = c( "Guy", "Ginette", "David", "Cedric", "Frederic" ),
  gender = c( "Male", "Female", "Male", "Male", "Male" ),
  height = c(169, 160, 171, 172, 171 ) )
p <- ggplot(dat, aes( x = name, y = height, fill = gender,
                    data_id = name ) ) +
  geom_bar_interactive(stat = "identity") +
  scale_fill_manual_interactive(
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = c(Female = "Female", Male = "Male"),
    tooltip = c(Male = "Male", Female = "Female")
  )
x <- girafe(ggobj = p)
if( interactive() ) print(x)

```

geom_boxplot_interactive

Create interactive boxplot

Description

The geometry is based on [geom_boxplot](#). See the documentation for those functions for more details.

Usage

```
geom_boxplot_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

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

```
# add interactive boxplot -----
library(ggplot2)
library(ggiraph)

p <- ggplot(mpg,
  aes(x = class, y = hwy, tooltip = class)) +
  geom_boxplot_interactive()

x <- girafe(ggobj = p)
if( interactive() ) print(x)

p <- ggplot(mpg, aes(x = drv, y = hwy, tooltip = class, fill = class, data_id=class)) +
  geom_boxplot_interactive(outlier.colour = "red") +
  guides(fill = "none") + theme_minimal()

x <- girafe(ggobj = p)
if( interactive() ) print(x)
```

geom_contour_interactive

Create interactive 2d contours of a 3d surface

Description

The geometry is based on [geom_contour](#). See the documentation for those functions for more details.

Usage

```
geom_contour_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

[girafe](#)

Examples

```
# add interactive contours to a ggplot -----
library(ggplot2)
library(ggiraph)

v <- ggplot(faithfuld, aes(waiting, eruptions, z = density))
p <- v + geom_contour_interactive(aes(
  colour = stat(level),
  tooltip = paste("Level:", stat(level))
))
x <- girafe(ggobj = p)
if (interactive()) print(x)
```

geom_crossbar_interactive

Create interactive vertical intervals: lines, crossbars & errorbars

Description

These geometries are based on [geom_crossbar](#), [geom_errorbar](#), [geom_linerange](#) and [geom_pointrange](#). See the documentation for those functions for more details.

Usage

```
geom_crossbar_interactive(...)

geom_errorbar_interactive(...)

geom_linerange_interactive(...)

geom_pointrange_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

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

```
# add interactive intervals -----
library(ggplot2)
library(ggiraph)

# Create a simple example dataset
df <- data.frame(
  trt = factor(c(1, 1, 2, 2)),
  resp = c(1, 5, 3, 4),
  group = factor(c(1, 2, 1, 2)),
  upper = c(1.1, 5.3, 3.3, 4.2),
  lower = c(0.8, 4.6, 2.4, 3.6)
)

p <- ggplot(df, aes(trt, resp, colour = group))
g <- p + geom_linerange_interactive(aes(ymin = lower, ymax = upper, tooltip = group))
x <- girafe(ggobj = g)
if( interactive() ) print(x)

g <- p + geom_pointrange_interactive(aes(ymin = lower, ymax = upper, tooltip = group))
x <- girafe(ggobj = g)
if( interactive() ) print(x)

g <- p + geom_crossbar_interactive(aes(ymin = lower, ymax = upper, tooltip = group), width = 0.2)
x <- girafe(ggobj = g)
if( interactive() ) print(x)

g <- p + geom_errorbar_interactive(aes(ymin = lower, ymax = upper, tooltip = group), width = 0.2)
x <- girafe(ggobj = g)
if( interactive() ) print(x)
```

geom_density_2d_interactive

Create interactive contours of a 2d density estimate

Description

The geometry is based on [geom_density_2d](#). See the documentation for those functions for more details.

Usage

```
geom_density_2d_interactive(...)
```


Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

[girafe](#)

Examples

```
# add interactive contours to a ggplot -----
library(ggplot2)
library(ggiraph)

m <- ggplot(faithful, aes(x = eruptions, y = waiting)) +
  geom_point_interactive(aes(tooltip = paste("Waiting:", waiting, "\neruptions:", eruptions))) +
  xlim(0.5, 6) +
  ylim(40, 110)
p <- m + geom_density_2d_interactive(aes(tooltip = paste("Level:", stat(level))))
x <- girafe(ggobj = p)
if (interactive()) print(x)

set.seed(4393)
dsmall <- diamonds[sample(nrow(diamonds), 1000), ]
d <- ggplot(dsmall, aes(x, y))

p <- d + geom_density_2d_interactive(aes(colour = cut, tooltip = cut, data_id = cut))
x <- girafe(ggobj = p)
x <- girafe_options(x = x,
                    opts_hover(css = "stroke:red;stroke-width:3px;") )
if (interactive()) print(x)

p <- d + stat_density_2d(aes(fill = stat(nlevel),
                           tooltip = paste("nlevel:", stat(nlevel))),
                        geom = "interactive_polygon") +
  facet_grid(. ~ cut) + scale_fill_viridis_c_interactive(tooltip = "nlevel")
x <- girafe(ggobj = p)
if (interactive()) print(x)
```

 geom_density_interactive

Create interactive smoothed density estimates

Description

The geometry is based on [geom_density](#). See the documentation for those functions for more details.

Usage

```
geom_density_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive bar -----
library(ggplot2)
library(ggiraph)

p <- ggplot(diamonds, aes(carat)) +
  geom_density_interactive(tooltip="density", data_id="density")
x <- girafe(ggobj = p)
x <- girafe_options(x = x,
  opts_hover(css = "stroke:orange;stroke-width:3px;") )
if( interactive() ) print(x)

p <- ggplot(diamonds, aes(depth, fill = cut, colour = cut)) +
  geom_density_interactive(aes(tooltip=cut, data_id=cut), alpha = 0.1) +
  xlim(55, 70)
x <- girafe(ggobj = p)
x <- girafe_options(x = x,
  opts_hover(css = "stroke:yellow;stroke-width:3px;fill-opacity:0.8;") )
```

```
if( interactive() ) print(x)

p <- ggplot(diamonds, aes(carat, fill = cut)) +
  geom_density_interactive(aes(tooltip=cut, data_id=cut), position = "stack")
x <- girafe(ggobj = p)
if( interactive() ) print(x)

p <- ggplot(diamonds, aes(carat, stat(count), fill = cut)) +
  geom_density_interactive(aes(tooltip=cut, data_id=cut), position = "fill")
x <- girafe(ggobj = p)
if( interactive() ) print(x)
```

geom_errorbarh_interactive

Create interactive horizontal error bars

Description

This geometry is based on [geom_errorbarh](#). See the documentation for those functions for more details.

Usage

```
geom_errorbarh_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add horizontal error bars -----
library(ggplot2)
library(ggiraph)

df <- data.frame(
  trt = factor(c(1, 1, 2, 2)),
  resp = c(1, 5, 3, 4),
  group = factor(c(1, 2, 1, 2)),
  se = c(0.1, 0.3, 0.3, 0.2)
)

# Define the top and bottom of the errorbars

p <- ggplot(df, aes(resp, trt, colour = group))
g <- p + geom_point() +
  geom_errorbarh_interactive(aes(xmax = resp + se, xmin = resp - se, tooltip = group))
x <- girafe(ggobj = g)
if( interactive() ) print(x)

g <- p + geom_point() +
  geom_errorbarh_interactive(aes(xmax = resp + se, xmin = resp - se, height = .2, tooltip = group))
x <- girafe(ggobj = g)
if( interactive() ) print(x)
```

geom_freqpoly_interactive

Create interactive histograms and frequency polygons

Description

The geometries are based on [geom_histogram](#) and [geom_freqpoly](#). See the documentation for those functions for more details.

This interactive version is only providing a single tooltip per group of data (same for `data_id`). It means it is only possible to associate a single tooltip to a set of bins.

Usage

```
geom_freqpoly_interactive(...)

geom_histogram_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive histogram -----
library(ggplot2)
library(ggiraph)

p <- ggplot(diamonds, aes(carat)) +
  geom_histogram_interactive(bins=30, aes(tooltip = ..count..,
                                         data_id = carat) )

x <- girafe(ggobj = p)
if( interactive() ) print(x)

p <- ggplot(diamonds, aes(price, colour = cut, tooltip = cut, data_id = cut)) +
  geom_freqpoly_interactive(binwidth = 500)
x <- girafe(ggobj = p)
x <- girafe_options(x = x,
                   opts_hover(css = "stroke-width:3px;") )
if( interactive() ) print(x)
```

geom_jitter_interactive

Create interactive jittered points

Description

The geometry is based on [geom_jitter](#). See the documentation for those functions for more details.

Usage

```
geom_jitter_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive paths to a ggplot -----
library(ggplot2)
library(ggiraph)

gg_jitter <- ggplot(mpg, aes(cyl, hwy,
                             tooltip = paste(manufacturer, model, year, trans, sep = "\n")))+
  geom_jitter_interactive()

x <- girafe(ggobj = gg_jitter)
if( interactive() ) print(x)
```

geom_label_interactive

Create interactive textual annotations

Description

The geometries are based on [geom_text](#) and [geom_label](#). See the documentation for those functions for more details.

Usage

```
geom_label_interactive(...)
```

```
geom_text_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive labels to a ggplot -----
library(ggplot2)
library(ggiraph)

p <- ggplot(mtcars, aes(wt, mpg, label = rownames(mtcars))) +
  geom_label_interactive(aes(tooltip = paste(rownames(mtcars), mpg, sep = "\n")))
x <- girafe(ggobj = p)
if( interactive() ) print(x)

p <- ggplot(mtcars, aes(wt, mpg, label = rownames(mtcars))) +
  geom_label_interactive(aes(fill = factor(cyl),
    tooltip = paste(rownames(mtcars), mpg, sep = "\n")),
    colour = "white",
    fontface = "bold")
x <- girafe(ggobj = p)
if( interactive() ) print(x)

# add interactive texts to a ggplot -----
library(ggplot2)
library(ggiraph)

## the data
dataset = mtcars
dataset$label = row.names(mtcars)

dataset$tooltip = paste0( "cyl: ", dataset$cyl, "<br/>",
  "gear: ", dataset$gear, "<br/>",
  "carb: ", dataset$carb)

## the plot
gg_text = ggplot(dataset,
  aes(x = mpg, y = wt, label = label,
    color = qsec,
    tooltip = tooltip, data_id = label ) ) +
  geom_text_interactive() +
  coord_cartesian(xlim = c(0,50))
```

```
## display the plot
x <- girafe(ggobj = gg_text)
x <- girafe_options(x = x,
                   opts_hover(css = "fill:#FF4C3B;font-style:italic;") )
if( interactive() ) print(x)
```

geom_map_interactive *Create interactive polygons from a reference map*

Description

The geometry is based on [geom_map](#). See the documentation for those functions for more details.

Usage

```
geom_map_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive maps to a ggplot -----
library(ggplot2)
library(ggiraph)

crimes <- data.frame(state = tolower(rownames(USArrests)), USArrests)

# create tooltips and onclick events
states_ <- sprintf("<p>%s</p>",
                 as.character(crimes$state) )
table_ <- paste0(
  "<table><tr><td>UrbanPop</td>",
  sprintf("<td>%.0f</td>", crimes$UrbanPop),
```



```

    "</tr><tr>",
    "<td>Assault</td>",
    sprintf("<td>%.0f</td>", crimes$Assault),
    "</tr></table>"
  )

  onclick <- sprintf(
    "window.open(\"%s%s\")",
    "http://en.wikipedia.org/wiki/",
    as.character(crimes$state)
  )

  crimes$labs <- paste0(states_, table_)
  crimes$onclick = onclick

  if (require("maps") ) {
    states_map <- map_data("state")
    gg_map <- ggplot(crimes, aes(map_id = state))
    gg_map <- gg_map + geom_map_interactive(aes(
      fill = Murder,
      tooltip = labs,
      data_id = state,
      onclick = onclick
    ),
      map = states_map) +
      expand_limits(x = states_map$long, y = states_map$lat)
    x <- girafe(ggobj = gg_map)
    if( interactive() ) print(x)
  }

```

geom_path_interactive *Create interactive observations connections*

Description

These geometries are based on [geom_path](#), [geom_line](#) and [geom_step](#). See the documentation for those functions for more details.

Usage

```
geom_path_interactive(...)
```

```
geom_line_interactive(...)
```

```
geom_step_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive paths to a ggplot -----
library(ggplot2)
library(ggiraph)

# geom_line_interactive example -----
if( requireNamespace("dplyr", quietly = TRUE)){
  gg <- ggplot(economics_long,
    aes(date, value01, colour = variable, tooltip = variable, data_id = variable,
      hover_css = "fill:none;")) +
    geom_line_interactive(size = .75)
  x <- girafe(ggobj = gg)
  x <- girafe_options(x = x,
    opts_hover(css = "stroke:red;fill:orange") )
  if( interactive() ) print(x)
}

# geom_step_interactive example -----
if( requireNamespace("dplyr", quietly = TRUE)){
  recent <- economics[economics$date > as.Date("2013-01-01"), ]
  gg = ggplot(recent, aes(date, unemploy)) +
    geom_step_interactive(aes(tooltip = date, data_id = date))
  x <- girafe(ggobj = gg)
  x <- girafe_options(x = x,
    opts_hover(css = "stroke:red;") )
  if( interactive() ) print(x)
}

# create datasets -----
id = paste0("id", 1:10)
data = expand.grid(list(
  variable = c("2000", "2005", "2010", "2015"),
  id = id
))
)
)
groups = sample(LETTERS[1:3], size = length(id), replace = TRUE)
data$group = groups[match(data$id, id)]
data$value = runif(n = nrow(data))
```

```

data$tooltip = paste0('line ', data$id )
data$onclick = paste0("alert(\"", data$id, "\")" )

cols = c("orange", "orange1", "orange2", "navajowhite4", "navy")
dataset2 <- data.frame(x = rep(1:20, 5),
y = rnorm(100, 5, .2) + rep(1:5, each=20),
z = rep(1:20, 5),
grp = factor(rep(1:5, each=20)),
color = factor(rep(1:5, each=20)),
label = rep(paste0( "id ", 1:5 ), each=20),
onclick = paste0(
  "alert(\"",
  sample(letters, 100, replace = TRUE),
  "\")" )
)

# plots ---
gg_path_1 = ggplot(data, aes(variable, value, group = id,
colour = group, tooltip = tooltip, onclick = onclick, data_id = id)) +
geom_path_interactive(alpha = 0.5)

gg_path_2 = ggplot(data, aes(variable, value, group = id, data_id = id,
tooltip = tooltip)) +
geom_path_interactive(alpha = 0.5) +
facet_wrap( ~ group )

gg_path_3 = ggplot(dataset2) +
geom_path_interactive(aes(x, y, group=grp, data_id = label,
color = color, tooltip = label, onclick = onclick), size = 1 )

# ggiraph widgets ---
x <- girafe(ggobj = gg_path_1)
x <- girafe_options(x = x,
  opts_hover(css = "stroke-width:3px;") )
if( interactive() ) print(x)

x <- girafe(ggobj = gg_path_2)
x <- girafe_options(x = x,
  opts_hover(css = "stroke:orange;stroke-width:3px;") )
if( interactive() ) print(x)

x <- girafe(ggobj = gg_path_3)
x <- girafe_options(x = x,
  opts_hover(css = "stroke-width:10px;") )
if( interactive() ) print(x)

m <- ggplot(economics, aes(unemploy/pop, psavert))
p <- m + geom_path_interactive(aes(colour = as.numeric(date), tooltip=date))
x <- girafe(ggobj = p)
if( interactive() ) print(x)

```

`geom_point_interactive`*Create interactive points*

Description

The geometry is based on [geom_point](#). See the documentation for those functions for more details.

Usage

```
geom_point_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

Note

The following shapes id 3, 4 and 7 to 14 are composite symbols and should not be used.

See Also

[girafe](#)

Examples

```
# add interactive points to a ggplot -----
library(ggplot2)
library(ggiraph)

dataset <- structure(list(qsec = c(16.46, 17.02, 18.61, 19.44, 17.02, 20.22
), disp = c(160, 160, 108, 258, 360, 225), carname = c("Mazda RX4",
"Mazda RX4 Wag", "Datsun 710", "Hornet 4 Drive", "Hornet Sportabout",
"Valiant"), wt = c(2.62, 2.875, 2.32, 3.215, 3.44, 3.46)), row.names = c("Mazda RX4",
"Mazda RX4 Wag", "Datsun 710", "Hornet 4 Drive", "Hornet Sportabout",
"Valiant"), class = "data.frame")
dataset

# plots
gg_point = ggplot(data = dataset) +
```

```
geom_point_interactive(aes(x = wt, y = qsec, color = disp,
  tooltip = carname, data_id = carname)) + theme_minimal()

x <- girafe(ggobj = gg_point)
if( interactive() ) print(x)
```

```
geom_polygon_interactive
  Create interactive polygons
```

Description

The geometry is based on [geom_polygon](#). See the documentation for those functions for more details.

Usage

```
geom_polygon_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive polygons to a ggplot -----
library(ggplot2)
library(ggiraph)

# create data
ids <- factor(c("1.1", "2.1", "1.2", "2.2", "1.3", "2.3"))

values <- data.frame(
  id = ids,
  value = c(3, 3.1, 3.1, 3.2, 3.15, 3.5) )
positions <- data.frame(
```

```

id = rep(ids, each = 4),
x = c(2, 1, 1.1, 2.2, 1, 0, 0.3, 1.1, 2.2, 1.1, 1.2, 2.5, 1.1, 0.3,
0.5, 1.2, 2.5, 1.2, 1.3, 2.7, 1.2, 0.5, 0.6, 1.3),
y = c(-0.5, 0, 1, 0.5, 0, 0.5, 1.5, 1, 0.5, 1, 2.1, 1.7, 1, 1.5,
2.2, 2.1, 1.7, 2.1, 3.2, 2.8, 2.1, 2.2, 3.3, 3.2) )

datapoly <- merge(values, positions, by=c("id"))

datapoly$oc = "alert(this.getAttribute(\"data-id\"))"

# create a ggplot -----
gg_poly_1 <- ggplot(datapoly, aes( x = x, y = y ) ) +
geom_polygon_interactive(aes(fill = value, group = id,
tooltip = value, data_id = value, onclick = oc))

# display -----
x <- girafe(ggobj = gg_poly_1)
if( interactive() ) print(x)

if (packageVersion("grid") >= "3.6") {
  # As of R version 3.6 geom_polygon() supports polygons with holes
  # Use the subgroup aesthetic to differentiate holes from the main polygon

  holes <- do.call(rbind, lapply(split(datapoly, datapoly$id), function(df) {
    df$x <- df$x + 0.5 * (mean(df$x) - df$x)
    df$y <- df$y + 0.5 * (mean(df$y) - df$y)
    df
  })))
  datapoly$subid <- 1L
  holes$subid <- 2L
  datapoly <- rbind(datapoly, holes)
  p <- ggplot(datapoly, aes(x = x, y = y)) +
    geom_polygon_interactive(aes(fill = value, group = id, subgroup = subid,
      tooltip = value, data_id = value, onclick = oc))
  x <- girafe(ggobj = p)
  if( interactive() ) print(x)
}

```

geom_quantile_interactive

Create interactive quantile regression

Description

The geometry is based on [geom_quantile](#). See the documentation for those functions for more details.

Usage

```
geom_quantile_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

[girafe](#)

Examples

```
# add interactive quantiles to a ggplot -----
library(ggplot2)
library(ggiraph)

if (requireNamespace("quantreg", quietly = TRUE)) {
  m <- ggplot(mpg, aes(displ, 1 / hwy)) + geom_point()
  p <- m + geom_quantile_interactive(
    aes(
      tooltip = stat(quantile),
      data_id = stat(quantile),
      colour = stat(quantile)
    ),
    formula = y ~ x,
    size = 2,
    alpha = 0.5
  )
  x <- girafe(ggobj = p)
  x <- girafe_options(x = x,
    opts_hover(css = "stroke:red;stroke-width:10px;") )
  if (interactive()) print(x)
}
```

geom_raster_interactive

Create interactive raster rectangles

Description

The geometry is based on [geom_raster](#). See the documentation for those functions for more details.

Usage

```
geom_raster_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

[girafe](#)

Examples

```
# add interactive raster to a ggplot -----
library(ggplot2)
library(ggiraph)

df <- expand.grid(x = 0:5, y = 0:5)
df$z <- runif(nrow(df))

gg <- ggplot(df, aes(x, y, fill = z, tooltip = "tooltip")) +
  geom_raster_interactive() +
  scale_fill_gradient_interactive(
    data_id = "coco", onclick = "cici", tooltip = "cucu"
  )

x <- girafe(ggobj = gg)
if( interactive() ) print(x)
```

geom_rect_interactive *Create interactive rectangles*

Description

These geometries are based on [geom_rect](#) and [geom_tile](#). See the documentation for those functions for more details.

Usage

```
geom_rect_interactive(...)
```

```
geom_tile_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

Note

Converting a raster to svg elements could inflate dramatically the size of the svg and make it unreadable in a browser. Function geom_tile_interactive should be used with caution, total number of rectangles should be small.

See Also

[girafe](#)

Examples

```
# add interactive polygons to a ggplot -----
library(ggplot2)
library(ggiraph)

dataset = data.frame( x1 = c(1, 3, 1, 5, 4),
  x2 = c(2, 4, 3, 6, 6),
  y1 = c( 1, 1, 4, 1, 3),
  y2 = c( 2, 2, 5, 3, 5),
  t = c( 'a', 'a', 'a', 'b', 'b'),
  r = c( 1, 2, 3, 4, 5),
  tooltip = c("ID 1", "ID 2", "ID 3", "ID 4", "ID 5"),
  uid = c("ID 1", "ID 2", "ID 3", "ID 4", "ID 5"),
  oc = rep("alert(this.getAttribute(\"data-id\"))", 5)
)

gg_rect = ggplot() +
  scale_x_continuous(name="x") +
  scale_y_continuous(name="y") +
  geom_rect_interactive(data=dataset,
  mapping = aes(xmin = x1, xmax = x2,
  ymin = y1, ymax = y2, fill = t,
```

```

tooltip = tooltip, onclick = oc, data_id = uid ),
color="black", alpha=0.5) +
geom_text(data=dataset,
aes(x = x1 + ( x2 - x1 ) / 2, y = y1 + ( y2 - y1 ) / 2,
label = r ),
size = 4 )

x <- girafe(ggobj = gg_rect)
if( interactive() ) print(x)
# add interactive tiles to a ggplot -----
library(ggplot2)
library(ggiraph)

df <- data.frame(
  id = rep(c("a", "b", "c", "d", "e"), 2),
  x = rep(c(2, 5, 7, 9, 12), 2),
  y = rep(c(1, 2), each = 5),
  z = factor(rep(1:5, each = 2)),
  w = rep(diff(c(0, 4, 6, 8, 10, 14)), 2)
)

p <- ggplot(df, aes(x, y, tooltip = id)) + geom_tile_interactive(aes(fill = z))
x <- girafe(ggobj = p)
if( interactive() ) print(x)

# correlation dataset ----
cor_mat <- cor(mtcars)
diag( cor_mat ) <- NA
var1 <- rep( row.names(cor_mat), ncol(cor_mat) )
var2 <- rep( colnames(cor_mat), each = nrow(cor_mat) )
cor <- as.numeric(cor_mat)
cor_mat <- data.frame( var1 = var1, var2 = var2,
  cor = cor, stringsAsFactors = FALSE )
cor_mat[["tooltip"]] <-
  sprintf("<i>%s</i> vs <i>%s</i>:<br><code>%.03f</code>",
    var1, var2, cor)

p <- ggplot(data = cor_mat, aes(x = var1, y = var2) ) +
  geom_tile_interactive(aes(fill = cor, tooltip = tooltip), colour = "white") +
  scale_fill_gradient2_interactive(low = "#BC120A", mid = "white", high = "#BC120A",
    limits = c(-1, 1), data_id = "cormat", tooltip = "cormat") +
  coord_equal()
x <- girafe(ggobj = p)
if( interactive() ) print(x)

```

geom_ribbon_interactive

Create interactive ribbons and area plots

Description

The geometries are based on [geom_ribbon](#) and [geom_area](#). See the documentation for those functions for more details.

Usage

```
geom_ribbon_interactive(...)
```

```
geom_area_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive bar -----
library(ggplot2)
library(ggiraph)

# Generate data
huron <- data.frame(year = 1875:1972, level = as.vector(LakeHuron))
h <- ggplot(huron, aes(year))

g <- h +
  geom_ribbon_interactive(aes(ymin = level - 1, ymax = level + 1),
                        fill = "grey70", tooltip = "ribbon1", data_id="ribbon1",
                        hover_css = "stroke:red;stroke-width:inherit;") +
  geom_line_interactive(aes(y = level), tooltip = "level", data_id="line1",
                       hover_css = "stroke:orange;fill:none;")
x <- girafe(ggobj = g)
x <- girafe_options(x = x,
                   opts_hover(css = "fill:blue;stroke:orange;stroke-width:3px;") )
if( interactive() ) print(x)

g <- h + geom_area_interactive(aes(y = level), tooltip = "area1")
x <- girafe(ggobj = g)
```

```
if( interactive() ) print(x)
```

```
geom_segment_interactive
```

Create interactive line segments

Description

The geometry is based on [geom_segment](#). See the documentation for those functions for more details.

Usage

```
geom_segment_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive segments to a ggplot -----
library(ggplot2)
library(ggiraph)

counts <- as.data.frame(table(x = rpois(100,5)))
counts$x <- as.numeric( as.character(counts$x) )
counts$xlabel <- paste0("bar",as.character(counts$x) )

gg_segment_1 <- ggplot(data = counts, aes(x = x, y = Freq,
yend = 0, xend = x, tooltip = xlabel ) ) +
geom_segment_interactive( size = I(10))
x <- girafe(ggobj = gg_segment_1)
if( interactive() ) print(x)

dataset = data.frame(x=c(1,2,5,6,8),
```

```

y=c(3,6,2,8,7),
vx=c(1,1.5,0.8,0.5,1.3),
vy=c(0.2,1.3,1.7,0.8,1.4),
labs = paste0("Lab", 1:5)
dataset$clickjs = paste0("alert(\"",dataset$labs, "\")" )

gg_segment_2 = ggplot() +
  geom_segment_interactive(data=dataset, mapping=aes(x=x, y=y,
xend=x+vx, yend=y+vy, tooltip = labs, onclick=clickjs ),
  arrow=grid::arrow(length = grid::unit(0.03, "npc")),
  size=2, color="blue") +
  geom_point(data=dataset, mapping=aes(x=x, y=y),
  size=4, shape=21, fill="white")

x <- girafe(ggobj = gg_segment_2)
if( interactive() ) print(x)

```

geom_sf_interactive *Create interactive sf objects*

Description

These geometries are based on [geom_sf](#), [geom_sf_label](#) and [geom_sf_text](#). See the documentation for those functions for more details.

Usage

```

geom_sf_interactive(...)

geom_sf_label_interactive(...)

geom_sf_text_interactive(...)

```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```

# add interactive sf objects to a ggplot -----
library(ggplot2)
library(ggiraph)

## original code: see section examples of ggplot2::geom_sf help file
if (requireNamespace("sf",
                    quietly = TRUE,
                    versionCheck = c(op = ">=", version = "0.7-3"))) {
  nc <- sf::st_read(system.file("shape/nc.shp", package = "sf"), quiet = TRUE)
  gg <- ggplot(nc) +
    geom_sf_interactive(aes(fill = AREA, tooltip = NAME, data_id = NAME))
  x <- girafe(ggobj = gg)
  if( interactive() ) print(x)

  nc_3857 <- sf::st_transform(nc, "+init=epsg:3857")

  # Unfortunately if you plot other types of feature you'll need to use
  # show.legend to tell ggplot2 what type of legend to use
  nc_3857$mid <- sf::st_centroid(nc_3857$geometry)
  gg <- ggplot(nc_3857) +
    geom_sf(colour = "white") +
    geom_sf_interactive(aes(geometry = mid,
                          size = AREA, tooltip = NAME, data_id = NAME),
                      show.legend = "point")
  x <- girafe( ggobj = gg)
  if( interactive() ) print(x)

  # Example with texts.
  gg <- ggplot(nc_3857[1:3, ]) +
    geom_sf(aes(fill = AREA)) +
    geom_sf_text_interactive(aes(label = NAME, tooltip = NAME), color="white")
  x <- girafe( ggobj = gg)
  if( interactive() ) print(x)

  # Example with labels.
  gg <- ggplot(nc_3857[1:3, ]) +
    geom_sf(aes(fill = AREA)) +
    geom_sf_label_interactive(aes(label = NAME, tooltip = NAME))
  x <- girafe( ggobj = gg)
  if( interactive() ) print(x)
}

```

geom_smooth_interactive

Create interactive smoothed conditional means

Description

The geometry is based on [geom_smooth](#). See the documentation for those functions for more details.

Usage

```
geom_smooth_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the geom_*_interactive function (see [layer](#)). In this way they can be set to a scalar value.

See Also

[girafe](#)

Examples

```
# add interactive bar -----
library(ggplot2)
library(ggiraph)

p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  geom_smooth_interactive(aes(tooltip="smoothed line", data_id="smooth"))
x <- girafe(ggobj = p)
x <- girafe_options(x = x,
  opts_hover(css = "stroke:orange;stroke-width:3px;") )
if( interactive() ) print(x)

p <- ggplot(mpg, aes(displ, hwy)) +
  geom_point() +
  geom_smooth_interactive(method = lm, se = FALSE, tooltip="smooth", data_id="smooth")
x <- girafe(ggobj = p)
if( interactive() ) print(x)

p <- ggplot(mpg, aes(displ, hwy, colour = class, tooltip = class, data_id = class)) +
  geom_point_interactive() +
  geom_smooth_interactive(se = FALSE, method = lm)
x <- girafe(ggobj = p)
x <- girafe_options(x = x,
  opts_hover(css = "stroke:red;stroke-width:3px;") )
if( interactive() ) print(x)
```

 ggiraph

 Create a ggiraph object

Description

Create an interactive graphic to be used in a web browser.

This function is maintained for backward compatibility reasons, user should now use function [girafe](#) and [girafe_options](#).

Usage

```
ggiraph(code, ggobj = NULL, pointsize = 12, width = 0.75,
        width_svg = 6, height_svg = 5, tooltip_extra_css = NULL,
        hover_css = NULL, tooltip_opacity = 0.9, tooltip_offx = 10,
        tooltip_offy = 0, tooltip_zindex = 999, zoom_max = 1,
        selection_type = "multiple", selected_css = NULL, dep_dir = NULL,
        xml_reader_options = list(), ...)
```

Arguments

code	Plotting code to execute
ggobj	ggplot object to print. argument code will be ignored if this argument is supplied.
pointsize	the default pointsize of plotted text in pixels, default to 12.
width	widget width ratio ($0 < \text{width} \leq 1$).
width_svg	The width and height of the graphics region in inches. The default values are 6 and 5 inches. This will define the aspect ratio of the graphic as it will be used to define viewBox attribute of the SVG result.
height_svg	The width and height of the graphics region in inches. The default values are 6 and 5 inches. This will define the aspect ratio of the graphic as it will be used to define viewBox attribute of the SVG result.
tooltip_extra_css	extra css (added to <code>position: absolute; pointer-events: none;</code>) used to customize tooltip area.
hover_css	css to apply when mouse is hover and element with a data-id attribute.
tooltip_opacity	tooltip opacity
tooltip_offx	tooltip x offset
tooltip_offy	tooltip y offset
tooltip_zindex	tooltip css z-index, default to 999.
zoom_max	maximum zoom factor
selection_type	row selection mode ("single", "multiple", "none") when widget is in a Shiny application.
selected_css	css to apply when element is selected (shiny only).

dep_dir	Deprecated; the path where the output files are stored. If NULL, the current path for temporary files is used.
xml_reader_options	read_xml additional arguments to be used when parsing the svg result. This feature can be used to parse huge svg files by using <code>list(options = "HUGE")</code> but this is not recommended.
...	arguments passed on to dsvg

Examples

```
# ggiraph simple example -----
library(ggplot2)
library(ggiraph)

dataset <- structure(list(qsec = c(16.46, 17.02, 18.61, 19.44, 17.02, 20.22
), disp = c(160, 160, 108, 258, 360, 225), carname = c("Mazda RX4",
"Mazda RX4 Wag", "Datsun 710", "Hornet 4 Drive", "Hornet Sportabout",
"Valiant"), wt = c(2.62, 2.875, 2.32, 3.215, 3.44, 3.46)), row.names = c("Mazda RX4",
"Mazda RX4 Wag", "Datsun 710", "Hornet 4 Drive", "Hornet Sportabout",
"Valiant"), class = "data.frame")
dataset

# plots
gg_point = ggplot(data = dataset) +
  geom_point_interactive(aes(x = wt, y = qsec, color = disp,
  tooltip = carname, data_id = carname)) + theme_minimal()

x <- girafe(ggobj = gg_point)
if( interactive() ) print(x)
```

ggiraphOutput	<i>Create a ggiraph output element</i>
---------------	--

Description

Render a ggiraph within an application page.

Usage

```
ggiraphOutput(outputId, width = "100%", height = "500px")
```

Arguments

outputId	output variable to read the ggiraph from.
width	widget width
height	widget height

Examples

```
## Not run:
if( require(shiny) && interactive() ){
  app_dir <- file.path( system.file(package = "ggiraph"), "examples/shiny/cars" )
  shinyAppDir(appDir = app_dir )
}
if( require(shiny) && interactive() ){
  app_dir <- file.path( system.file(package = "ggiraph"), "examples/shiny/crimes" )
  shinyAppDir(appDir = app_dir )
}

## End(Not run)
```

girafe

Create a girafe object

Description

Create an interactive graphic with a ggplot object to be used in a web browser. The function should replace function ggiraph.

Usage

```
girafe(code, ggobj = NULL, pointsize = 12, width_svg = 6,
  height_svg = 5, xml_reader_options = list(), options = list(), ...)
```

Arguments

code	Plotting code to execute
ggobj	ggplot objet to print. argument code will be ignored if this argument is supplied.
pointsize	the default pointsize of plotted text in pixels, default to 12.
width_svg, height_svg	The width and height of the graphics region in inches. The default values are 6 and 5 inches. This will define the aspect ratio of the graphic as it will be used to define viewBox attribute of the SVG result.
xml_reader_options	read_xml additional arguments to be used when parsing the svg result. This feature can be used to parse huge svg files by using list(options = "HUGE") but this is not recommanded.
options	a list of options for girafe rendering, see opts_tooltip , opts_hover , opts_selection , ...
...	arguments passed on to dsvg

Details

Use `geom_zzz_interactive` to create interactive graphical elements.

Difference from original functions is that some extra aesthetics are understood: the [interactive_parameters](#).

Tooltips can be displayed when mouse is over graphical elements.

If id are associated with points, they get animated when mouse is over and can be selected when used in shiny apps.

On click actions can be set with javascript instructions. This option should not be used simultaneously with selections in Shiny applications as both features are "on click" features.

When a zoom effect is set, "zoom activate", "zoom deactivate" and "zoom init" buttons are available in a toolbar.

When selection type is set to 'multiple' (in Shiny applications), lasso selection and lasso anti-selections buttons are available in a toolbar.

Widget options

girafe animations can be customized with function [girafe_options](#). Options are available to customize tooltips, hover effects, zoom effects selection effects and toolbar.

Widget sizing

girafe graphics are responsive, which mean, they will be resized according to their container. There are two responsive behavior implementations: one for Shiny applications and flexdashboard documents and one for other documents (i.e. R markdown and `saveWidget`).

Graphics are created by an R graphic device (i.e pdf, png, svg here) and need arguments width and height to define a graphic region. Arguments `width_svg` and `height_svg` are used as corresponding values. They are defining the aspect ratio of the graphic. This proportion is always respected when the graph is displayed.

When a girafe graphic is in a Shiny application, graphic will be resized according to the arguments width and height of the function `girafeOutput`. Default values are '100%' and '500px'. These arguments determine the outer bounding box of the graphic (the HTML element that will contain the graphic with an aspect ratio).

When a girafe graphic is in an R markdown document (producing an HTML document), the graphic will be resized according to the argument width of the function `girafe`. Its value is being used to define a relative width of the graphic within its HTML container. Its height is automatically adjusted regarding to the argument width and the aspect ratio.

If this behavior does not fit with your need, I recommend you to use package `widgetframe` that wraps `htmlwidgets` inside a responsive `iframe`.

See Also

[girafe_options](#)

Examples

```

library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg_point = ggplot( data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
    tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg_point, width = 0.7)

if(interactive()){
  print(x)
}

```

girafeOutput*Create a girafe output element*

Description

Render a girafe within an application page.

Usage

```
girafeOutput(outputId, width = "100%", height = "500px")
```

Arguments

outputId	output variable to read the girafe from. Do not use special JavaScript characters such as a period . in the id, this would create a JavaScript error.
width	widget width
height	widget height

girafe_css*CSS creation helper*

Description

It allows specifying individual styles for various SVG elements.

Usage

```
girafe_css(css, text = NULL, point = NULL, line = NULL,
  area = NULL, image = NULL)
```

Arguments

css	The generic css style
text	Override style for text elements (svg:text)
point	Override style for point elements (svg:circle)
line	Override style for line elements (svg:line, svg:polyline)
area	Override style for area elements (svg:rect, svg:polygon, svg:path)
image	Override style for image elements (svg:image)

Value

css as scalar character

Examples

```
library(ggiraph)

girafe_css(
  css = "fill:orange;stroke:gray;",
  text = "stroke:none; font-size: larger",
  line = "fill:none",
  area = "stroke-width:3px",
  point = "stroke-width:3px",
  image = "outline:2px red"
)
```

girafe_options	<i>Set girafe options</i>
----------------	---------------------------

Description

Defines the animation options related to a [girafe](#) object.

Usage

```
girafe_options(x, ...)
```

Arguments

x	girafe object.
...	set of options defined by calls to <code>opts_*</code> functions or to <code>sizingPolicy</code> from <code>htmlwidgets</code> (this won't have any effect within a shiny context).

See Also

[girafe](#)

Other girafe animation options: [opts_hover](#), [opts_selection](#), [opts_sizing](#), [opts_toolbar](#), [opts_tooltip](#), [opts_zoom](#)

Examples

```
library(ggplot2)
library(htmlwidgets)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg_point = ggplot( data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
    tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg_point)
x <- girafe_options(x = x,
  opts_tooltip(opacity = .7),
  opts_zoom(min = .5, max = 4),
  sizingPolicy(defaultWidth = "100%", defaultHeight = "300px"),
  opts_hover(css = "fill:red;stroke:orange;r:5pt;") )

if(interactive()){
  print(x)
}
```

guide_colourbar_interactive

Create interactive continuous colour bar guide

Description

The guide is based on [guide_colourbar](#). See the documentation for that function for more details.

Usage

```
guide_colourbar_interactive(...)
```

```
guide_colorbar_interactive(...)
```

Arguments

... arguments passed to base function.

Value

An interactive guide object.

Details for `scale_*_interactive` and `guide_*_interactive` functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.

The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.

The interactive parameters here, give interactivity only to the key elements of the guide.

- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.

The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[interactive_parameters](#)

[girafe](#)

Examples

```
# add interactive colourbar guide to a ggplot -----
library(ggplot2)
library(ggiraph)

df <- expand.grid(x = 0:5, y = 0:5)
df$z <- runif(nrow(df))

p <- ggplot(df, aes(x, y, fill = z, tooltip = "tooltip")) +
  geom_raster_interactive()

# add an interactive scale (guide is colourbar)
p1 <- p + scale_fill_gradient_interactive(data_id = "colourbar",
                                         onclick = "alert(\"colourbar\")",
                                         tooltip = "colourbar")

x <- girafe(ggobj = p1)
if (interactive()) print(x)

# make the legend title interactive
```

```

p2 <- p + scale_fill_gradient_interactive(
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar",
  name = label_interactive(
    "z",
    data_id = "colourbar",
    onclick = "alert(\"colourbar\")",
    tooltip = "colourbar"
  )
)
x <- girafe(ggobj = p2)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# make the legend labels interactive
p3 <- p + scale_fill_gradient_interactive(
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar",
  name = label_interactive(
    "z",
    data_id = "colourbar",
    onclick = "alert(\"colourbar\")",
    tooltip = "colourbar"
  ),
  labels = function(breaks) {
    lapply(breaks, function(br) {
      label_interactive(
        as.character(br),
        data_id = "colourbar",
        onclick = "alert(\"colourbar\")",
        tooltip = "colourbar"
      )
    })
  }
)
x <- girafe(ggobj = p3)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# also via the guide
p4 <- p + scale_fill_gradient_interactive(
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar",
  guide = guide_colourbar_interactive(
    title.theme = element_text_interactive(
      size = 8,
      data_id = "colourbar",
      onclick = "alert(\"colourbar\")",

```



```

      tooltip = "colourbar"
    ),
    label.theme = element_text_interactive(
      size = 8,
      data_id = "colourbar",
      onclick = "alert(\"colourbar\")",
      tooltip = "colourbar"
    )
  )
)
x <- girafe(ggobj = p4)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# make the legend background interactive
p5 <- p4 + theme(
  legend.background = element_rect_interactive(
    data_id = "colourbar",
    onclick = "alert(\"colourbar\")",
    tooltip = "colourbar"
  )
)
x <- girafe(ggobj = p5)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

```

guide_legend_interactive

Create interactive legend guide

Description

The guide is based on [guide_legend](#). See the documentation for that function for more details.

Usage

```
guide_legend_interactive(...)
```

Arguments

... arguments passed to base function.

Value

An interactive guide object.

Details for `scale_*_interactive` and `guide_*_interactive` functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type 'legend' is used, it will be converted to a [guide_legend_interactive](#) if it's not already.

The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.

The interactive parameters here, give interactivity only to the key elements of the guide.

- When guide of type 'colourbar' is used, it will be converted to a [guide_colourbar_interactive](#) if it's not already.

The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments 'title.theme' and 'label.theme' can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[interactive_parameters](#)

[girafe](#)

Examples

```
# add interactive discrete legend guide to a ggplot -----
# add interactive continuous legend guide to a ggplot -----
library(ggplot2)
library(ggiraph)

dat <- data.frame(
  name = c( "Guy", "Ginette", "David", "Cedric", "Frederic" ),
  gender = c( "Male", "Female", "Male", "Male", "Male" ),
  height = c(169, 160, 171, 172, 171 ) )
p <- ggplot(dat, aes( x = name, y = height, fill = gender,
                     data_id = name ) ) +
  geom_bar_interactive(stat = "identity")

# add interactive scale (guide is legend)
p1 <- p +
  scale_fill_manual_interactive(
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = c(Female = "Female", Male = "Male"),
```

```

      tooltip = c(Male = "Male", Female = "Female")
    )
x <- girafe(ggobj = p1)
if (interactive()) print(x)

# make the title interactive too
p2 <- p +
  scale_fill_manual_interactive(
    name = label_interactive("gender", tooltip="Gender levels", data_id="legend.title"),
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = c(Female = "Female", Male = "Male"),
    tooltip = c(Male = "Male", Female = "Female")
  )
x <- girafe(ggobj = p2)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# the interactive params can be functions too
p3 <- p +
  scale_fill_manual_interactive(
    name = label_interactive("gender", tooltip="Gender levels", data_id="legend.title"),
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = function(breaks) { as.character(breaks)},
    tooltip = function(breaks) { as.character(breaks)},
    onclick = function(breaks) { paste0("alert(\"", as.character(breaks), "\")" ) }
  )
x <- girafe(ggobj = p3)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# also via the guide
p4 <- p + scale_fill_manual_interactive(
  values = c(Male = "#0072B2", Female = "#009E73"),
  data_id = function(breaks) { as.character(breaks)},
  tooltip = function(breaks) { as.character(breaks)},
  onclick = function(breaks) { paste0("alert(\"", as.character(breaks), "\")" ) },
  guide = guide_legend_interactive(
    title.theme = element_text_interactive(
      size = 8,
      data_id = "legend.title",
      onclick = "alert(\"Gender levels\")",
      tooltip = "Gender levels"
    ),
    label.theme = element_text_interactive(
      size = 8
    )
  )
)
x <- girafe(ggobj = p4)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))

```

```

if (interactive()) print(x)

# make the legend labels interactive
p5 <- p +
  scale_fill_manual_interactive(
    name = label_interactive("gender", tooltip="Gender levels", data_id="legend.title"),
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = function(breaks) { as.character(breaks)},
    tooltip = function(breaks) { as.character(breaks)},
    onclick = function(breaks) { paste0("alert(\"", as.character(breaks), "\")" )},
    labels = function(breaks) {
      lapply(breaks, function(br) {
        label_interactive(
          as.character(br),
          data_id = as.character(br),
          onclick = paste0("alert(\"", as.character(br), "\")"),
          tooltip = as.character(br)
        )
      })
    }
  )
x <- girafe(ggobj = p5)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)
library(ggplot2)
library(ggiraph)

set.seed(4393)
dsmall <- diamonds[sample(nrow(diamonds), 1000),]
p <- ggplot(dsmall, aes(x, y)) +
  stat_density_2d(aes(
    fill = stat(nlevel),
    tooltip = paste("nlevel:", stat(nlevel))
  ),
  geom = "interactive_polygon") +
  facet_grid(. ~ cut)

# add interactive scale, by default the guide is a colourbar
p1 <- p + scale_fill_viridis_c_interactive(data_id = "nlevel",
  tooltip = "nlevel")
x <- girafe(ggobj = p1)
if (interactive()) print(x)

# make it legend
p2 <- p + scale_fill_viridis_c_interactive(data_id = "nlevel",
  tooltip = "nlevel",
  guide = "legend")
x <- girafe(ggobj = p2)
if (interactive()) print(x)

# set the keys separately
p3 <- p + scale_fill_viridis_c_interactive(

```

```

    data_id = function(breaks) {
      as.character(breaks)
    },
    tooltip = function(breaks) {
      as.character(breaks)
    },
    guide = "legend"
  )
  x <- girafe(ggobj = p3)
  if (interactive()) print(x)

# make the title and labels interactive
p4 <- p + scale_fill_viridis_c_interactive(
  data_id = function(breaks) {
    as.character(breaks)
  },
  tooltip = function(breaks) {
    as.character(breaks)
  },
  guide = "legend",
  name = label_interactive("nlevel", data_id = "nlevel",
                           tooltip = "nlevel"),
  labels = function(breaks) {
    l <- lapply(breaks, function(br) {
      label_interactive(
        as.character(br),
        data_id = as.character(br),
        onclick = paste0("alert(\"", as.character(br), "\")"),
        tooltip = as.character(br)
      )
    })
    l
  }
)
x <- girafe(ggobj = p4)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

```

 interactive_parameters

Interactive parameters

Description

Throughout ggiraph there are functions that add interactivity to ggplot plot elements. The user can control the various aspects of interactivity by supplying a special set of parameters to these functions.

Arguments

tooltip	Tooltip text to associate with one or more elements. If this is supplied a tooltip is shown when the element is hovered. Plain text or html is supported.
onclick	Javascript code to associate with one or more elements. This code will be executed when the element is clicked.
hover_css	Individual css style associate with one or more elements. This css style is applied when the element is hovered and overrides the default style, set via opts_hover or opts_hover_key .
selected_css	Individual css style associate with one or more elements. This css style is applied when the element is selected and overrides the default style, set via opts_selection or opts_selection_key .
data_id	Identifier to associate with one or more elements. This is mandatory parameter if hover and selection interactivity is desired. Identifiers are available as reactive input values in Shiny applications.

Details for geom_*_interactive functions

The interactive parameters can be supplied with two ways:

- As aesthetics with the mapping argument (via [aes](#)). In this way they can be mapped to data columns and apply to a set of geometries.
- As plain arguments into the `geom_*_interactive` function (see [layer](#)). In this way they can be set to a scalar value.

Details for annotate_*_interactive functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type 'legend' is used, it will be converted to a [guide_legend_interactive](#) if it's not already.

The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.

The interactive parameters here, give interactivity only to the key elements of the guide.

- When guide of type 'colourbar' is used, it will be converted to a [guide_colourbar_interactive](#) if it's not already.

The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

Details for `element_*_interactive` functions

The interactive parameters can be supplied as arguments in the relevant function and they should be scalar values.

For theme text elements (`element_text_interactive`), the interactive parameters can also be supplied while setting a label value, via the `labs` family of functions or when setting a scale/guide title or key label. Instead of setting a character value for the element, function `label_interactive` can be used to define interactive parameters to go along with the label. When the parameters are supplied that way, they override the default values that are set at the theme via `element_text_interactive` or via the guide’s theme parameters.

Details for `interactive_*_grob` functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe_options](#)

[girafe](#)

`interactive_path_grob` *Create interactive path grob*

Description

The grob is based on `pathGrob`. See the documentation for that function for more details.

Usage

```
interactive_path_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_points_grob

Create interactive points grob

Description

The grob is based on [pointsGrob](#). See the documentation for that function for more details.

Usage

```
interactive_points_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_polygon_grob
Create interactive polygon grob

Description

The grob is based on [polygonGrob](#). See the documentation for that function for more details.

Usage

```
interactive_polygon_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_polyline_grob
Create interactive polyline grob

Description

These grobs are based on [polylineGrob](#) and [linesGrob](#). See the documentation for those functions for more details.

Usage

```
interactive_polyline_grob(...)
```

```
interactive_lines_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_raster_grob

Create interactive raster grob

Description

The grob is based on [rasterGrob](#). See the documentation for that function for more details.

Usage

```
interactive_raster_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[interactive_parameters](#)

[girafe](#)

interactive_rect_grob *Create interactive rectangle grob*

Description

The grob is based on [rectGrob](#). See the documentation for that function for more details.

Usage

```
interactive_rect_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_roundrect_grob
Create interactive rectangle grob

Description

The grob is based on [roundrectGrob](#). See the documentation for that function for more details.

Usage

```
interactive_roundrect_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_segments_grob

Create interactive segments grob

Description

The grob is based on [segmentsGrob](#). See the documentation for that function for more details.

Usage

```
interactive_segments_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

interactive_text_grob *Create interactive text grob*

Description

The grob is based on [textGrob](#). See the documentation for that function for more details.

Usage

```
interactive_text_grob(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive grob object.

Details for interactive_*_grob functions

The interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors depending on params on base function.

See Also

[girafe](#)

label_interactive *Create an interactive label*

Description

This function returns an object that can be used as a label via the [labs](#) family of functions or when setting a scale/guide name/title or key label. It passes the interactive parameters to a theme element created via [element_text_interactive](#) or via an interactive guide.

Usage

```
label_interactive(label, ...)
```

Arguments

label The text for the label (scalar character)
... any of the [interactive_parameters](#).

Value

an interactive label object

opts_hover	<i>Hover effect settings</i>
------------	------------------------------

Description

Allows customization of the rendering of graphic elements when the user hovers over them with the cursor (mouse pointer). Use `opts_hover` for interactive geometries in panels, `opts_hover_key` for interactive scales/guides and `opts_hover_theme` for interactive theme elements.

Usage

```
opts_hover(css = NULL)

opts_hover_key(css = NULL)

opts_hover_theme(css = NULL)
```

Arguments

`css` css to associate with elements when they are hovered. It must be a scalar character. It can also be constructed with `girafe_css`, to give more control over the css for different element types.

See Also

Other girafe animation options: [girafe_options](#), [opts_selection](#), [opts_sizing](#), [opts_toolbar](#), [opts_tooltip](#), [opts_zoom](#)

Examples

```
library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg <- ggplot(
  data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
                tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg)
x <- girafe_options(x,
  opts_hover(css = "fill:wheat;stroke:orange;r:5pt;") )
if( interactive() ) print(x)
```

opts_selection	<i>Selection effect settings</i>
----------------	----------------------------------

Description

Allows customization of the rendering of selected graphic elements. Use `opts_selection` for interactive geometries in panels, `opts_selection_key` for interactive scales/guides and `opts_selection_theme` for interactive theme elements.

Usage

```
opts_selection(css = NULL, type = "multiple", only_shiny = TRUE,
              selected = character(0))
```

```
opts_selection_key(css = NULL, type = "single", only_shiny = TRUE,
                  selected = character(0))
```

```
opts_selection_theme(css = NULL, type = "single", only_shiny = TRUE,
                    selected = character(0))
```

Arguments

<code>css</code>	css to associate with elements when they are selected. It must be a scalar character. It can also be constructed with girafe_css , to give more control over the css for different element types.
<code>type</code>	selection mode ("single", "multiple", "none") when widget is in a Shiny application.
<code>only_shiny</code>	disable selections if not in a shiny context.
<code>selected</code>	character vector, id to be selected when the graph will be initialized.

See Also

Other girafe animation options: [girafe_options](#), [opts_hover](#), [opts_sizing](#), [opts_toolbar](#), [opts_tooltip](#), [opts_zoom](#)

Examples

```
library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg <- ggplot(
  data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
                tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()
```

```
x <- girafe(ggobj = gg)
x <- girafe_options(x,
  opts_selection(type = "multiple",
    css = "fill:red;stroke:gray;r:5pt;") )
if( interactive() ) print(x)
```

 opts_sizing

Girafe sizing settings

Description

Allows customization of the svg style sizing

Usage

```
opts_sizing(rescale = TRUE, width = 1)
```

Arguments

rescale	if FALSE, graphic will not be resized and the dimensions are exactly those of the container.
width	widget width ratio (0 < width <= 1).

See Also

Other girafe animation options: [girafe_options](#), [opts_hover](#), [opts_selection](#), [opts_toolbar](#), [opts_tooltip](#), [opts_zoom](#)

Examples

```
library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg <- ggplot(
  data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
    tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg)
x <- girafe_options(x,
  opts_sizing(rescale = FALSE) )
if( interactive() ) print(x)
```

opts_toolbar	<i>Toolbar settings</i>
--------------	-------------------------

Description

Allows customization of the toolbar

Usage

```
opts_toolbar(position = "topright", saveaspng = TRUE)
```

Arguments

position	one of 'top', 'bottom', 'topleft', 'topright', 'bottomleft', 'bottomright'
saveaspng	set to TRUE to propose the 'save as png' button.

Note

saveaspng relies on JavaScript promises, so any browsers that don't natively support the standard Promise object will need to have a polyfill (e.g. Internet Explorer with version less than 11 will need it).

See Also

Other girafe animation options: [girafe_options](#), [opts_hover](#), [opts_selection](#), [opts_sizing](#), [opts_tooltip](#), [opts_zoom](#)

Examples

```
library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg <- ggplot(
  data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
                tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg)
x <- girafe_options(x,
  opts_toolbar(position = "top") )
if( interactive() ) print(x)
```

opts_tooltip *Tooltip settings*

Description

Settings to be used with [girafe](#) for tooltip customisation.

Usage

```
opts_tooltip(css = NULL, offx = 10, offy = 0,
  use_cursor_pos = TRUE, opacity = 0.9, use_fill = FALSE,
  use_stroke = FALSE, delay_mouseover = 200, delay_mouseout = 500,
  zindex = 999)
```

Arguments

css	extra css (added to position: absolute; pointer-events: none;) used to customize tooltip area.
offx, offy	tooltip x and y offset
use_cursor_pos	should the cursor position be used to position tooltip (in addition to offx and offy). Setting to TRUE will have no effect in the RStudio browser windows.
opacity	tooltip background opacity
use_fill, use_stroke	logical, use fill and stroke properties to color tooltip.
delay_mouseover	The duration in milliseconds of the transition associated with tooltip display.
delay_mouseout	The duration in milliseconds of the transition associated with tooltip end of display.
zindex	tooltip css z-index, default to 999.

See Also

Other girafe animation options: [girafe_options](#), [opts_hover](#), [opts_selection](#), [opts_sizing](#), [opts_toolbar](#), [opts_zoom](#)

Examples

```
library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg <- ggplot(
  data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
    tooltip = carname, data_id = carname) ) +
```

```

geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg)
x <- girafe_options(x,
  opts_tooltip(opacity = .7,
    offx = 20, offy = -10,
    use_fill = TRUE, use_stroke = TRUE,
    delay_mouseout = 1000) )
if( interactive() ) print(x)

```

opts_zoom

Zoom settings

Description

Allows customization of the zoom.

Usage

```
opts_zoom(min = 1, max = 1)
```

Arguments

min	minimum zoom factor
max	maximum zoom factor

See Also

Other girafe animation options: [girafe_options](#), [opts_hover](#), [opts_selection](#), [opts_sizing](#), [opts_toolbar](#), [opts_tooltip](#)

Examples

```

library(ggplot2)

dataset <- mtcars
dataset$carname = row.names(mtcars)

gg <- ggplot(
  data = dataset,
  mapping = aes(x = wt, y = qsec, color = disp,
    tooltip = carname, data_id = carname) ) +
  geom_point_interactive() + theme_minimal()

x <- girafe(ggobj = gg)
x <- girafe_options(x,
  opts_zoom(min = .7, max = 2) )
if( interactive() ) print(x)

```

renderggiraph	<i>Reactive version of ggiraph object</i>
---------------	---

Description

Makes a reactive version of a ggiraph object for use in Shiny.

Usage

```
renderggiraph(expr, env = parent.frame(), quoted = FALSE)
```

Arguments

expr	An expression that returns a ggiraph object.
env	The environment in which to evaluate expr.
quoted	Is expr a quoted expression

Examples

```
## Not run:
if( require(shiny) && interactive() ){
  app_dir <- file.path( system.file(package = "ggiraph"), "examples/shiny" )
  shinyAppDir(appDir = app_dir )
}

## End(Not run)
```

renderGirafe	<i>Reactive version of girafe</i>
--------------	-----------------------------------

Description

Makes a reactive version of girafe object for use in Shiny.

Usage

```
renderGirafe(expr, env = parent.frame(), quoted = FALSE)
```

Arguments

expr	An expression that returns a girafe object.
env	The environment in which to evaluate expr.
quoted	Is expr a quoted expression

run_girafe_example *Run shiny examples and see corresponding code*

Description

Run shiny examples and see corresponding code

Usage

```
run_girafe_example(name = "crimes")
```

Arguments

name an application name, one of cars, click_scale, crimes, DT, dynamic_ui, iris, maps and modal.

scale_alpha_interactive
 Create interactive scales for alpha transparency

Description

These scales are based on [scale_alpha](#), [scale_alpha_continuous](#), [scale_alpha_discrete](#), [scale_alpha_ordinal](#), [scale_alpha_date](#) and [scale_alpha_datetime](#). See the documentation for those functions for more details.

Usage

```
scale_alpha_interactive(...)  
  
scale_alpha_continuous_interactive(...)  
  
scale_alpha_discrete_interactive(...)  
  
scale_alpha_ordinal_interactive(...)  
  
scale_alpha_date_interactive(...)  
  
scale_alpha_datetime_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.

The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.

The interactive parameters here, give interactivity only to the key elements of the guide.

- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.

The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as [element_text_interactive](#) (in fact, they will be converted to that if they are not already), either directly or via the theme. See the [element_*_interactive](#) section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

scale_colour_brewer_interactive

Create interactive colorbrewer scales

Description

These scales are based on [scale_colour_brewer](#), [scale_fill_brewer](#), [scale_colour_distiller](#) and [scale_fill_distiller](#). See the documentation for those functions for more details.

Usage

```
scale_colour_brewer_interactive(...)  
scale_color_brewer_interactive(...)  
scale_fill_brewer_interactive(...)  
scale_colour_distiller_interactive(...)  
scale_color_distiller_interactive(...)  
scale_fill_distiller_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.
The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.
The interactive parameters here, give interactivity only to the key elements of the guide.
- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.
The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

scale_colour_interactive

Create interactive colour scales

Description

These scales are based on [scale_colour_continuous](#), [scale_fill_continuous](#), [scale_colour_grey](#), [scale_fill_grey](#), [scale_colour_hue](#) and [scale_fill_hue](#). See the documentation for those functions for more details.

Usage

```
scale_colour_continuous_interactive(...)
```

```
scale_color_continuous_interactive(...)
```

```
scale_fill_continuous_interactive(...)
```

```
scale_colour_grey_interactive(...)
```

```
scale_color_grey_interactive(...)
```

```
scale_fill_grey_interactive(...)
```

```
scale_colour_hue_interactive(...)
```

```
scale_color_hue_interactive(...)
```

```
scale_fill_hue_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.
The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.
The interactive parameters here, give interactivity only to the key elements of the guide.
- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.
The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

scale_gradient_interactive

Create interactive gradient colour scales

Description

These scales are based on [scale_colour_gradient](#), [scale_fill_gradient](#), [scale_colour_gradient2](#), [scale_fill_gradient2](#), [scale_colour_gradientn](#) and [scale_fill_gradientn](#). See the documentation for those functions for more details.

Usage

```

scale_colour_gradient_interactive(...)
scale_color_gradient_interactive(...)
scale_fill_gradient_interactive(...)
scale_colour_gradient2_interactive(...)
scale_color_gradient2_interactive(...)
scale_fill_gradient2_interactive(...)
scale_colour_gradientn_interactive(...)
scale_color_gradientn_interactive(...)
scale_fill_gradientn_interactive(...)

```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.
The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.
The interactive parameters here, give interactivity only to the key elements of the guide.
- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.
The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’

and 'label.theme' can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

Examples

```
# add interactive gradient colour scale to a ggplot -----
library(ggplot2)
library(ggiraph)

df <- expand.grid(x = 0:5, y = 0:5)
df$z <- runif(nrow(df))

p <- ggplot(df, aes(x, y, fill = z, tooltip = "tooltip")) +
  geom_raster_interactive()

# add an interactive scale (guide is colourbar)
p1 <- p + scale_fill_gradient_interactive(data_id = "colourbar",
                                         onclick = "alert(\"colourbar\")",
                                         tooltip = "colourbar")

x <- girafe(ggobj = p1)
if (interactive()) print(x)

# make the legend title interactive
p2 <- p + scale_fill_gradient_interactive(
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar",
  name = label_interactive(
    "z",
    data_id = "colourbar",
    onclick = "alert(\"colourbar\")",
    tooltip = "colourbar"
  )
)
x <- girafe(ggobj = p2)
x <- girafe_options(x,
                    opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# make the legend labels interactive
p3 <- p + scale_fill_gradient_interactive(
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar",
```

```

name = label_interactive(
  "z",
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar"
),
labels = function(breaks) {
  lapply(breaks, function(br) {
    label_interactive(
      as.character(br),
      data_id = "colourbar",
      onclick = "alert(\"colourbar\")",
      tooltip = "colourbar"
    )
  })
}
)
x <- girafe(ggobj = p3)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# also via the guide
p4 <- p + scale_fill_gradient_interactive(
  data_id = "colourbar",
  onclick = "alert(\"colourbar\")",
  tooltip = "colourbar",
  guide = guide_colourbar_interactive(
    title.theme = element_text_interactive(
      size = 8,
      data_id = "colourbar",
      onclick = "alert(\"colourbar\")",
      tooltip = "colourbar"
    ),
    label.theme = element_text_interactive(
      size = 8,
      data_id = "colourbar",
      onclick = "alert(\"colourbar\")",
      tooltip = "colourbar"
    )
  )
)
x <- girafe(ggobj = p4)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# make the legend background interactive
p5 <- p4 + theme(
  legend.background = element_rect_interactive(
    data_id = "colourbar",
    onclick = "alert(\"colourbar\")",
    tooltip = "colourbar"
  )
)

```

```
)  
)  
x <- girafe(ggobj = p5)  
x <- girafe_options(x,  
                    opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))  
if (interactive()) print(x)
```

scale_linetype_interactive

Create interactive scales for line patterns

Description

These scales are based on [scale_linetype](#), [scale_linetype_continuous](#) and [scale_linetype_discrete](#). See the documentation for those functions for more details.

Usage

```
scale_linetype_interactive(...)  
  
scale_linetype_continuous_interactive(...)  
  
scale_linetype_discrete_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type 'legend' is used, it will be converted to a [guide_legend_interactive](#) if it's not already.

The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.

The interactive parameters here, give interactivity only to the key elements of the guide.

- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.

The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

scale_manual_interactive

Create your own interactive discrete scale

Description

These scales are based on [scale_colour_manual](#), [scale_fill_manual](#), [scale_size_manual](#), [scale_shape_manual](#), [scale_linetype_manual](#), [scale_alpha_manual](#) and [scale_discrete_manual](#). See the documentation for those functions for more details.

Usage

```
scale_colour_manual_interactive(...)  
scale_color_manual_interactive(...)  
scale_fill_manual_interactive(...)  
scale_size_manual_interactive(...)  
scale_shape_manual_interactive(...)  
scale_linetype_manual_interactive(...)  
scale_alpha_manual_interactive(...)  
scale_discrete_manual_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type 'legend' is used, it will be converted to a [guide_legend_interactive](#) if it's not already.
The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.
The interactive parameters here, give interactivity only to the key elements of the guide.
- When guide of type 'colourbar' is used, it will be converted to a [guide_colourbar_interactive](#) if it's not already.
The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments 'title.theme' and 'label.theme' can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

Examples

```
# add interactive manual fill scale to a ggplot -----
library(ggplot2)
library(ggiraph)

dat <- data.frame(
  name = c( "Guy", "Ginette", "David", "Cedric", "Frederic" ),
  gender = c( "Male", "Female", "Male", "Male", "Male" ),
  height = c(169, 160, 171, 172, 171 ) )
```

```

p <- ggplot(dat, aes( x = name, y = height, fill = gender,
                    data_id = name ) ) +
  geom_bar_interactive(stat = "identity")

# add interactive scale (guide is legend)
p1 <- p +
  scale_fill_manual_interactive(
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = c(Female = "Female", Male = "Male"),
    tooltip = c(Male = "Male", Female = "Female")
  )
x <- girafe(ggobj = p1)
if (interactive()) print(x)

# make the title interactive too
p2 <- p +
  scale_fill_manual_interactive(
    name = label_interactive("gender", tooltip="Gender levels", data_id="legend.title"),
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = c(Female = "Female", Male = "Male"),
    tooltip = c(Male = "Male", Female = "Female")
  )
x <- girafe(ggobj = p2)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# the interactive params can be functions too
p3 <- p +
  scale_fill_manual_interactive(
    name = label_interactive("gender", tooltip="Gender levels", data_id="legend.title"),
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = function(breaks) { as.character(breaks)},
    tooltip = function(breaks) { as.character(breaks)},
    onclick = function(breaks) { paste0("alert(\"", as.character(breaks), "\")" ) }
  )
x <- girafe(ggobj = p3)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# also via the guide
p4 <- p + scale_fill_manual_interactive(
  values = c(Male = "#0072B2", Female = "#009E73"),
  data_id = function(breaks) { as.character(breaks)},
  tooltip = function(breaks) { as.character(breaks)},
  onclick = function(breaks) { paste0("alert(\"", as.character(breaks), "\")" ) },
  guide = guide_legend_interactive(
    title.theme = element_text_interactive(
      size = 8,
      data_id = "legend.title",
      onclick = "alert(\"Gender levels\")",
      tooltip = "Gender levels"
    )
  )

```



```

    ),
    label.theme = element_text_interactive(
      size = 8
    )
  )
)
x <- girafe(ggobj = p4)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

# make the legend labels interactive
p5 <- p +
  scale_fill_manual_interactive(
    name = label_interactive("gender", tooltip="Gender levels", data_id="legend.title"),
    values = c(Male = "#0072B2", Female = "#009E73"),
    data_id = function(breaks) { as.character(breaks)},
    tooltip = function(breaks) { as.character(breaks)},
    onclick = function(breaks) { paste0("alert(\"", as.character(breaks), "\")") },
    labels = function(breaks) {
      lapply(breaks, function(br) {
        label_interactive(
          as.character(br),
          data_id = as.character(br),
          onclick = paste0("alert(\"", as.character(br), "\")"),
          tooltip = as.character(br)
        )
      })
    }
  )
x <- girafe(ggobj = p5)
x <- girafe_options(x,
  opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

```

scale_shape_interactive

Create interactive scales for shapes

Description

These scales are based on [scale_shape](#), [scale_shape_continuous](#), [scale_shape_discrete](#) and [scale_shape_ordinal](#). See the documentation for those functions for more details.

Usage

```
scale_shape_interactive(...)
```

```
scale_shape_continuous_interactive(...)
```

```
scale_shape_discrete_interactive(...)
```

```
scale_shape_ordinal_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for `scale_*_interactive` and `guide_*_interactive` functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.
The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.
The interactive parameters here, give interactivity only to the key elements of the guide.
- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.
The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_size_interactive](#), [scale_viridis_interactive](#)

`scale_size_interactive`*Create interactive scales for area or radius*

Description

These scales are based on [scale_size](#), [scale_size_continuous](#), [scale_size_discrete](#), [scale_size_ordinal](#) and [scale_radius](#). See the documentation for those functions for more details.

Usage

```
scale_size_interactive(...)  
scale_size_continuous_interactive(...)  
scale_size_discrete_interactive(...)  
scale_size_ordinal_interactive(...)  
scale_radius_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for `scale_*_interactive` and `guide_*_interactive` functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.
The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.
The interactive parameters here, give interactivity only to the key elements of the guide.
- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.
The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as `element_text_interactive` (in fact, they will be converted to that if they are not already), either directly or via the theme. See the `element_*_interactive` section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_viridis_interactive](#)

scale_viridis_interactive

Create interactive viridis colour scales

Description

These scales are based on [scale_colour_viridis_d](#), [scale_fill_viridis_d](#), [scale_colour_viridis_c](#) and [scale_fill_viridis_c](#). See the documentation for those functions for more details.

Usage

```
scale_colour_viridis_d_interactive(...)
```

```
scale_color_viridis_d_interactive(...)
```

```
scale_fill_viridis_d_interactive(...)
```

```
scale_colour_viridis_c_interactive(...)
```

```
scale_color_viridis_c_interactive(...)
```

```
scale_fill_viridis_c_interactive(...)
```

Arguments

... arguments passed to base function, plus any of the [interactive_parameters](#).

Value

An interactive scale object.

Details for scale_*_interactive and guide_*_interactive functions

For scales, the interactive parameters can be supplied as arguments in the relevant function and they can be scalar values or vectors, depending on the number of breaks (levels) and the type of the guide used. The guides do not accept any interactive parameter directly, they receive them from the scales.

- When guide of type ‘legend’ is used, it will be converted to a [guide_legend_interactive](#) if it’s not already.

The length of each scale interactive parameter vector should match the length of the breaks. It can also be a named vector, where each name should correspond to the same break name. It can also be defined as function that takes the breaks as input and returns a named or unnamed vector of values as output.

The interactive parameters here, give interactivity only to the key elements of the guide.

- When guide of type ‘colourbar’ is used, it will be converted to a [guide_colourbar_interactive](#) if it’s not already.

The scale interactive parameters in this case should be scalar values and give interactivity to the colorbar only.

To provide interactivity to the rest of the elements of a guide, (title, labels, background, etc), the relevant theme elements or relevant guide arguments can be used. The guide arguments ‘title.theme’ and ‘label.theme’ can be defined as [element_text_interactive](#) (in fact, they will be converted to that if they are not already), either directly or via the theme. See the [element_*_interactive](#) section for more details.

See Also

[girafe](#)

Other interactive scale: [scale_alpha_interactive](#), [scale_colour_brewer_interactive](#), [scale_colour_interactive](#), [scale_gradient_interactive](#), [scale_linetype_interactive](#), [scale_manual_interactive](#), [scale_shape_interactive](#), [scale_size_interactive](#)

Examples

```
# add interactive viridis scale to a ggplot -----
library(ggplot2)
library(ggiraph)

set.seed(4393)
dsmall <- diamonds[sample(nrow(diamonds), 1000),]
p <- ggplot(dsmall, aes(x, y)) +
  stat_density_2d(aes(
    fill = stat(nlevel),
    tooltip = paste("nlevel:", stat(nlevel))
  ),
  geom = "interactive_polygon") +
  facet_grid(. ~ cut)

# add interactive scale, by default the guide is a colourbar
p1 <- p + scale_fill_viridis_c_interactive(data_id = "nlevel",
```

```

                                                                    tooltip = "nlevel")
x <- girafe(ggobj = p1)
if (interactive()) print(x)

# make it legend
p2 <- p + scale_fill_viridis_c_interactive(data_id = "nlevel",
                                          tooltip = "nlevel",
                                          guide = "legend")

x <- girafe(ggobj = p2)
if (interactive()) print(x)

# set the keys separately
p3 <- p + scale_fill_viridis_c_interactive(
  data_id = function(breaks) {
    as.character(breaks)
  },
  tooltip = function(breaks) {
    as.character(breaks)
  },
  guide = "legend"
)
x <- girafe(ggobj = p3)
if (interactive()) print(x)

# make the title and labels interactive
p4 <- p + scale_fill_viridis_c_interactive(
  data_id = function(breaks) {
    as.character(breaks)
  },
  tooltip = function(breaks) {
    as.character(breaks)
  },
  guide = "legend",
  name = label_interactive("nlevel", data_id = "nlevel",
                           tooltip = "nlevel"),
  labels = function(breaks) {
    l <- lapply(breaks, function(br) {
      label_interactive(
        as.character(br),
        data_id = as.character(br),
        onclick = paste0("alert(\"", as.character(br), "\")"),
        tooltip = as.character(br)
      )
    })
    l
  }
)
x <- girafe(ggobj = p4)
x <- girafe_options(x,
                    opts_hover_key(girafe_css("stroke:red", text="stroke:none;fill:red")))
if (interactive()) print(x)

```

Index

*Topic **device**

- dsvg, 6
- aes, 10, 12–15, 17–19, 21–24, 26, 28, 29, 31–33, 35–37, 39, 54
- annotate, 4
- annotate_interactive, 4
- annotation_raster, 5
- annotation_raster_interactive, 5
- Devices, 6
- dsvg, 6, 7, 41, 42
- dsvg_view, 7
- element_interactive, 7
- element_line, 7
- element_line_interactive (element_interactive), 7
- element_rect, 7
- element_rect_interactive (element_interactive), 7
- element_text, 7
- element_text_interactive, 8, 55, 61
- element_text_interactive (element_interactive), 7
- geom_abline, 9
- geom_abline_interactive, 9
- geom_area, 35
- geom_area_interactive (geom_ribbon_interactive), 34
- geom_bar, 12
- geom_bar_interactive, 12
- geom_boxplot, 13
- geom_boxplot_interactive, 13
- geom_col, 12
- geom_col_interactive (geom_bar_interactive), 12
- geom_contour, 14
- geom_contour_interactive, 14
- geom_crossbar, 15
- geom_crossbar_interactive, 15
- geom_density, 18
- geom_density2d_interactive (geom_density_2d_interactive), 16
- geom_density_2d, 16
- geom_density_2d_interactive, 16
- geom_density_interactive, 18
- geom_errorbar, 15
- geom_errorbar_interactive (geom_crossbar_interactive), 15
- geom_errorbarh, 19
- geom_errorbarh_interactive, 19
- geom_freqpoly, 20
- geom_freqpoly_interactive, 20
- geom_histogram, 20
- geom_histogram_interactive (geom_freqpoly_interactive), 20
- geom_hline, 9
- geom_hline_interactive (geom_abline_interactive), 9
- geom_jitter, 21
- geom_jitter_interactive, 21
- geom_label, 22
- geom_label_interactive, 22
- geom_line, 25
- geom_line_interactive (geom_path_interactive), 25
- geom_linerange, 15
- geom_linerange_interactive (geom_crossbar_interactive), 15
- geom_map, 24
- geom_map_interactive, 24
- geom_path, 25
- geom_path_interactive, 25
- geom_point, 28
- geom_point_interactive, 28
- geom_pointrange, 15

- geom_pointrange_interactive
(geom_crossbar_interactive), 15
- geom_polygon, 29
- geom_polygon_interactive, 29
- geom_quantile, 30
- geom_quantile_interactive, 30
- geom_raster, 31
- geom_raster_interactive, 31
- geom_rect, 32
- geom_rect_interactive, 32
- geom_ribbon, 35
- geom_ribbon_interactive, 34
- geom_segment, 36
- geom_segment_interactive, 36
- geom_sf, 37
- geom_sf_interactive, 37
- geom_sf_label, 37
- geom_sf_label_interactive
(geom_sf_interactive), 37
- geom_sf_text, 37
- geom_sf_text_interactive
(geom_sf_interactive), 37
- geom_smooth, 38
- geom_smooth_interactive, 38
- geom_step, 25
- geom_step_interactive
(geom_path_interactive), 25
- geom_text, 22
- geom_text_interactive
(geom_label_interactive), 22
- geom_tile, 32
- geom_tile_interactive
(geom_rect_interactive), 32
- geom_vline, 9
- geom_vline_interactive
(geom_abline_interactive), 9
- ggiraph, 40, 68
- ggiraphOutput, 41
- girafe, 4, 5, 8, 10, 12, 14–19, 21–24, 26, 28, 29, 31–33, 35–37, 39, 40, 42, 45, 47, 50, 55–61, 66, 68, 70, 72, 73, 75, 78, 79, 82, 84, 85
- girafe_css, 44, 62, 63
- girafe_options, 40, 43, 45, 55, 62–67
- girafeOutput, 44
- guide_colorbar_interactive
(guide_colourbar_interactive), 46
- guide_colourbar, 46
- guide_colourbar_interactive, 46, 47, 50, 54, 70, 71, 73, 74, 78, 79, 82, 83, 85
- guide_legend, 49
- guide_legend_interactive, 47, 49, 50, 54, 70, 71, 73, 74, 77, 79, 82, 83, 85
- interactive_lines_grob
(interactive_polyline_grob), 57
- interactive_parameters, 4, 5, 7, 9, 12–15, 17–22, 24, 25, 28, 29, 31–33, 35–37, 39, 43, 47, 50, 53, 55–61, 69, 71, 72, 74, 77, 79, 82–84
- interactive_path_grob, 55
- interactive_points_grob, 56
- interactive_polygon_grob, 57
- interactive_polyline_grob, 57
- interactive_raster_grob, 58
- interactive_rect_grob, 59
- interactive_roundrect_grob, 59
- interactive_segments_grob, 60
- interactive_text_grob, 61
- label_interactive, 8, 55, 61
- labs, 8, 55, 61
- layer, 10, 12–15, 17–19, 21–24, 26, 28, 29, 31–33, 35–37, 39, 54
- linesGrob, 57
- match_family, 6
- opts_hover, 42, 45, 54, 62, 63–67
- opts_hover_key, 54
- opts_hover_key (opts_hover), 62
- opts_hover_theme (opts_hover), 62
- opts_selection, 42, 45, 54, 62, 63, 64–67
- opts_selection_key, 54
- opts_selection_key (opts_selection), 63
- opts_selection_theme (opts_selection), 63
- opts_sizing, 45, 62, 63, 64, 65–67
- opts_toolbar, 45, 62–64, 65, 66, 67
- opts_tooltip, 42, 45, 62–65, 66, 67
- opts_zoom, 45, 62–66, 67
- pathGrob, 55
- pointsGrob, 56
- polygonGrob, 57
- polylineGrob, 57

- rasterGrob, 58
- rectGrob, 59
- rendergiraph, 68
- renderGirafe, 68
- roundrectGrob, 59
- run_girafe_example, 69

- scale_alpha, 69
- scale_alpha_continuous, 69
- scale_alpha_continuous_interactive
(scale_alpha_interactive), 69
- scale_alpha_date, 69
- scale_alpha_date_interactive
(scale_alpha_interactive), 69
- scale_alpha_datetime, 69
- scale_alpha_datetime_interactive
(scale_alpha_interactive), 69
- scale_alpha_discrete, 69
- scale_alpha_discrete_interactive
(scale_alpha_interactive), 69
- scale_alpha_interactive, 69, 72, 73, 75,
78, 79, 82, 84, 85
- scale_alpha_manual, 78
- scale_alpha_manual_interactive
(scale_manual_interactive), 78
- scale_alpha_ordinal, 69
- scale_alpha_ordinal_interactive
(scale_alpha_interactive), 69
- scale_color_brewer_interactive
(scale_colour_brewer_interactive),
70
- scale_color_continuous_interactive
(scale_colour_interactive), 72
- scale_color_distiller_interactive
(scale_colour_brewer_interactive),
70
- scale_color_gradient2_interactive
(scale_gradient_interactive),
73
- scale_color_gradient_interactive
(scale_gradient_interactive),
73
- scale_color_gradientn_interactive
(scale_gradient_interactive),
73
- scale_color_grey_interactive
(scale_colour_interactive), 72
- scale_color_hue_interactive
(scale_colour_interactive), 72
- scale_color_interactive, 70, 72, 72, 75,
78, 79, 82, 84, 85
- scale_color_manual, 78
- scale_color_manual_interactive
(scale_manual_interactive), 78
- scale_color_viridis_c, 84
- scale_color_viridis_c_interactive
(scale_viridis_interactive), 84
- scale_color_viridis_d, 84
- scale_color_viridis_d_interactive
(scale_viridis_interactive), 84
- scale_discrete_manual, 78
- scale_discrete_manual_interactive
(scale_manual_interactive), 78
- scale_color_manual_interactive
(scale_manual_interactive), 78
- scale_color_viridis_c_interactive
(scale_viridis_interactive), 84
- scale_color_viridis_d_interactive
(scale_viridis_interactive), 84
- scale_discrete_manual, 78
- scale_discrete_manual_interactive
(scale_manual_interactive), 78

scale_fill_brewer, [70](#)
 scale_fill_brewer_interactive
 (scale_colour_brewer_interactive),
 [70](#)
 scale_fill_continuous, [72](#)
 scale_fill_continuous_interactive
 (scale_colour_interactive), [72](#)
 scale_fill_distiller, [70](#)
 scale_fill_distiller_interactive
 (scale_colour_brewer_interactive),
 [70](#)
 scale_fill_gradient, [73](#)
 scale_fill_gradient2, [73](#)
 scale_fill_gradient2_interactive
 (scale_gradient_interactive),
 [73](#)
 scale_fill_gradient_interactive
 (scale_gradient_interactive),
 [73](#)
 scale_fill_gradientn, [73](#)
 scale_fill_gradientn_interactive
 (scale_gradient_interactive),
 [73](#)
 scale_fill_grey, [72](#)
 scale_fill_grey_interactive
 (scale_colour_interactive), [72](#)
 scale_fill_hue, [72](#)
 scale_fill_hue_interactive
 (scale_colour_interactive), [72](#)
 scale_fill_manual, [78](#)
 scale_fill_manual_interactive
 (scale_manual_interactive), [78](#)
 scale_fill_viridis_c, [84](#)
 scale_fill_viridis_c_interactive
 (scale_viridis_interactive), [84](#)
 scale_fill_viridis_d, [84](#)
 scale_fill_viridis_d_interactive
 (scale_viridis_interactive), [84](#)
 scale_gradient_interactive, [70](#), [72](#), [73](#),
 [73](#), [78](#), [79](#), [82](#), [84](#), [85](#)
 scale_linetype, [77](#)
 scale_linetype_continuous, [77](#)
 scale_linetype_continuous_interactive
 (scale_linetype_interactive),
 [77](#)
 scale_linetype_discrete, [77](#)
 scale_linetype_discrete_interactive
 (scale_linetype_interactive),
 [77](#)
 scale_linetype_interactive, [70](#), [72](#), [73](#),
 [75](#), [77](#), [79](#), [82](#), [84](#), [85](#)
 scale_linetype_manual, [78](#)
 scale_linetype_manual_interactive
 (scale_manual_interactive), [78](#)
 scale_manual_interactive, [70](#), [72](#), [73](#), [75](#),
 [78](#), [78](#), [82](#), [84](#), [85](#)
 scale_radius, [83](#)
 scale_radius_interactive
 (scale_size_interactive), [83](#)
 scale_shape, [81](#)
 scale_shape_continuous, [81](#)
 scale_shape_continuous_interactive
 (scale_shape_interactive), [81](#)
 scale_shape_discrete, [81](#)
 scale_shape_discrete_interactive
 (scale_shape_interactive), [81](#)
 scale_shape_interactive, [70](#), [72](#), [73](#), [75](#),
 [78](#), [79](#), [81](#), [84](#), [85](#)
 scale_shape_manual, [78](#)
 scale_shape_manual_interactive
 (scale_manual_interactive), [78](#)
 scale_shape_ordinal, [81](#)
 scale_shape_ordinal_interactive
 (scale_shape_interactive), [81](#)
 scale_size, [83](#)
 scale_size_continuous, [83](#)
 scale_size_continuous_interactive
 (scale_size_interactive), [83](#)
 scale_size_discrete, [83](#)
 scale_size_discrete_interactive
 (scale_size_interactive), [83](#)
 scale_size_interactive, [70](#), [72](#), [73](#), [75](#), [78](#),
 [79](#), [82](#), [83](#), [85](#)
 scale_size_manual, [78](#)
 scale_size_manual_interactive
 (scale_manual_interactive), [78](#)
 scale_size_ordinal, [83](#)
 scale_size_ordinal_interactive
 (scale_size_interactive), [83](#)
 scale_viridis_interactive, [70](#), [72](#), [73](#), [75](#),
 [78](#), [79](#), [82](#), [84](#), [84](#)
 segmentsGrob, [60](#)
 textGrob, [61](#)
 theme, [7](#)