

Package ‘shinybusy’

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Title Busy Indicators and Notifications for 'Shiny' Applications

Version 0.3.1

Description Add indicators (spinner, progress bar, gif) in your 'shiny' applications to show the user that the server is busy. And other tools to let your users know something is happening (send notifications, reports, ...).

License GPL-3

Encoding UTF-8

Imports htmltools, shiny, jsonlite, htmlwidgets

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

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

Suggests testthat, covr, knitr, rmarkdown

VignetteBuilder knitr

NeedsCompilation no

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add_busy_bar	<i>Automatic busy indicator (Progress bar)</i>
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Description

Make a progress bar appear on top of the page.

Usage

```
add_busy_bar(
  timeout = 1000,
  color = "#112446",
  centered = FALSE,
  height = "8px"
)
```

Arguments

timeout	Number of milliseconds after the server is busy to display the progress bar.
color	Progress bar color.
centered	Center the progress bar or not.
height	Height of the bar.

Examples

```
library(shiny)
library(shinybusy)

ui <- fluidPage(

  # Use this function somewhere in UI
  add_busy_bar(color = "#FF0000"),
```

```

    headerPanel('Iris k-means clustering'),

    tags$br(),
    actionButton("quick", "Quick calculation (nothing happens)",
    actionButton("sleep", "Long calculation (progress bar on top)")
  )

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

    observeEvent(input$quick, {
      Sys.sleep(0.1)
    })

    observeEvent(input$sleep, {
      Sys.sleep(5)
    })

  }

  if (interactive()) {
    shinyApp(ui, server)
  }

```

 add_busy_gif

Automatic busy indicator (GIF)

Description

Make a GIF play when server is busy and stop when idle.

Usage

```

add_busy_gif(
  src,
  timeout = 100,
  position = c("top-right", "top-left", "bottom-right", "bottom-left", "full-page",
  "free"),
  margins = c(10, 10),
  overlay_color = "rgba(0, 0, 0, 0.5)",
  overlay_css = NULL,
  height = "50px",
  width = "50px"
)

```

Arguments

src	Path to the GIF, an URL or a file in www/ folder.
timeout	Number of milliseconds after the server is busy to display the GIF.

position	Where to display the GIF: 'top-right', 'top-left', 'bottom-right', 'bottom-left', 'full-page'.
margins	Distance from margins, a vector of length two, where first element is distance from top/bottom, second element distance from right/left.
overlay_color	Background color for the overlay if position = "full-page".
overlay_css	Additional CSS for the overlay, for example "z-index: 1000;" to make it appear above everything.
height, width	Height and width of the spinner, default to '50px' for both, must be specified.

Value

An HTML tag that should be used in UI.

Examples

```
library(shiny)
library(shinybusy)

ui <- fluidPage(

  # Use this function somewhere in UI
  # with navBarPage use the "header" argument
  add_busy_gif(
    src = "https://jeroen.github.io/images/banana.gif",
    height = 70, width = 70
  ),

  actionButton("sleep", "Long calculation")
)

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

  observeEvent(input$sleep, {
    Sys.sleep(5)
  })

}

if (interactive()) {
  shinyApp(ui, server)
}
```

add_busy_spinner

Automatic busy indicator (spinner)

Description

Add a spinner in an application each time the server take more 100 milliseconds to respond.

Usage

```
add_busy_spinner(
  spin = "double-bounce",
  color = "#112446",
  timeout = 100,
  position = c("top-right", "top-left", "bottom-right", "bottom-left", "full-page"),
  onstart = TRUE,
  margins = c(10, 10),
  height = "50px",
  width = "50px"
)
```

Arguments

spin	Style of the spinner, see spin_epic or spin_kit for possible choices. Note that for spin_epic , height and width are ignored.
color	Color for the spinner, in a valid CSS format.
timeout	Number of milliseconds after the server is busy to display the spinner.
position	Where to display the spinner: 'top-right', 'top-left', 'bottom-right', 'bottom-left', 'full-page'.
onstart	Logical, display the spinner when the application starts ?
margins	Distance from margins, a vector of length two, where first element is distance from top/bottom, second element distance from right/left.
height, width	Height and width of the spinner, default to '50px' for both, must be specified.

Examples

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

  ui <- fluidPage(

    # Use this function somewhere in UI
    add_busy_spinner(spin = "cube-grid"),
    # or use a different spinner
    # add_busy_spinner(spin = "radar", margins = c(10, 20)),

    headerPanel('Iris k-means clustering'),

    sidebarLayout(
      sidebarPanel(
        selectInput('xcol', 'X Variable', names(iris)),
        selectInput('ycol', 'Y Variable', names(iris),
                    selected=names(iris)[[2]]),
        numericInput('clusters', 'Cluster count', 3,
                    min = 1, max = 9),
        actionButton("sleep", "Long calculation")
      )
    )
  }
```

```

    ),
    mainPanel(
      plotOutput('plot1')
    )
  )
)

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

  selectedData <- reactive({
    iris[, c(input$xcol, input$ycol)]
  })

  clusters <- reactive({
    kmeans(selectedData(), input$clusters)
  })

  output$plot1 <- renderPlot({
    palette(c("#E41A1C", "#377EB8", "#4DAF4A", "#984EA3",
              "#FF7F00", "#FFFF33", "#A65628", "#F781BF",
              "#999999"))

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

  observeEvent(input$sleep, {
    Sys.sleep(5)
  })
}

shinyApp(ui, server)
}

```

add_loading_state

Loading state for Shiny Outputs

Description

Call this function once in your UI to automatically add loading indicators to several outputs when they are being regenerated.

Usage

```

add_loading_state(
  selector,

```

```

  spinner = c("standard", "hourglass", "circle", "arrows", "dots", "pulse"),
  text = NULL,
  timeout = 600,
  svgColor = "#383838",
  svgSize = "45px",
  messageColor = "#383838",
  messageFontSize = "14px",
  backgroundColor = "rgba(255,255,255,0.9)",
  ...
)

```

Arguments

selector	CSS selector to match outputs, for example use ".shiny-plot-output" to select all <code>shiny::plotOutput()</code> in your application, or "#my_chart" to select a specific output. You can use a vector to select multiple outputs.
spinner	Name of the spinner to use.
text	An optional text to be displayed under the spinner.
timeout	In milliseconds, time after the output has been regenerated for removing the loading state.
svgColor	Changes the SVG Icons color. You can use HEX, RGB or RGBA.
svgSize	Changes the SVG Icons width and height.
messageColor	Changes the color of the message text.
messageFontSize	Changes the font-size of the message text.
backgroundColor	Changes the background color. You can use HEX, RGB or RGBA.
...	Other options passed to the JavaScript method, see this link for all available options.

Value

An HTML tag that you can use in Shiny UI.

Note

This function is experimental, if you encounter bugs or bad behavior, please report [issue here](#).

Examples

```

library(shinybusy)
library(shiny)

ui <- fluidPage(

  # Use once in UI
  add_loading_state(

```

```

    ".shiny-plot-output",
    text = "Please wait...",
    svgColor = "steelblue"
  ),

  tags$h3("Loading state"),
  actionButton("refresh", "Refresh charts"),
  actionButton("modal", "Open modal window"),

  fluidRow(
    column(
      width = 6,
      plotOutput(outputId = "plot1")
    ),
    column(
      width = 6,
      plotOutput(outputId = "plot2")
    )
  )
)

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

  output$plot1 <- renderPlot({
    input$refresh
    if (input$refresh > 0) {
      Sys.sleep(2)
    }
    barplot(table(floor(runif(100) * 6)))
  })

  output$plot2 <- renderPlot({
    input$refresh
    if (input$refresh > 0) {
      Sys.sleep(2)
    }
    plot(rnorm(50), rnorm(50))
  })

  observeEvent(input$modal, {
    showModal(modalDialog(
      title = "Works in modal too",
      actionButton("refresh2", "Refresh chart"),
      plotOutput(outputId = "plot3")
    ))
  })

  output$plot3 <- renderPlot({
    input$refresh2
    if (input$refresh2 > 0) {
      Sys.sleep(2)
    }
  })
}

```

```
    }  
    hist(rnorm(500))  
  })  
  
}  
  
if (interactive())  
  shinyApp(ui, server)
```

busy-start-up

Busy indicator at start up

Description

Show a full-page busy indicator when application is initialized, then removed it after timeout, automatically or manually from server.

Usage

```
busy_start_up(  
  loader,  
  text = NULL,  
  mode = c("timeout", "auto", "manual"),  
  timeout = 500,  
  color = "#112446",  
  background = "#f0f0f0"  
)  
  
remove_start_up(timeout = 100, session = shiny::getDefaultReactiveDomain())
```

Arguments

loader	A spinner created with spin_epic or spin_kit or a simple HTML tag, to include a GIF (see examples).
text	Optional text to be displayed under the loading animation.
mode	How to remove the start-up page: "timeout", "auto" or "manual", see below for details.
timeout	Time (in milliseconds) to wait before removing the start-up page.
color	Color of text.
background	Background color.
session	Shiny session.

Details

Behavior according to mode argument:

- **timeout**: Busy indicator will be removed after the time (in milliseconds) specified in `timeout`.
- **manual**: Busy indicator will be removed with `remove_start_up` from server, `timeout` from `busy_start_up` is ignored in favor of that of `remove_start_up`.
- **auto**: Busy indicator is removed after JavaScript `shiny:idle` is triggered for the first time, `timeout` is taken into account.

When using `timeout` or `auto`, you can still remove the busy indicator with `remove_start_up`.

Value

HTML tag that can be included in UI definition.

Examples

```
# with timeout -----
library(shiny)
library(shinybusy)

ui <- fluidPage(
  busy_start_up(
    loader = spin_epic("orbit", color = "#FFF"),
    text = "Loading...",
    timeout = 1500,
    color = "#FFF",
    background = "#112446"
  ),
  tags$h1("Ready to play!", class = "text-center")
)

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

if (interactive())
  shinyApp(ui, server)

# manual -----

library(shiny)
library(shinybusy)

ui <- fluidPage(
  busy_start_up(
```

```

    loader = spin_kit(
      spin = "cube-grid",
      color = "#FFF",
      style = "width:50px; height:50px;"
    ),
    text = "Loading...",
    mode = "manual",
    color = "#FFF",
    background = "#112446"
  ),
  tags$h1("Ready to play!", class = "text-center")
)

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

  # Remove after 3 seconds (+timeout)
  observe({
    Sys.sleep(3)
    remove_start_up(timeout = 200)
  })

}

if (interactive())
  shinyApp(ui, server)

# auto & GIF -----

library(shiny)
library(shinybusy)

ui <- fluidPage(

  busy_start_up(
    loader = tags$img(
      src = "https://jeroen.github.io/images/banana.gif",
      width = 100
    ),
    text = "Loading...",
    mode = "auto"
  ),

  tags$h1("Ready to play!", class = "text-center"),
  plotOutput(outputId = "plot")

)

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

  output$plot <- renderPlot({

```

```
    Sys.sleep(2)
    plot(rnorm(100))
  })
}

if (interactive())
  shinyApp(ui, server)
```

`config_notify`*Configure options for `notify()` and others*

Description

Options for `notify()` functions, see [online documentation](#) for default values and examples.

Usage

```
config_notify(
  background = NULL,
  textColor = NULL,
  childClassName = NULL,
  notiflixIconColor = NULL,
  fontAwesomeClassName = NULL,
  fontAwesomeIconColor = NULL,
  backOverlayColor = NULL,
  width = NULL,
  distance = NULL,
  opacity = NULL,
  borderRadius = NULL,
  rtl = NULL,
  messageMaxLength = NULL,
  backOverlay = NULL,
  plainText = NULL,
  showOnlyTheLastOne = NULL,
  clickToClose = NULL,
  pauseOnHover = NULL,
  ID = NULL,
  className = NULL,
  zIndex = NULL,
  fontFamily = NULL,
  fontSize = NULL,
  cssAnimation = NULL,
  cssAnimationDuration = NULL,
  cssAnimationStyle = NULL,
  closeButton = NULL,
  useIcon = NULL,
  useFontAwesome = NULL,
```

```

    fontAwesomeIconStyle = NULL,
    fontAwesomeIconSize = NULL,
    ...
)

```

Arguments

background	Changes the background color.
textColor	Changes the text color.
childClassName	Changes the class name.
notiflixIconColor	Changes the SVG icon color.
fontAwesomeClassName	Changes the FontAwesome icon class name (FontAwesome has to be added to the project separately.)
fontAwesomeIconColor	Changes the FontAwesome icon color.
backOverlayColor	Changes the color of the background overlay.
width	Changes the width of the notifications.
distance	The distance between positioned notifications and the body element.
opacity	Changes the opacity. (Between 0 and 1)
borderRadius	Changes the radius of the notifications corners.
rtl	Specifies the text direction to "right-to-left".
messageMaxLength	The maximum length of the notifications message text.
backOverlay	Adds a background overlay to the notifications.
plainText	Strips all HTML tags.
showOnlyTheLastOne	Auto-removes all the notifications except for the last one.
clickToClose	Removes the notification when it has been clicked without waiting for the delay.
pauseOnHover	Auto-remove functionality will be paused for each notification element when the pointer(mouse) enters on it.
ID	Changes the ID (attribute) of the notifications.
className	Changes the class name (attribute) of the notifications.
zindex	Changes the z-index of the notifications.
fontFamily	Changes the font-family of the notifications message text.
fontSize	Changes the font-size of the notifications message text.
cssAnimation	Enables/disables CSS animations to show/hide the notifications.
cssAnimationDuration	Changes the CSS animations duration as milliseconds.

cssAnimationStyle	6 types of styles can be used: fade zoom from-right from-top from-bottom from-left
closeButton	Adds a close button/icon to the notifications. (Notifications with a close button won't disappear until they were clicked.)
useIcon	Allows using built-in SVG or external FontAwesome icons in the notifications. (By default, built-in SVG icons have been defined.)
useFontAwesome	Ignores built-in SVG icons and allows to use of external FontAwesome icons.
fontAwesomeIconStyle	2 types of styles can be used: basic shadow
fontAwesomeIconSize	Changes the font-size of the FontAwesome icons
...	Other potential arguments.

Value

A config list that can be used in `notify()` and other `notify_*` functions.

Examples

```
library(shiny)
library(shinybusy)

ui <- fluidPage(
  tags$h2("config for notify examples"),
  actionButton("success", "Success")
)

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

  observeEvent(input$success, {
    notify_success(
      "Well done!",
      config_notify(
        background = "#0431B4",
        notiflixIconColor = "#FFF"
      )
    )
  })
}

if (interactive())
  shinyApp(ui, server)
```

config_report	<i>Configure options for <code>report()</code> and others</i>
---------------	---

Description

Options for `report()` functions, see [online documentation](#) for default values and examples.

Usage

```
config_report(  
    svgColor = NULL,  
    titleColor = NULL,  
    messageColor = NULL,  
    buttonBackground = NULL,  
    buttonColor = NULL,  
    backOverlayColor = NULL,  
    className = NULL,  
    width = NULL,  
    backgroundColor = NULL,  
    borderRadius = NULL,  
    rtl = NULL,  
    zIndex = NULL,  
    backOverlay = NULL,  
    fontFamily = NULL,  
    svgSize = NULL,  
    plainText = NULL,  
    titleFontSize = NULL,  
    titleMaxLength = NULL,  
    messageFontSize = NULL,  
    messageMaxLength = NULL,  
    buttonFontSize = NULL,  
    buttonMaxLength = NULL,  
    cssAnimation = NULL,  
    cssAnimationDuration = NULL,  
    cssAnimationStyle = NULL,  
    ...  
)
```

Arguments

<code>svgColor</code>	Changes the built-in SVG icon color.
<code>titleColor</code>	Changes the title text color.
<code>messageColor</code>	Changes the message text color.
<code>buttonBackground</code>	Changes the button background color.
<code>buttonColor</code>	Changes the button text color.

backOverlayColor	Changes the color of the background overlay.
className	Changes the class name (attribute).
width	Changes the width.
backgroundColor	Changes the background color.
borderRadius	Changes the radius of the corners.
rtl	Specifies the text direction to "right-to-left".
zindex	Changes the z-index.
backOverlay	Adds a background overlay.
fontFamily	Changes the font-family.
svgSize	Changes the built-in SVG icons width and height. (Notiflix uses square scaled icons.)
plainText	Strips all HTML tags.
titleFontSize	Changes the font-size of the title text.
titleMaxLength	The maximum length of the title text.
messageFontSize	Changes the font-size of the message text.
messageMaxLength	The maximum length of the message text.
buttonFontSize	Changes the font-size of the button text.
buttonMaxLength	The maximum length of the button text.
cssAnimation	Enables/disables CSS animations to show/hide.
cssAnimationDuration	Changes the CSS animations duration as milliseconds.
cssAnimationStyle	2 types of styles can be used: fade zoom.
...	Other potential arguments.

Value

A config list that can be used in `report()` and other `report_*` functions.

Examples

```
library(shiny)
library(shinybusy)

ui <- fluidPage(
  tags$h2("Config for report() examples"),
  actionButton("success", "Success"),
  actionButton("failure", "Failure"),
  actionButton("info", "Info")
)
```

```
)  
  
server <- function(input, output, session) {  
  
  observeEvent(input$success, {  
    report_success(  
      "Well done!",  
      "All in order",  
      config_report(  
        svgColor = "#0431B4",  
        titleColor = "#0431B4"  
      )  
    )  
  })  
  
  observeEvent(input$failure, {  
    report_failure(  
      "Oops...",  
      "Something went wrong",  
      config_report(  
        svgColor = "#DF01D7",  
        titleColor = "#DF01D7"  
      )  
    )  
  })  
  
  observeEvent(input$info, {  
    report_info(  
      "For your information",  
      tags$p(  
        style = "font-style: italic;",  
        "Lorem ipsum dolor sit amet"  
      ),  
      config_report(width = "560px", borderRadius = "5px")  
    )  
  })  
  
}  
  
if (interactive())  
  shinyApp(ui, server)
```

html-dependencies

HTML dependencies used by shinybusy

Description

HTML dependencies used by shinybusy

Usage

```
html_dependency_spinkit()
html_dependency_epic()
html_dependency_shinybusy()
html_dependency_freezeiframe()
html_dependency_nanobar()
html_dependency_notiflix()
```

Value

an `htmltools::htmlDependency()`.

logo_silex	<i>Silex logo for Shiny use</i>
------------	---------------------------------

Description

Silex logo for Shiny use

Usage

```
logo_silex()
```

Value

Path to gif

manual-gif	<i>Manual busy indicator (GIF)</i>
------------	------------------------------------

Description

Manual busy indicator (GIF)

Usage

```

use_busy_gif(
  src,
  timeout = 100,
  position = c("top-right", "top-left", "bottom-right", "bottom-left", "full-page",
    "free"),
  margins = c(10, 10),
  overlay_color = "rgba(0, 0, 0, 0.5)",
  overlay_css = NULL,
  height = "50px",
  width = "50px"
)

play_gif(session = shiny::getDefaultReactiveDomain())

stop_gif(session = shiny::getDefaultReactiveDomain())

```

Arguments

<code>src</code>	Path to the GIF, an URL or a file in <code>www/</code> folder.
<code>timeout</code>	Number of milliseconds after the server is busy to display the GIF.
<code>position</code>	Where to display the GIF: 'top-right', 'top-left', 'bottom-right', 'bottom-left', 'full-page'.
<code>margins</code>	Distance from margins, a vector of length two, where first element is distance from top/bottom, second element distance from right/left.
<code>overlay_color</code>	Background color for the overlay if <code>position = "full-page"</code> .
<code>overlay_css</code>	Additional CSS for the overlay, for example <code>"z-index: 1000;"</code> to make it appear above everything.
<code>height</code>	Height and width of the spinner, default to '50px' for both, must be specified.
<code>width</code>	Height and width of the spinner, default to '50px' for both, must be specified.
<code>session</code>	Shiny session.

Value

An HTML tag that should be used in UI.

Examples

```

library(shiny)
library(shinybusy)

ui <- fluidPage(

  # Use this function somewhere in UI
  use_busy_gif(
    src = "https://jeroen.github.io/images/banana.gif",
    height = 70, width = 70
  )
)

```

```
),  
  actionButton("play", "Play GIF"),  
  actionButton("stop", "Stop GIF")  
)  
  
server <- function(input, output, session) {  
  observeEvent(input$play, {  
    play_gif()  
  })  
  
  observeEvent(input$stop, {  
    stop_gif()  
  })  
  
}  
  
if (interactive()) {  
  shinyApp(ui, server)  
}
```

manual-progressbar *Manual busy indicator (progress bar)*

Description

Declare `use_busy_bar()` in your UI and update value server-side with `update_busy_bar()`.

Usage

```
use_busy_bar(color = "#112446", centered = FALSE, height = "8px")
```

```
update_busy_bar(value, session = shiny::getDefaultReactiveDomain())
```

Arguments

<code>color</code>	Progress bar color.
<code>centered</code>	Center the progress bar or not.
<code>height</code>	Height of the bar.
<code>value</code>	The new value for the progress bar.
<code>session</code>	Shiny session.

Examples

```

library(shiny)
library(shinybusy)

ui <- fluidPage(
  tags$h2("Manual nanobar"),
  use_busy_bar(color = "#01DF01", height = "15px"),
  actionButton(inputId = "go", label = "Go"),
  sliderInput(
    inputId = "set", label = "Set progress",
    min = 0, value = 0, max = 100
  )
)

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

  observeEvent(input$go, {
    update_busy_bar(0)
    for (i in 1:100) {
      Sys.sleep(0.1)
      update_busy_bar(i)
    }
  })

  observeEvent(input$set, {
    update_busy_bar(input$set)
  })

}

if (interactive()) {
  shinyApp(ui, server)
}

```

manual-spinner

Manual busy indicator (spinner)

Description

Declare `use_busy_spinner` in your UI and show/hide server-side with `show_spinner`/`hide_spinner`.

Usage

```

use_busy_spinner(
  spin = "double-bounce",
  color = "#112446",
  position = c("top-right", "top-left", "bottom-right", "bottom-left", "full-page"),
  margins = c(10, 10),
  spin_id = NULL,

```

```

    height = "50px",
    width = "50px"
  )

  show_spinner(spin_id = NULL, session = shiny::getDefaultReactiveDomain())

  hide_spinner(spin_id = NULL, session = shiny::getDefaultReactiveDomain())

```

Arguments

<code>spin</code>	Style of the spinner, see spin_epic or spin_kit for possible choices. Note that for <code>spin_epic</code> , height and width are ignored.
<code>color</code>	Color for the spinner, in a valid CSS format.
<code>position</code>	Where to display the spinner: 'top-right', 'top-left', 'bottom-right', 'bottom-left', 'full-page'.
<code>margins</code>	Distance from margins, a vector of length two, where first element is distance from top/bottom, second element distance from right/left.
<code>spin_id</code>	An explicit id for the spinner, useful if you want to use multiple spinners.
<code>height</code>	Height and width of the spinner, default to '50px' for both, must be specified.
<code>width</code>	Height and width of the spinner, default to '50px' for both, must be specified.
<code>session</code>	Shiny session.

Examples

```

if (interactive()) {
  library(shiny)
  library(shinybusy)

  ui <- fluidPage(

    # Use this function somewhere in UI
    use_busy_spinner(spin = "fading-circle"),

    headerPanel('Iris k-means clustering'),

    sidebarLayout(
      sidebarPanel(
        selectInput('xcol', 'X Variable', names(iris)),
        selectInput('ycol', 'Y Variable', names(iris),
                    selected=names(iris)[[2]]),
        numericInput('clusters', 'Cluster count', 3,
                    min = 1, max = 9),
        actionButton("sleep", "Long calculation")
      ),
      mainPanel(
        plotOutput('plot1')
      )
    )
  )
}

```

```
server <- function(input, output, session) {  
  
  selectedData <- reactive({  
    iris[, c(input$xcol, input$ycol)]  
  })  
  
  clusters <- reactive({  
    kmeans(selectedData(), input$clusters)  
  })  
  
  output$plot1 <- renderPlot({  
    palette(c("#E41A1C", "#377EB8", "#4DAF4A", "#984EA3",  
             "#FF7F00", "#FFFF33", "#A65628", "#F781BF",  
             "#999999"))  
  
    par(mar = c(5.1, 4.1, 0, 1))  
    plot(selectedData(),  
          col = clusters()$cluster,  
          pch = 20, cex = 3)  
    points(clusters()$centers, pch = 4, cex = 4, lwd = 4)  
  })  
  
  observeEvent(input$sleep, {  
    show_spinner()  
    Sys.sleep(5)  
    hide_spinner()  
  })  
  
}  
  
shinyApp(ui, server)  
}
```

modal-gif

Show a modal with a GIF

Description

Make a pop-up window appear from the server with a GIF during long computation, remove it when finished.

Usage

```
show_modal_gif(  
  src,  
  text = NULL,  
  height = "100px",  
  width = "100px",  
  modal_size = "s",
```

```

    session = shiny::getDefaultReactiveDomain()
  )

  remove_modal_gif(session = getDefaultReactiveDomain())

```

Arguments

<code>src</code>	Path to the GIF, an URL or a file in <code>www/</code> folder.
<code>text</code>	Additional text to appear under the spinner.
<code>height, width</code>	Height and width of the spinner, default to '50px' for both, must be specified.
<code>modal_size</code>	One of "s" for small (the default), "m" for medium, or "l" for large.
<code>session</code>	The session object passed to function given to <code>shinyServer</code> .

Examples

```

if (interactive()) {

  library(shiny)
  library(shinybusy)

  ui <- fluidPage(

    tags$h1("Modal with spinner"),
    actionButton("sleep1", "Launch a long calculation"),
    actionButton("sleep2", "And another one")
  )

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

    observeEvent(input$sleep1, {
      show_modal_gif(
        src = "https://jeroen.github.io/images/banana.gif"
      )
      Sys.sleep(5)
      remove_modal_gif()
    })

    observeEvent(input$sleep2, {
      show_modal_gif(
        src = "https://jeroen.github.io/images/banana.gif",
        width = "300px", height = "300px",
        modal_size = "m",
        text = "Please wait..."
      )
      Sys.sleep(5)
      remove_modal_gif()
    })
  }

  shinyApp(ui, server)
}

```

```
}
```

modal-progress

Show a modal with a progress bar

Description

Make a pop-up window appear from the server with a spinner during long computation, remove it when finished.

Usage

```
show_modal_progress_line(  
  value = 0,  
  text = "auto",  
  color = "#112446",  
  stroke_width = 4,  
  easing = "linear",  
  duration = 1000,  
  trail_color = "#eee",  
  trail_width = 1,  
  height = "15px",  
  session = shiny::getDefaultReactiveDomain()  
)  
  
show_modal_progress_circle(  
  value = 0,  
  text = "auto",  
  color = "#112446",  
  stroke_width = 4,  
  easing = "linear",  
  duration = 1000,  
  trail_color = "#eee",  
  trail_width = 1,  
  height = "200px",  
  session = shiny::getDefaultReactiveDomain()  
)  
  
remove_modal_progress(session = getDefaultReactiveDomain())  
  
update_modal_progress(  
  value,  
  text = NULL,  
  session = shiny::getDefaultReactiveDomain()  
)
```

Arguments

value	Initial value or new value to set.
text	Text to display.
color	Main color.
stroke_width	Main width.
easing	CSS animation to use, ex.: "linear", "easeIn", "easeOut", "easeInOut".
duration	Animation duration (in milliseconds).
trail_color	Color of shape behind the main bar.
trail_width	Width of shape behind the main bar.
height	Container height.
session	The session object passed to function given to shinyServer.

Examples

```

if (interactive()) {

  library(shiny)
  library(shinybusy)

  ui <- fluidPage(

    tags$h1("Modal with progress bar"),
    actionButton("sleep1", "Launch a long calculation"),
    actionButton("sleep2", "And another one (different line options)"),
    tags$br(),
    actionButton("sleep3", "With a circle progress bar"),
    actionButton("sleep4", "With different circle options")
  )

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

    observeEvent(input$sleep1, {
      show_modal_progress_line()
      for (i in 1:100) {
        update_modal_progress(
          value = i / 100
        )
        Sys.sleep(0.1)
      }
      remove_modal_progress()
    })

    observeEvent(input$sleep2, {
      show_modal_progress_line(
        color = "#DF0101",
        duration = 900,
        easing = "easeOut",
        text = "Starting computation"
      )
    })
  }
}

```

```

    )
    Sys.sleep(0.1)
    for (i in 1:100) {
      update_modal_progress(
        value = i / 100,
        text = paste("Process", trunc(i/10), sprintf("%02d%", i))
      )
      Sys.sleep(0.15)
    }
    remove_modal_progress()
  })

observeEvent(input$sleep3, {
  show_modal_progress_circle()
  for (i in 1:100) {
    update_modal_progress(
      value = i / 100
    )
    Sys.sleep(0.1)
  }
  remove_modal_progress()
})

observeEvent(input$sleep4, {
  show_modal_progress_circle(
    color = "#DF0101",
    duration = 900,
    easing = "easeOut",
    text = "Starting computation",
    height = "300px"
  )
  Sys.sleep(0.1)
  for (i in 1:100) {
    update_modal_progress(
      value = i / 100,
      text = paste("Process", trunc(i/10), sprintf("%02d%", i))
    )
    Sys.sleep(0.15)
  }
  remove_modal_progress()
})

}

shinyApp(ui, server)

}

```

Description

Make a pop-up window appear from the server with a spinner during long computation, remove it when finished.

Usage

```
show_modal_spinner(
  spin = "double-bounce",
  color = "#112446",
  text = NULL,
  session = shiny::getDefaultReactiveDomain()
)

remove_modal_spinner(session = getDefaultReactiveDomain())

update_modal_spinner(text, session = shiny::getDefaultReactiveDomain())
```

Arguments

spin	Style of the spinner, see spin_epic() or spin_kit() for possible choices.
color	Color for the spinner, in a valid CSS format.
text	Additional text to appear under the spinner.
session	The session object passed to function given to shinyServer.

Examples

```
if (interactive()) {

  library(shiny)
  library(shinybusy)

  ui <- fluidPage(

    tags$h1("Modal with spinner"),
    actionButton("sleep1", "Launch a long calculation"),
    actionButton("sleep2", "And another one")
  )

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

    observeEvent(input$sleep1, {
      show_modal_spinner()
      Sys.sleep(5)
      remove_modal_spinner()
    })

    observeEvent(input$sleep2, {
      show_modal_spinner(
        spin = "cube-grid",
        color = "firebrick",
```

```

        text = "Please wait..."
      )
      Sys.sleep(5)
      remove_modal_spinner()
    })
  }

  shinyApp(ui, server)
}

```

 notify

Notifications

Description

Send notifications to the user.

Usage

```

notify(
  text,
  ...,
  timeout = 3000,
  position = c("right-top", "right-bottom", "left-top", "left-bottom", "center-top",
    "center-bottom", "center-center"),
  type = c("success", "failure", "info", "warning"),
  session = shiny::getDefaultReactiveDomain()
)

```

```
notify_success(text, ..., timeout = 3000, position = "right-top")
```

```
notify_failure(text, ..., timeout = 3000, position = "right-top")
```

```
notify_info(text, ..., timeout = 3000, position = "right-top")
```

```
notify_warning(text, ..., timeout = 3000, position = "right-top")
```

Arguments

<code>text</code>	Text to be displayed.
<code>...</code>	Options passed to JavaScript method, see config_notify() .
<code>timeout</code>	The delay in milliseconds to hide and remove the notifications.
<code>position</code>	Position where to display the notification.
<code>type</code>	Type of notification: success, failure, info or warning.
<code>session</code>	Default Shiny session.

Value

No value.

References

Notify module from **Notiflix** library. More documentation and examples are available on the official website: <https://notiflix.github.io/notify>.

Examples

```
library(shiny)
library(shinybusy)

ui <- fluidPage(
  tags$h2("notify examples"),
  tags$p(
    "More examples available on the official website:",
    tags$a("https://notiflix.github.io/notify")
  ),
  actionButton("success", "Success"),
  actionButton("failure", "Failure"),
  actionButton("info", "Info"),
  actionButton("warning", "Warning")
)

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

  observeEvent(input$success, {
    notify_success("Well done!")
  })

  observeEvent(input$failure, {
    notify_failure("Oups...")
  })

  observeEvent(input$info, {
    notify_info("For your information")
  })

  observeEvent(input$warning, {
    notify_warning("Be careful!")
  })

}

if (interactive())
  shinyApp(ui, server)
```

progress

Create progress indicator

Description

Bar, circle or semicircle to show progress. Can be used outside Shiny. In Shiny you can set progress value server-side.

Usage

```
progress_line(  
  value = 0,  
  color = "#112446",  
  stroke_width = 4,  
  easing = "linear",  
  duration = 1000,  
  trail_color = "#eee",  
  trail_width = 1,  
  text = "auto",  
  text_color = "#000",  
  width = "100%",  
  height = "15px",  
  shiny_id = NULL  
)
```

```
progress_circle(  
  value = 0,  
  color = "#112446",  
  stroke_width = 4,  
  easing = "easeInOut",  
  duration = 1400,  
  trail_color = "#eee",  
  trail_width = 1,  
  text = "auto",  
  text_color = "#000",  
  width = "200px",  
  height = "200px",  
  shiny_id = NULL  
)
```

```
progress_semicircle(  
  value = 0,  
  color = "#112446",  
  stroke_width = 4,  
  easing = "easeInOut",  
  duration = 1400,  
  trail_color = "#eee",
```

```
    trail_width = 1,  
    text = "auto",  
    text_color = "#000",  
    width = "200px",  
    height = "100px",  
    shiny_id = NULL  
  )  
  
  update_progress(  
    shiny_id,  
    value,  
    text = NULL,  
    session = shiny::getDefaultReactiveDomain()  
  )  
)
```

Arguments

value	Initial value or new value to set.
color	Main color.
stroke_width	Main width.
easing	CSS animation to use, ex.: "linear", "easeIn", "easeOut", "easeInOut".
duration	Animation duration (in milliseconds).
trail_color	Color of shape behind the main bar.
trail_width	Width of shape behind the main bar.
text	Text to display.
text_color	Text color.
width	Container width.
height	Container height.
shiny_id	Id to use in Shiny application.
session	Shiny session.

Value

an htmlwidget object.

Examples

```
# Default usage  
progress_line(value = 0.5)  
  
# change color  
progress_line(value = 0.5, color = "firebrick")  
  
# Circle  
progress_circle(value = 0.5)
```

```
# Shiny usage
if (interactive()) {
  library(shiny)
  library(shinybusy)

  ui <- fluidPage(
    tags$h2("Progress bars examples"),
    fluidRow(
      column(
        width = 4,
        tags$p("Default bar:"),
        progress_line(value = 0, shiny_id = "bar"),
        sliderInput(
          inputId = "update_bar",
          label = "Update:",
          min = 0, max = 1,
          value = 0, step = 0.1
        ),
        tags$p("Set custom text:"),
        progress_line(
          value = 0.5,
          text = "To update",
          shiny_id = "text"
        ),
        textInput(
          inputId = "update_text",
          label = "Update:"
        )
      ),
      column(
        width = 4,
        tags$p("Default circle:"),
        progress_circle(value = 0, shiny_id = "circle"),
        sliderInput(
          inputId = "update_circle",
          label = "Update:",
          min = 0, max = 1,
          value = 0, step = 0.1,
          width = "100%"
        )
      ),
      column(
        width = 4,
        tags$p("Default semi-circle:"),
        progress_semicircle(value = 0, shiny_id = "semicircle"),
        sliderInput(
          inputId = "update_semicircle",
          label = "Update:",
          min = 0, max = 1,
          value = 0, step = 0.1,
          width = "100%"
        )
      )
    )
  )
}
```

```
    )
  )
)

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

  observe({
    update_progress("bar", input$update_bar)
  })

  observe({
    update_progress("circle", input$update_circle)
  })

  observe({
    update_progress("semicircle", input$update_semicircle)
  })

  observe({
    req(input$update_text)
    update_progress("text", 0.5, input$update_text)
  })

}

shinyApp(ui, server)
}
```

report

Reports

Description

show extended notifications that contain a title, description to the user.

Usage

```
report(
  title,
  text,
  ...,
  button = "Ok",
  type = c("success", "failure", "info", "warning"),
  session = shiny::getDefaultReactiveDomain()
)

report_success(title, text, ..., button = "Ok")

report_failure(title, text, ..., button = "Ok")
```

```
report_info(title, text, ..., button = "Ok")
```

```
report_warning(title, text, ..., button = "Ok")
```

Arguments

title	Title of the report.
text	Text to be displayed.
...	Options passed to JavaScript method, see config_report() .
button	Label for the button.
type	Type of notification: success, failure, info or warning.
session	Default Shiny session.

Value

No value.

References

Report module from [Notiflix](#) library. More documentation and examples are available on the official website: <https://notiflix.github.io/report>.

Examples

```
library(shiny)
library(shinybusy)

ui <- fluidPage(
  tags$h2("Report examples"),
  tags$p(
    "More examples available on the official website:",
    tags$a("https://notiflix.github.io/report")
  ),
  actionButton("success", "Success"),
  actionButton("failure", "Failure"),
  actionButton("info", "Info"),
  actionButton("warning", "Warning")
)

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

  observeEvent(input$success, {
    report_success(
      "Well done!",
      "All in order"
    )
  })

  observeEvent(input$failure, {
```

```

    report_failure(
      "Oops...",
      "Something went wrong"
    )
  })

  observeEvent(input$info, {
    report_info(
      "For your information",
      tags$p(
        style = "font-style: italic;",
        "Lorem ipsum dolor sit amet"
      )
    )
  })

  observeEvent(input$warning, {
    report_warning(
      "Be careful!",
      "There were 30 warnings (use warnings() to see them)"
    )
  })
}

if (interactive())
  shinyApp(ui, server)

```

spin_epic

Epic spinners

Description

Via <https://epic-spinners.epicmax.co/>.

Usage

```

spin_epic(
  spin = c("flower", "pixel", "hollow-dots", "intersecting-circles", "orbit", "radar",
    "scaling-squares", "half-circle", "trinity-rings", "fulfilling-square",
    "circles-to-rhombuses", "semipolar", "self-building-square", "swapping-squares",
    "fulfilling-bouncing-circle", "fingerprint", "spring", "atom", "looping-rhombuses",
    "breeding-rhombus"),
  color = "#112446"
)

```

Arguments

spin	Name of the spinner.
color	Color of the spinner.

Value

an HTML tag.

Examples

```

if (interactive()) {
  library(shiny)
  library(shinybusy)

  ui <- fluidPage(
    tags$h2("Epic spinner demo"),
    lapply(
      X = c(
        "flower", "pixel", "hollow-dots",
        "intersecting-circles", "orbit", "radar",
        "scaling-squares", "half-circle",
        "fulfilling-square", "circles-to-rhombuses"
      ),
      FUN = function(x) {
        tags$div(
          style = "display: table-cell; width: 150px; height: 100px; margin: 10px;",
          tags$b(x),
          spin_epic(x, color = "#08298A")
        )
      }
    ),
    tags$hr(),
    lapply(
      X = c(
        "semipolar", "self-building-square", "swapping-squares",
        "fulfilling-bouncing-circle", "fingerprint", "spring",
        "atom", "looping-rhombuses", "breeding-rhombus", "trinity-rings"
      ),
      FUN = function(x) {
        tags$div(
          style = "display: table-cell; width: 150px; height: 100px; margin: 10px;",
          tags$b(x),
          spin_epic(x, color = "#08298A")
        )
      }
    )
  )

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

  }

  shinyApp(ui, server)
}

```

`spin_kit`*SpinKit spinners*

Description

Via <https://tobiasahlin.com/spinkit/>.

Usage

```
spin_kit(  
  spin = c("double-bounce", "circle", "bounce", "folding-cube", "rotating-plane",  
    "cube-grid", "fading-circle", "dots", "cube"),  
  color = "#112446",  
  style = NULL  
)
```

Arguments

<code>spin</code>	Name of the spinner.
<code>color</code>	Color of the spinner.
<code>style</code>	If not NULL, add a div container with specified style.

Value

an HTML tag.

Examples

```
if (interactive()) {  
  library(shiny)  
  library(shinybusy)  
  
  ui <- fluidPage(  
    tags$h2("SpinKit demo"),  
    fluidRow(lapply(  
      X = c(  
        "circle", "bounce", "folding-cube", "rotating-plane", "cube-grid",  
        "fading-circle", "double-bounce", "dots", "cube"  
      ),  
      FUN = function(x) {  
        column(  
          width = 2,  
          tags$b(x),  
          tags$div(  
            style = "width: 60px; height: 60px; position: relative;",  
            spin_kit(spin = x)  
          )  
        )  
      }  
    )  
  )  
}
```

```
    }  
  ))  
)  
  
server <- function(input, output, session) {  
  
}  
  
shinyApp(ui, server)  
}
```

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