

Package: r2fireworks (via r-universe)

October 13, 2024

Type Package

Title Enhance Your 'Rmarkdown' and 'shiny' Apps with Dazzling Fireworks Celebrations

Version 0.1.0

Maintainer Obinna Obianom <idonshayo@gmail.com>

Description Implementation of 'jQuery' <<https://jquery.com>> and 'CSS' styles to allow the display of fireworks on a document. Toolkit to easily incorporate celebratory splashes in 'Rmarkdown' and 'shiny' apps.

License MIT + file LICENSE

URL <https://r2fireworks.obi.obianom.com/>

BugReports <https://github.com/oobianom/r2fireworks/issues>

Depends R (> 3.6)

Imports utils, htmltools, shiny

Suggests rmarkdown, knitr

Encoding UTF-8

VignetteBuilder knitr

Language en-US

LazyData false

RoxygenNote 7.2.3

Repository <https://oobianom.r-universe.dev>

RemoteUrl <https://github.com/oobianom/r2fireworks>

RemoteRef HEAD

RemoteSha f23dc734dd02f0439cd212e0ad62a08d836f7813

Contents

fireworkMessenger	2
useFireworks	3

Index	5
--------------	----------

fireworkMessenger *Widget to initiate or terminate fireworks display*

Description

Add or remove fireworks graphics from page
 Add fireworks visuals to page
 Remove fireworks visuals from page
 Add fireworks visuals to Rmarkdown page

Usage

```
fireworkMessenger(
  type,
  duration = NULL,
  speed = NULL,
  particleCount = 30,
  session = getDefaultReactiveDomain()
)

showFireworks(
  speed = 1,
  particleCount = 40,
  session = getDefaultReactiveDomain()
)

removeFireworks(session = getDefaultReactiveDomain())

addRmdFireworks(speed = 1, particleCount = 40)
```

Arguments

type	type of action e.g start, remove
duration	duration of fireworks outbursts
speed	speed of display of fireworks
particleCount	particle size of fireworks
session	session object from server

Value

inclusion or exclusion of fireworks from page
 visible firework canvas on the page
 removal of firework canvas from the page
 addition of firework canvas on the page

Examples

```
# In R markdown documents
library(r2fireworks)
useFireworks()
addRmdFireworks(particleCount = 100, speed = 3)
```

useFireworks

Set up firework scripts and loader

Description

Calls to load fireworks to a page

Usage

```
useFireworks()
```

Value

scripts to load fireworks and trigger to start fireworks

Examples for r2fireworks

More examples and demo pages are located at this link - <https://r2fireworks.obi.obianom.com>.

Examples

```
# In shiny applications

if(interactive()){
# example 1: simple example with automatic start
library(shiny)
library(r2fireworks)

ui <- fluidPage(
  useFireworks(),
  shiny::tags$h1("Introducing r2fireworks"),
  shiny::tags$p("Celebrate 4th of July and my R package!!!")
)
server <- function(input, output, session) {
  # optional. start fireworks on load
  showFireworks(particleCount = 30)
}

shinyApp(ui, server)
```

```
# example 2: sample with start and stop buttons
library(shiny)
library(r2fireworks)

ui <- fluidPage(
  useFireworks(),
  shiny::tags$h1("Here is the starts"),
  shiny::tags$p("Celebrate 4th of July and my R package!!!"),
  actionButton("startFW", "Show and Start Fireworks, with speed x1"),
  actionButton("startFWx4", "Show and Start Fireworks, with speed x4"),
  actionButton("startFWspx4", "Show Fireworks, with particle burst size 10000"),
  actionButton("stopFW", "Remove Fireworks")
)

server <- function(input, output, session) {
  observeEvent(input$startFW, {
    showFireworks()
  })

  observeEvent(input$startFWx4, {
    showFireworks(speed = 4, particleCount = 50)
  })

  observeEvent(input$startFWspx4, {
    showFireworks(speed = 1, particleCount = 10000)
  })
  observeEvent(input$stopFW, {
    removeFireworks()
  })
}
}
```

Index

`addRmdFireworks (fireworkMessenger), 2`

`fireworkMessenger, 2`

`removeFireworks (fireworkMessenger), 2`

`showFireworks (fireworkMessenger), 2`

`useFireworks, 3`