

Package ‘bsplus’

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Type Package

Title Adds Functionality to the R Markdown + Shiny Bootstrap Framework

Version 0.1.1

Description The Bootstrap framework lets you add some JavaScript functionality to your web site by adding attributes to your HTML tags - Bootstrap takes care of the JavaScript <https://getbootstrap.com/javascript>. If you are using R Markdown or Shiny, you can use these functions to create collapsible sections, accordion panels, modals, tooltips, popovers, and an accordion sidebar framework (not described at Bootstrap site).

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LazyData TRUE

Depends R (>= 3.3.0)

Imports htmltools, magrittr, purrr, lubridate, stringr, rmarkdown, methods, glue

URL <https://github.com/ijlyttle/bsplus>

BugReports <https://github.com/ijlyttle/bsplus/issues>

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bs_accordion	<i>Accordion panel-group</i>
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Description

An accordion is a set of collapsible panels where, at most, one panel-body is visible.

Usage

```
bs_accordion(id)

## S3 method for class 'bsplus_accordion'
bs_append(tag, title, content, ...)

## S3 method for class 'bsplus_accordion'
bs_set_opts(tag, panel_type = "primary",
  use_heading_link = TRUE, ...)
```

Arguments

id	character, unique id for accordion <div/>, also serves as root id for panels appended using bs_append()
tag	htmltools::tag, accordion <div/> to which to append a panel
title	character (HTML) or htmltools::tagList, title for the panel heading
content	character (HTML) or htmltools::tagList, content for the panel body
...	other arguments (not used)
panel_type	character, one of the standard Bootstrap types c("default", "primary", "success", "info", "warn")
use_heading_link	logical, indicates whether to make the entire panel heading clickable.

Details

All of these functions return a `bsplus_accordion` object (which is also an `htmltools::tag`, `<div/>`), so you can compose an accordion by piping. There are three parts to this system:

1. A constructor function for the accordion, `bs_accordion()`
2. A function to set options for subsequent panels, `bs_set_opts()`
3. A function to append a panel to the group, `bs_append()`

The verb *append* is used to signify that you can append an arbitrary number of panels to an accordion.

For the constructor, `bs_accordion()`, it is your responsibility to ensure that `id` is unique among HTML elements in your page. If you have non-unique `id`'s, strange things may happen to your page.

Value

`bsplus_accordion` object (`htmltools::tag`, `<div/>`)

See Also

<http://getbootstrap.com/javascript/#collapse-example-accordion>

Examples

```
bs_accordion(id = "meet_the_beatles") %>%
  bs_set_opts(panel_type = "success", use_heading_link = TRUE) %>%
  bs_append(title = "John Lennon", content = "Rhythm guitar, vocals") %>%
  bs_set_opts(panel_type = "info") %>%
  bs_append(title = "Paul McCartney", content = "Bass guitar, vocals")
```

`bs_accordion_sidebar` *Accordion-sidebar panel-group*

Description

Combines Bootstrap accordion with the functionality of `shiny::sidebarLayout`, allowing you to add another dimension to your **shiny** apps.

Usage

```
bs_accordion_sidebar(id, spec_side = c(width = 4, offset = 0),
  spec_main = c(width = 8, offset = 0), position = c("left", "right"))
```

```
use_bs_accordion_sidebar()
```

```
## S3 method for class 'bsplus_accordion_sidebar'
```

```

bs_append(tag, title_side, content_side,
          content_main, ...)

## S3 method for class 'bsplus_accordion_sidebar'
bs_set_opts(tag,
            panel_type_active = "success", panel_type_inactive = "primary",
            use_main_enclosure = TRUE, ...)

```

Arguments

id	character, unique id for accordion-sidebar <div/>, also serves as root id for panels appended using bs_append()
spec_side	numeric, column specification for sidebar panels
spec_main	numeric, column specification for main panels
position	character, indicates where to put the sidebar panels with respect to the main panels
tag	htmltools::tag, accordion-sidebar <div/> to which to append a panel
title_side	character (HTML) or htmltools::tagList, title for the sidebar panel
content_side	character (HTML) or htmltools::tagList, content for the sidebar panel
content_main	character (HTML) or htmltools::tagList, content for the main panel
...	other arguments (not used)
panel_type_active	character, indicated bootstrap type for active-panel header, one of c("default", "primary", "success")
panel_type_inactive	character, indicated bootstrap type for inactive-panel header, one of c("default", "primary", "success")
use_main_enclosure	logical, indicates if main content is to be wrapped in a Bootstrap panel

Details

If you use a `bs_accordion_sidebar()`, you will have to call the function `use_bs_accordion_sidebar()` somewhere in your UI. This attaches some JavaScript needed for your accordion sidebar to work properly.

All of these functions return a `bsplus_accsidebar` object, (which is also an `htmltools::tag`, <div/>), so you can compose an accordion sidebar by piping. There are three parts to this system:

1. A constructor function for the accordion-sidebar, `bs_accordion_sidebar()`
2. A function to set options for subsequent panels, `bs_set_opts()`
3. A function to append a panel-set to an accordion-sidebar, `bs_append()`

The verb *append* is used to signify that you can append an arbitrary number of panels-sets to an accordion-sidebar.

For the constructor, `bs_accordion_sidebar()`, it is your responsibility to ensure that `id` is unique among HTML elements in your page. If you have non-unique `id`'s, strange things may happen to your page.

Value

bsplus_accsidebar object (htmltools::tag, <div/>)

Examples

```
bs_accordion_sidebar(id = "meet_the_beatles") %>%
  bs_append(
    title_side = "John Lennon",
    content_side = "Rhythm guitar, vocals",
    content_main = "Dear Prudence"
  ) %>%
  bs_append(
    title_side = "Paul McCartney",
    content_side = "Bass guitar, vocals",
    content_main = "Blackbird"
  )
## Not run:
use_bs_accordion_sidebar()

## End(Not run)
```

bs_append.bsplus_carousel

Carousel

Description

A carousel is used to enclose a set of (typically) images, providing controls to move slides back-and-forth.

Usage

```
## S3 method for class 'bsplus_carousel'
bs_append(tag, content, caption = NULL, ...)

bs_carousel(id, use_indicators = FALSE, use_controls = TRUE)
```

Arguments

tag	htmltools::tag, carousel <div/> to which to append a panel
content	character (HTML) or htmltools::tagList, content for the slide
caption	character (HTML) or htmltools::tagList, caption for the slide
...	other args (not used)
id	character, unique id for accordion <div/>, also serves as root id for slides appended using bs_append()
use_indicators	logical, denotes use of slide-position indicators (dots)
use_controls	logical, denotes use of controls (chevrons at sides)

Details

All of these functions return a `bsplus_carousel` object (which is also an `htmltools::tag`, `<div/>`), so you can compose a carousel by piping. There are two parts to this system:

1. A constructor function for the carousel, `bs_carousel()`
2. A function to append a slide to the carousel, `bs_append()`

The verb *append* is used to signify that you can append an arbitrary number of slides to a carousel. For the constructor, `bs_carousel()`, it is your responsibility to ensure that `id` is unique among HTML elements in your page. If you have non-unique `id`'s, strange things may happen to your page.

Value

`bsplus_carousel` object (`htmltools::tag`, `<div/>`)

See Also

<http://getbootstrap.com/javascript/#carousel>, [bs_carousel_image](#), [bs_carousel_caption](#)

Examples

```
bs_carousel(id = "with_the_beatles") %>%
  bs_append(content = bs_carousel_image(src = "img/john.jpg")) %>%
  bs_append(content = bs_carousel_image(src = "img/paul.jpg")) %>%
  bs_append(content = bs_carousel_image(src = "img/george.jpg")) %>%
  bs_append(content = bs_carousel_image(src = "img/ringo.jpg"))
```

bs_button

Button

Description

This function makes it a little easier to make Bootstrap-friendly buttons; it wraps the `[htmltools::tags()]` function for buttons.

Usage

```
bs_button(label, button_type = c("default", "primary", "success", "info",
  "warning", "danger"), ...)
```

Arguments

<code>label</code>	character (HTML), button label
<code>button_type</code>	character, one of the standard Bootstrap types
<code>...</code>	attributes (named arguments) and children (unnamed arguments) of the button, passed to <code>htmltools::tag</code>

Value

htmltools::tag, <button/>

See Also

<http://getbootstrap.com/css/#buttons>

Examples

```
bs_button("Click me", button_type = "primary")
```

`bs_carousel_caption` *Carousel caption*

Description

Helper function to generate HTML for a carousel caption.

Usage

```
bs_carousel_caption(title = NULL, body = NULL)
```

Arguments

title	character, caption title
body	character, caption body

Value

htmltools::tag <div/> for carousel caption

See Also

[bs_carousel](#)

bs_carousel_image *Carousel image*

Description

Helper function to generate HTML for a carousel image.

Usage

```
bs_carousel_image(...)
```

Arguments

... additional arguments passed to `htmltools::tag$img`, typically includes `src`

Details

This function wraps `htmltools::tag$img`, but adding a class to center the image in the carousel.

Value

```
htmltools::tag, </img>
```

See Also

[bs_carousel](#)

bs_collapse *Collapsible element*

Description

This is useful for content that you may wish to be hidden when the page is initialized, but that can be revealed (and subsequently hidden) by clicking a button or a link.

Usage

```
bs_collapse(id, content = NULL, show = FALSE)
```

```
bs_attach_collapse(tag, id_collapse)
```


Arguments

id	character, unique id for the collapsible <div/>
content	character (HTML) or <code>htmltools::tagList</code> , content for the collapsible <div/>
show	logical, indicates if collapsible <div/> is shown when page is initialized
tag	<code>htmltools::tag</code> , button or link to which to attach a collapsible <div/>
id_collapse	character, id of the collapsible <div/> to attach

Details

There are two parts to this system:

1. A collapsible <div/>, created using `bs_collapse()`
2. At least one button (<button/>) or link (<a/>) to which the id of the collapsible <div/> is attached, using `bs_attach_collapse()`

The verb *attach* is used to signify that we are attaching the id of our collapsible <div/> to the tag in question (a button or a link). Note that you can attach the id of a collapsible <div/> to more than one button or link.

It is your responsibility to ensure that id is unique among HTML elements in your page. If you have non-unique id's, strange things may happen to your page.

Value

`bs_collapse()` `htmltools::tag`, <div/>

`bs_attach_collapse()` `htmltools::tag`, modified copy of tag (button or link)

See Also

<https://getbootstrap.com/javascript/#collapse>

Examples

```
library("htmltools")
```

```
bs_collapse(id = "id_yeah", "Yeah Yeah Yeah")
```

```
bs_button("She Loves You", button_type = "primary") %>%  
  bs_attach_collapse("id_yeah")
```

bs_embed_popover	<i>Popover</i>
------------------	----------------

Description

A popover can be a useful way to add a somewhat-verbose explanation to a tag.

Usage

```
bs_embed_popover(tag, title = NULL, content = NULL, placement = "top",
  ...)
```

```
use_bs_popover()
```

Arguments

tag	htmltools::tag, generally <button/> or <a/>, into which to embed the popover
title	character, title for the popover, generally text
content	character, content for the popover body, can be HTML
placement	character, placement of the popover with respect to tag
...	other named arguments, passed to bs_set_data()

Details

To activate the use of popovers in your page, you will need to call the `use_bs_popover()` function somewhere.

The verb *embed* is used to signify that you are embedding information into a tag. This implies that you can embed, at most, one "thing" into a particular tag. You should not, for example, expect to embed both a tooltip and a popover into a tag.

Value

htmltools::tag, modified copy of tag

See Also

[bs_embed_tooltip](http://getbootstrap.com/javascript/#popovers), <http://getbootstrap.com/javascript/#popovers>

Examples

```
library("htmltools")

bs_button("A button") %>%
  bs_embed_popover(title = "I'm a popover", content = "Really!")
```

bs_embed_tooltip	<i>Tooltip</i>
------------------	----------------

Description

A tooltip can be a useful way to add a few words of explanation to a tag.

Usage

```
bs_embed_tooltip(tag, title = "", placement = "top", ...)
```

```
use_bs_tooltip()
```

Arguments

tag	htmltools::tag, generally <button/> or <a/>, into which to embed the tooltip
title	character, title for the tooltip
placement	character, placement of the tooltip with respect to tag
...	other named arguments, passed to bs_set_data()

Details

To activate the use of tooltips in your page, you will need to call the `use_bs_tooltip()` function somewhere.

The verb *embed* is used to signify that you are embedding information into a tag. This implies that you can embed, at most, one "thing" into a particular tag. You should not, for example, expect to embed both a tooltip and a popover into a tag.

Value

htmltools::tag, modified copy of tag

See Also

[bs_embed_popover](#), <http://getbootstrap.com/javascript/#tooltips>

Examples

```
library("htmltools")
bs_button("I'm a button") %>%
  bs_embed_tooltip(title = "I'm a tooltip")
```

bs_modal	<i>Modal window</i>
----------	---------------------

Description

Modal windows are useful to make detailed explanations, and are typically attached to buttons or links. Thus, there are two parts to this system:

Usage

```
bs_modal(id, title, body, footer = bs_modal_closebutton(label = "Close"),
         size = c("medium", "large", "small"))
```

```
bs_modal_closebutton(label = "Close", title)
```

```
bs_attach_modal(tag, id_modal)
```

Arguments

id	character, unique id for the modal window
title	character, title for the modal window (this argument is deprecated for <code>bs_modal_closebutton</code> , use <code>label</code> instead)
body	character (HTML) or <code>htmltools::tagList</code> , content for the body of the modal window
footer	character (HTML) or <code>htmltools::tagList</code> , content for the footer of the modal window
size	character, size of the modal window
label	character (HTML), label for the close-button
tag	<code>htmltools::tag</code> , button or link to which to attach the modal window
id_modal	character, unique id of modal window to attach

Details

1. A modal window, created using `bs_modal()`
2. At least one button or link to which the `id` of the modal window is attached, using `bs_attach_modal()`

The verb *attach* is used to signify that we are attaching the `id` of our modal window to the `tag` in question (generally a button or a link). This implies that you can attach the `id` of a modal window to more than one button or link.

It is your responsibility to ensure that `id` is unique among HTML elements in your page. If you have non-unique `id`'s, strange things may happen to your page.

Your code may be cleaner if you can import the content for the modal body from an external source. Here, the function `shiny::includeMarkdown` be useful.

If you want to compose your own footer for the modal window, the function `bs_modal_closebutton()` can be useful.

Value

```
bs_modal() htmltools::tag, <div/>
bs_attach_modal() htmltools::tag, modified copy of tag
bs_modal_closebutton() htmltools::tag, <button/>
```

See Also

shiny::includeMarkdown

Examples

```
library("htmltools")
library("shiny")

bs_modal(id = "modal", title = "I'm a modal", body = "Yes, I am.")
bs_button("Click for modal") %>%
  bs_attach_modal(id_modal = "modal")

bs_modal(
  id = "modal_large",
  title = "I'm a modal",
  size = "large",
  body = includeMarkdown(system.file("markdown", "modal.md", package = "bsplus"))
)
bs_button("Click for modal") %>%
  bs_attach_modal(id_modal = "modal_large")
```

bs_panel

Panel

Description

This function makes it a little easier to make Bootstrap-friendly panels; it wraps the [htmltools::tags()] function for panels

Usage

```
bs_panel(id = NULL, panel_type = c("default", "primary", "success", "info",
  "warning", "danger"), heading = NULL, body = NULL, ..., footer = NULL)
```

Arguments

id	character, unique identifier
panel_type	character, one of the standard Bootstrap types
heading	character (HTML) or [htmltools::tagList()], content for the heading
body	character (HTML) or [htmltools::tagList()], content for the body
...	character (HTML) or [htmltools::tagList()], other content
footer	character (HTML) or [htmltools::tagList()], content for the footer

Value

htmltools::tag() , '<button/>'

See Also

<http://getbootstrap.com/css/#panels>

Examples

```
library("htmltools")

bs_panel(
  panel_type = "primary",
  heading = tags$h3("title"),
  body = tags$p("Some very important content")
)
```

bs_set_data	<i>Sets Bootstrap data- and aria- attributes.</i>
-------------	---

Description

Helper function to manage attributes for Bootstrap's JavaScript components.

Usage

```
bs_set_data(tag, ...)
```

```
bs_set_aria(tag, ...)
```

Arguments

tag	htmltools::tag
...	named arguments used to set the attributes of tag

Details

One of the mechanisms used by the API for Bootstrap JavaScript-components is an html elements' attributes. These attribute names are prefixed with "data-" or "aria-", depending on the function.

When expressed in html, attributes themselves have the properties:

- Logical values are expressed as "true" or "false".
- Time durations are expressed as number of milliseconds.
- Vector (non scalar) values are expressed in a space-delimited list.

The purpose of this function is to let you express these values in ways familiar to you as an R user. For example:

- Logical values can be expressed as logicals: TRUE or FALSE.
- Time durations can be expressed using lubridate durations.
- Vector (non scalar) values can be expressed as vectors.

Note that this returns a modified copy of the tag sent to it, so it is pipeable.

Value

htmltools::tag, modified copy of tag

See Also

[Bootstrap JavaScript Components](#)

Examples

```
library("htmltools")
library("lubridate")

tags$div() %>%
  bs_set_data(
    target = "#foobar",
    delay = dseconds(1),
    placement = c("right", "auto")
  ) %>%
  bs_set_aria(expanded = FALSE)
```

render_html_fragment *Renders and returns an HTML fragment*

Description

This is a wrapper around the rmarkdown::render function. The principal difference is that the function is designed to return an HTML fragment (rather than writing to a file). This function is useful to populate the content of a modal window.

Usage

```
render_html_fragment(input, output_format = rmarkdown::html_fragment(), ...)
```

Arguments

input	character, path to input file
output_format	rmarkdown output format, provided so you can specify arguments
...	other arguments passed to rmarkdown::render

Details

This function is being deprecated in favor of `shiny::includeMarkdown`

Value

`htmltools::tag`

Examples

```
## Not run:
my_file <- system.file("markdown", "modal.md", package = "bsplus")
render_html_fragment(my_file)

## End(Not run)
```

shinyInput_label_embed

Embed an element into the label of a Shiny-input tag

Description

The element embedded into the Shiny input will be pulled to the right edge of the label.

Usage

```
shinyInput_label_embed(tag, element)
```

Arguments

tag	Shiny input, such as <code>shiny::numericInput</code>
element	<code>htmltools::tag</code> to be embedded into label of tag

Details

To promote consistency, the following convention is proposed:

For links (activated by clicking), embed a `shiny::icon("info-circle")`; this is the default for `shiny_iconlink`. For elements activated by hovering, embed a `shiny::icon("info")`.

Value

Shiny input, modified copy of tag

See Also

`shiny_iconlink`

Examples

```
library("shiny")

numericInput(inputId = "foo", label = "Enter a number", value = 0) %>%
  shinyInput_label_embed(
    shiny_iconlink() %>%
      bs_embed_popover(title = "Number", content = "Not a complex number")
  )
```

shiny_iconlink	<i>Create link containing Shiny icon</i>
----------------	--

Description

You can use this helper function to wrap link element around a `shiny::icon`. It may be useful to attach a modal window to (or embed a popover into) into such a link.

Usage

```
shiny_iconlink(name = "info-circle", ...)
```

Arguments

name	character, name of the icon, passed to <code>shiny::icon</code>
...	other arguments passed to <code>shiny::icon</code>

Value

```
htmltools::tag, <a/>
```

See Also

[shinyInput_label_embed](#), [shiny::icon](#), [bs_attach_modal](#), [bs_embed_popover](#), [bs_embed_tooltip](#)

Examples

```
shiny_iconlink()

shiny_iconlink() %>%
  bs_embed_popover(title = "Help!", content = "I need somebody")
```

%>%

Pipe

Description

Like dplyr, bsplus also uses the pipe function, %>% to turn function composition into a series of imperative statements.

Arguments

lhs, rhs An object and a function to apply to it

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