Package ‘shinyjqui’

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Animation effects

Description
Allow element(s) to show animation effects.

- `jqui_effect()`: Apply an animation effect to matched element(s).
- `jqui_hide()`: Hide the matched element(s) with animation effect.
- `jqui_show()`: Display the matched element(s) with animation effect.
- `jqui_toggle()`: Display or hide the matched element(s) with animation effect.

Usage

```
jqui_effect(ui, effect, options = NULL, duration = 400, complete = NULL)
jqui_show(ui, effect, options = NULL, duration = 400, complete = NULL)
jqui_hide(ui, effect, options = NULL, duration = 400, complete = NULL)
jqui_toggle(ui, effect, options = NULL, duration = 400, complete = NULL)
```

Arguments

- **ui**: The target ui element(s) to be manipulated. Can be
  - A string of `jQuery_selector`
  - A JS() wrapped javascript expression that returns a jQuery object.

- **effect**: A string indicating which animation effect to use for the transition.

- **options**: A list of effect-specific properties and easing.

- **duration**: A string or number determining how long the animation will run.

- **complete**: A function to call once the animation is complete, called once per matched element.
Details
These functions are R wrappers of `effect()`, `hide()`, `show()` and `toggle()` from jQuery UI library. They should be used in server of a shiny document.

Examples
```r
## Not run:
# in shiny ui create a plot
plotOutput('foo')

# in shiny server apply a 'bounce' effect to the plot
jqui_effect('#foo', 'bounce')

# in shiny server hide the plot with a 'fold' effect
jqui_hide('#foo', 'fold')

# in shiny server show the plot with a 'blind' effect
jqui_show('#foo', 'blind')

## End(Not run)
```

Class_effects

Class effects.

Description
Manipulate specified class(es) to matched elements while animating all style changes.

- `jqui_add_class()`: Add class(es).
- `jqui_remove_class()`: Remove class(es).
- `jqui_switch_class()`: Switch class(es).

Usage
```r
jqui_add_class(
  ui,
  className,
  duration = 400,
  easing = "swing",
  complete = NULL
)

jqui_remove_class(
  ui,
  className,
  duration = 400,
  easing = "swing",
  complete = NULL
)
```


jquery_switch_class(
    ui,  # The target ui element(s) to be manipulated. Can be
    removeClassName,  # A string of jQuery_selector
    addClassName,  # A JS() wrapped javascript expression that returns a jQuery object.
    duration = 400,  # One or more class names (space separated) to be added to or removed from the
easing = "swing",  # class attribute of each matched element.
    complete = NULL  # A js function to call once the animation is complete, called once per matched
)

Arguments

ui  # The target ui element(s) to be manipulated. Can be
    • A string of jQuery_selector
    • A JS() wrapped javascript expression that returns a jQuery object.

className  # One or more class names (space separated) to be added to or removed from the
duration  # class attribute of each matched element.
easing  # A string indicating which easing function to use for the transition.
complete  # A js function to call once the animation is complete, called once per matched
removeClassName  # element.
addClassName  # One or more class names (space separated) to be removed from the class
    attribute of each matched element.

Details

These functions are the R wrappers of addClass(), removeClass() and switchClass() from jQuery
UI library. They should be used in server of a shiny app.

Examples

## Not run:
# in shiny ui create a span
tags$span(id = 'foo', 'class animation demo')

# in shiny server add class 'lead' to the span
ejui_add_class('#foo', className = 'lead')

## End(Not run)
Create a draggable modal dialog UI

Description
This creates the UI for a modal dialog similar to shiny::modalDialog except its content is draggable.

Usage
```r
draggableModalDialog(
  ..., title = NULL,
  footer = shiny::modalButton("Dismiss"),
  size = c("m", "s", "l"),
  easyClose = FALSE,
  fade = TRUE
)
```

Arguments
- `...`: UI elements for the body of the modal dialog box.
- `title`: An optional title for the dialog.
- `footer`: UI for footer. Use NULL for no footer.
- `size`: One of "s" for small, "m" (the default) for medium, or "l" for large.
- `easyClose`: If TRUE, the modal dialog can be dismissed by clicking outside the dialog box, or be pressing the Escape key. If FALSE (the default), the modal dialog can't be dismissed in those ways; instead it must be dismissed by clicking on a modalButton(), or from a call to removeModal() on the server.
- `fade`: If FALSE, the modal dialog will have no fade-in animation (it will simply appear rather than fade in to view).

Value
A modified shiny modal dialog UI with its content draggable.

get_jqui_effects

Description
Use this function to get all animation effects in jQuery UI.

Usage
```r
get_jqui_effects()
```
Value

A character vector of effect names

Interactions

Mouse interactions

Description

Attach mouse-based interactions to shiny html tags, shiny input/output widgets or static htmlwidgets and provide ways to manipulate them. The interactions include:

- **draggable**: Allow elements to be moved using the mouse.
- **droppable**: Create targets for draggable elements.
- **resizable**: Change the size of an element using the mouse.
- **selectable**: Use the mouse to select elements, individually or in a group.
- **sortable**: Reorder elements in a list or grid using the mouse.

Usage

```r
jqui_draggable(
  ui,
  operation = c("enable", "disable", "destroy", "save", "load"),
  options = NULL
)

jqui_droppable(
  ui,
  operation = c("enable", "disable", "destroy", "save", "load"),
  options = NULL
)

jqui_resizable(
  ui,
  operation = c("enable", "disable", "destroy", "save", "load"),
  options = NULL
)

jqui_selectable(
  ui,
  operation = c("enable", "disable", "destroy", "save", "load"),
  options = NULL
)

jqui_sortable(
  ui,
  operation = c("enable", "disable", "destroy", "save", "load"),
  options = NULL
)
```
Arguments

ui  The target ui element(s) to be manipulated. Can be
• A shiny.tag or shiny.tag.list object
• A static htmlwidget object
• A string of jQuery_selector
• A JS() wrapped javascript expression that returns a jQuery object.

operation  A string to determine how to manipulate the mouse interaction. Can be one of enable, disable, destroy, save and load. Ignored when ui is a shiny.tag or shiny.tag.list object. See Details.

options  A list of interaction_specific_options. Ignored when operation is set as destroy. This parameter also accept a shiny option that controls the shiny input value returned from the element. See Details.

Details

The first parameter ui determines the target ui and working mode. If the target ui is a shiny.tag (e.g., shiny inputs/outputs or ui created by tags) or a shiny.tag.list (by tagList()) object or a static htmlwidget, the functions return the a modified ui object with interaction effects attached. When a jQuery_selector or a javascript expression is provided as the ui parameter, the functions first use it to locate the target ui element(s) in shiny app, and then attach or manipulate the interactions. Therefore, you can use the first way in ui of a shiny app to created elements with interaction effects (the ui mode), or use the second way in server to manipulate the interactions (the server mode). The operation parameter is valid only in server mode. It determines how to manipulate the interaction, which includes:

• enable: Attach the corresponding mouse interaction to the target(s).
• disable: Attach the interaction if not and disable it at once (only set the options).
• destroy: Destroy the interaction.
• save: Attach the interaction if not and save the current interaction state.
• load: Attach the interaction if not and restore the target(s) to the last saved interaction state.

With mouse interactions attached, the corresponding interaction states, e.g. position of draggable, size of resizable, selected of selectable and order of sortable, will be send to server side in the form of input$<id>_<state>. The default values can be overridden by setting the shiny option in the options parameter. Please see the vignette Introduction to shinyjqui for more details.

Value

The same object passed in the ui parameter

Examples

library(shiny)
library(highcharter)

## used in ui
jqui_resizable(actionButton('btn', 'Button'))
jquery_droppable(plotOutput('plot', width = '400px', height = '400px'),
    options = list(axis = 'x'))

jquery_selectable(
    div(
        id = 'sel_plots',
        highchartOutput('highchart', width = '300px'),
        plotOutput('ggplot', width = '300px')
    ),
    options = list(
        classes = list('ui-selected' = 'ui-state-highlight')
    )
)

jquery_sortable(tags$ul(
    id = 'lst',
    tags$li('A'),
    tags$li('B'),
    tags$li('C')
))

## used in server
## Not run:
jquery_droppable('#foo', options = list(grid = c(80, 80)))
jquery_droppable('.foo', operation = "enable")

## End(Not run)

## use shiny input
if (interactive()) {
    shinyApp(
        server = function(input, output) {
            output$foo <- renderHighchart{
                hchart(mtcars, "scatter", hcaes(x = cyl, y = mpg))
            }
            output$position <- renderPrint{
                print(input$foo_position)
            },
            ui = fluidPage(
                verbatimTextOutput('position'),
               jquery_droppable(highchartOutput('foo', width = '200px', height = '200px'))
            )
        }
    }

## custom shiny input
func <- JS("function(event, ui){return $(event.target).offset();};")
options <- list(
    shiny = list(
        abs_position = list(
            dragcreate = func, # send returned value back to shiny when interaction is created.
            drag = func # send returned value to shiny when dragging.
        )
    )
)
**jQuery UI**

---

### jqui_bookmarking

*Enable bookmarking state of mouse interactions*

**Description**

Enable shiny **bookmarking_state** of mouse interactions. By calling this function in server, the elements’ position, size, selection state and sorting state changed by mouse operations can be saved and restored through an URL.

**Usage**

```r
jqui_bookmarking()
```

---

### jqui_icon

*Create a jQuery UI icon*

**Description**

Create an jQuery UI pre-defined icon. For lists of available icons, see [https://api.jqueryui.com/theming/icons/](https://api.jqueryui.com/theming/icons/).

**Usage**

```r
jqui_icon(name)
```

**Arguments**

- **name**
  
  Class name of icon. The "ui-icon-" prefix can be omitted (i.e. use "ui-icon-flag" or "flag" to display a flag icon)

**Value**

- An icon element
Examples

```r
jqui_icon('caret-l-n')

library(shiny)

# add an icon to an actionButton
actionButton('button', 'Button', icon = jqui_icon('refresh'))

# add an icon to a tabPanel
tabPanel('Help', icon = jqui_icon('help'))
```

Arguments

- `ui` Which element to be positioned. Can be a string of `jQuery_selector` or a `JS()` wrapped javascript expression that returns a `jQuery` object. Only the first matching element will be used.

- `my` String. Defines which position on the element being positioned to align with the target element: "horizontal vertical" alignment. A single value such as "right" will be normalized to "right center", "top" will be normalized to "center top" (following CSS convention). Acceptable horizontal values: "left", "center", "right". Acceptable vertical values: "top", "center", "bottom". Example: "left top" or "center center". Each dimension can also contain offsets, in pixels or percent, e.g., "right+10 top-25%". Percentage offsets are relative to the element being positioned.

- `at` String. Defines which position on the target element to align the positioned element against: "horizontal vertical" alignment. See the `my` option for full details on possible values. Percentage offsets are relative to the target element.

Description

Wrapper of the jQuery UI `.position()` method, allows you to position an element relative to the window, document, another element, or the cursor/mouse, without worrying about offset parents.
orderInput

of Which element to position against. Can be a string of jQuery_selector or a JS() wrapped javascript expression that returns a jQuery object. Only the first matching element will be used.

collision String. When the positioned element overflows the window in some direction, move it to an alternative position. Similar to my and at, this accepts a single value or a pair for horizontal/vertical, e.g., "flip", "fit", "fit flip", "fit none".

  • "flip": Flips the element to the opposite side of the target and the collision detection is run again to see if it will fit. Whichever side allows more of the element to be visible will be used.
  • "fit": Shift the element away from the edge of the window.
  • "flipfit": First applies the flip logic, placing the element on whichever side allows more of the element to be visible. Then the fit logic is applied to ensure as much of the element is visible as possible.
  • "none": Does not apply any collision detection.

within Element to position within, affecting collision detection. Can be a string of jQuery_selector or a JS() wrapped javascript expression that returns a jQuery object. Only the first matching element will be used.

orderInput

Create a shiny input control to show the order of a set of items

Description

Display a set of items whose order can be changed by drag and drop inside or between orderInput(s). The item order is send back to server in the from of input$inputId.

Usage

orderInput(
  inputId,
  label,
  items,
  as_source = FALSE,
  connect = NULL,
  item_class = c("default", "primary", "success", "info", "warning", "danger"),
  placeholder = NULL,
  width = "500px",
  legacy = FALSE,
  ...
)

Arguments

inputId The input slot that will be used to access the current order of items.
label Display label for the control, or NULL for no label.
items  Items to display, can be a list, an atomic vector or a factor. For list or atomic vector, if named, the names are displayed and the order is given in values. For factor, values are displayed and the order is given in levels.

as_source  A boolean value to determine whether the orderInput is set as source mode. Only works if the connect argument was set.

connect  Optional. Allow items to be dragged between orderInputs. Should be a vector of inputId(s) of other orderInput(s) that the items from this orderInput should be connected to.

item_class  One of the Bootstrap color utility classes to apply to each item.

placeholder  A character string to show when there is no item left in the orderInput.

width  The width of the input, e.g. '400px', or '100\ shiny::validateCssUnit.

legacy  A boolean value. Whether to use the old version of the orderInput function.

...  Arguments passed to shiny::tags$div which is used to build the container of the orderInput.

Details

orderInputs can work in either connected mode or stand-alone mode. In stand-alone mode, items can only be drag and drop inside the input control. In connected mode, items to be dragged between orderInputs, which is controlled by the connect parameter. This is a one-way relationship. if user want the items to be connected in both directions, the connect parameter must be set on both orderInputs.

When in connected mode, orderInput can be set as source-only through the as_source parameter. The items in a "source" orderInput can only be copied, instead of moved, to other connected non-source orderInput(s). From shinyjqui v0.4.0, A "source" orderInput will become a "recycle bin" for items from other orderInputs as well. This means, if you want to delete an item, you can drag and drop it into a "source" orderInput. This feature can be disabled by setting the options of non-source orderInput(s) as list(helper = "clone").

From shinyjqui v0.4.0 and above, the orderInput function was implemented in the similar way as other classical shiny inputs, which brought two changes:

1. The input value was changed from input$inputId_order to input$inputId;
2. The new version supports updateOrderInput function which works in the same way as other shiny input updater functions. To keep the backward compatibility, a legacy argument was provided if user wanted to use the old version.

Value

An orderInput control that can be added to a UI definition.

Examples

orderInput('items1', 'Items1', items = month.abb, item_class = 'info')

## build connections between orderInputs
orderInput('items2', 'Items2 (can be moved to Items1 and Items4)', items = month.abb, 
            connect = c('items1', 'items4'), item_class = 'primary')
selectableTableOutput

Create a table output element with selectable rows or cells

Description

Render a standard HTML table with its rows or cells selectable. The server will receive the index of selected rows or cells stored in input$<outputId>_selected.

Usage

selectableTableOutput(outputId, selection_mode = c("row", "cell"))

Arguments

outputId output variable to read the table from

selection_mode one of "row" or "cell" to define either entire row or individual cell can be selected.

Details

Use mouse click to select single target, lasso (mouse dragging) to select multiple targets, and Ctrl + click to add or remove selection. In row selection mode, input$<outputId>_selected will receive the selected row index in the form of numeric vector. In cell selection mode, input$<outputId>_selected will receive a dataframe with rows and columns index of each selected cells.

Value

A table output element that can be included in a panel

See Also

shiny::tableOutput, sortableTableOutput
Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
  shinyApp(
    ui = fluidPage(
     verbatimTextOutput("selected"),
      selectableTableOutput("tbl")
    ),
    server = function(input, output) {
      output$selected <- renderPrint(input$tbl_selected)
      output.tbl <- renderTable(mtcars, rownames = TRUE)
    }
  )
}
```

## sortableCheckboxGroupInput

Create a Checkbox Group Input Control with Sortable Choices

Description

Render a group of checkboxes with multiple choices toggleable. The choices are also sortable by drag and drop. In addition to the selected values stored in `input$<inputId>`, the server will also receive the order of choices in `input$<inputId>_order`.

Usage

`sortableCheckboxGroupInput(inputId, label, choices = NULL, selected = NULL, inline = FALSE, width = NULL, choiceNames = NULL, choiceValues = NULL)`

Arguments

- `inputId` The input slot that will be used to access the value.
- `label` Display label for the control, or `NULL` for no label.
- `choices` List of values to show checkboxes for. If elements of the list are named then that name rather than the value is displayed to the user. If this argument is provided, then `choiceNames` and `choiceValues` must not be provided, and vice-versa. The values should be strings; other types (such as logics and numbers) will be coerced to strings.
sortableCheckboxGroupInput

- **selected**: The values that should be initially selected, if any.
- **inline**: If TRUE, render the choices inline (i.e. horizontally)
- **width**: The width of the input, e.g. '400px', or '100%'; see `validateCssUnit()`.
- **choiceNames**: List of names and values, respectively, that are displayed to the user in the app and correspond to each choice (for this reason, `choiceNames` and `choiceValues` must have the same length). If either of these arguments is provided, then the other must be provided and choices must not be provided. The advantage of using both of these over a named list for choices is that `choiceNames` allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.
- **choiceValues**: List of names and values, respectively, that are displayed to the user in the app and correspond to each choice (for this reason, `choiceNames` and `choiceValues` must have the same length). If either of these arguments is provided, then the other must be provided and choices must not be provided. The advantage of using both of these over a named list for choices is that `choiceNames` allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.

**Value**

A list of HTML elements that can be added to a UI definition

**See Also**

`shiny::checkboxGroupInput`, `sortableRadioButtons()`, `sortableTableOutput()`, `sortableTabsetPanel()`

**Examples**

```r
## Only run this example in interactive R sessions
if (interactive()) {
  shinyApp(
    ui = fluidPage(
      sortableCheckboxGroupInput("foo", "SortableCheckboxGroupInput",
        choices = month.abb),
     verbatimTextOutput("order")),
    server = function(input, output) {
      output$order <- renderPrint(input$foo_order)
    }
  )
}
```
sortableRadioButtons - Create radio buttons with sortable choices

Description

Create a set of radio buttons used to select an item from a list. The choices are sortable by drag and drop. In addition to the selected values stored in input$<inputId>, the server will also receive the order of choices in input$<inputId>_order.

Usage

sortableRadioButtons(
  inputId,
  label,
  choices = NULL,
  selected = NULL,
  inline = FALSE,
  width = NULL,
  choiceNames = NULL,
  choiceValues = NULL
)

Arguments

inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
choices List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user). If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
selected The initially selected value. If not specified, then it defaults to the first item in choices. To start with no items selected, use character(0).
inline If TRUE, render the choices inline (i.e. horizontally)
width The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
choiceNames List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length). If either of these arguments is provided, then the other must be provided and choices must not be provided. The advantage of using both of these over a named list for choices is that choiceNames allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.
choiceValues List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length). If either of these arguments is provided, then the
other *must* be provided and choices *must not* be provided. The advantage of using both of these over a named list for choices is that choiceNames allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.

**Value**

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

**See Also**

*shiny::radioButtons, sortableCheckboxGroupInput, sortableTableOutput, sortableTabsetPanel*

**Examples**

```r
## Only run this example in interactive R sessions
if (interactive()) {
  shinyApp(
    ui = fluidPage(
      sortableRadioButtons("foo", "SortableRadioButtons",
        choices = month.abb),
      verbatimTextOutput("order")
    ),
    server = function(input, output) {
      output$order <- renderPrint({input$foo_order})
    }
  )
}
```

---

**sortableTableOutput**  
Create a table output element with sortable rows

**Description**

Render a standard HTML table with table rows sortable by drag and drop. The order of table rows is recorded in input$<outputId>_order.

**Usage**

`sortableTableOutput(outputId)`

**Arguments**

`outputId` output variable to read the table from

**Value**

A table output element that can be included in a panel
sortableTabsetPanel

Create a tabset panel with sortable tabs

Description

Create a tabset that contains shiny::tabPanel elements. The tabs are sortable by drag and drop. In addition to the activated tab title stored in input$id$, the server will also receive the order of tabs in input$id$order.

Usage

sortableTabsetPanel(
  ..., id = NULL, selected = NULL, type = c("tabs", "pills"), position = NULL
)

Arguments

... tabPanel() elements to include in the tabset
id If provided, you can use input$id in your server logic to determine which of the current tabs is active. The value will correspond to the value argument that is passed to tabPanel().
selected The value (or, if none was supplied, the title) of the tab that should be selected by default. If NULL, the first tab will be selected.
updateOrderInput

Change the value of an orderInput on the client

Description

Similar to the input updater functions of shiny package, this function send a message to the client, telling it to change the settings of an orderInput object. Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client. The function can't update the "source" orderInputs.

type

"tabs" Standard tab look
"pills" Selected tabs use the background fill color
"hidden" Hides the selectable tabs. Use type = "hidden" in conjunction with tabPanelBody() and updateTabsetPanel() to control the active tab via other input controls. (See example below)

position

This argument is deprecated; it has been discontinued in Bootstrap 3.

Value

A tabset that can be passed to shiny::mainPanel

See Also

shiny::tabsetPanel, sortableRadioButtons, sortableCheckboxGroupInput, sortableTableOutput

Examples

## Only run this example in interactive R sessions
if (interactive()) {
  shinyApp(
    ui = fluidPage(
      sortableTabsetPanel(
        id = "tabs",
        tabPanel(title = "A", "AAA"),
        tabPanel(title = "B", "BBB"),
        tabPanel(title = "C", "CCC")
      ),
     verbatimTextOutput("order")
    ),
    server = function(input, output) {
      output$order <- renderPrint(input$tabs_order)
    }
  )
}

Usage

updateOrderInput(
    session,
    inputId,
    label = NULL,
    items = NULL,
    connect = NULL,
    item_class = NULL
)

Arguments

- **session**: The session object passed to function given to shinyServer.
- **inputId**: The input slot that will be used to access the current order of items.
- **label**: Display label for the control, or NULL for no label.
- **items**: Items to display, can be a list, an atomic vector or a factor. For list or atomic vector, if named, the names are displayed and the order is given in values. For factor, values are displayed and the order is given in levels.
- **connect**: Optional. Allow items to be dragged between orderInputs. Should be a vector of inputId(s) of other orderInput(s) that the items from this orderInput should be connected to.
- **item_class**: One of the Bootstrap color utility classes to apply to each item.

Examples

```r
library(shiny)

if (interactive()) {

  ui <- fluidPage(
    orderInput("foo", "foo",
      items = month.abb[1:3],
      item_class = "info"),
   verbatimTextOutput("order"),
    actionButton("update", "update")
  )

  server <- function(input, output, session) {
    output$order <- renderPrint(input$foo)
    observeEvent(input$update, {
      updateOrderInput(session, "foo",
        items = month.abb[1:6],
        item_class = "success"
    ))
  }

  shinyApp(ui, server)
}
```

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