

Package ‘prompter’

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Type Package

Title Add Tooltips in 'Shiny' Apps with 'Hint.css'

Version 1.2.0

Description In 'Shiny' apps, it is sometimes useful to store information on a particular item in a tooltip. 'Prompter' allows you to easily create such tooltips, using 'Hint.css'.

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Encoding UTF-8

Imports shiny

RoxygenNote 7.1.2

URL <https://prompter.etiennebacher.com>,
<https://github.com/etiennebacher/prompter>

BugReports <https://github.com/etiennebacher/prompter/issues>

Suggests testthat, spelling

Language en-US

NeedsCompilation no

Author Etienne Bacher [aut, cre, cph]

Maintainer Etienne Bacher <etienne.bacher@protonmail.com>

Repository CRAN

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 add_prompt

Add a tooltip for a specific element

Description

Add a tooltip for a specific element

Usage

```
add_prompt(
    ui_element,
    position = "bottom",
    message = NULL,
    type = NULL,
    size = NULL,
    permanent = FALSE,
    rounded = FALSE,
    animate = TRUE,
    bounce = FALSE,
    arrow = TRUE,
    shadow = TRUE
)
```

Arguments

ui_element	Element on which a tooltip will be added.
position	Position of the tooltip. Can be 'bottom', 'bottom-left', 'bottom-right', 'left', 'right', 'top', 'top-left', 'top-right'. Default is 'bottom'.
message	Message to include in the tooltip. This argument is mandatory.
type	Type of the tooltip. Can be 'NULL' (default), 'error', 'warning', 'info', 'success'.
size	Size of the tooltip. Can be 'NULL' (default), 'small', 'medium', 'large'.
permanent	Boolean indicating whether the tooltip should be visible permanently (or at the contrary only when hovering the element). Default is 'FALSE'.
rounded	Boolean indicating whether the corners of the tooltip should be rounded. Default is 'FALSE'.
animate	Boolean indicating whether there is a small animation when the tooltip appears. Default is 'TRUE'.
bounce	Boolean indicating whether there is a small bouncing animation when the tooltip appears. Default is 'FALSE'.
arrow	Boolean indicating whether there is an arrow on the tooltip. Default is 'TRUE'.
shadow	Boolean indicating whether there should be a shadow effect. Default is 'TRUE'.

Value

A tooltip when hovering the element concerned.

Examples

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

  ui <- fluidPage(

    use_prompt(),

    add_prompt(
      tableOutput("table"),
      position = "bottom", type = "warning",
      message = "this is a table", permanent = FALSE,
      rounded = TRUE, animate = FALSE
    )

    # also works with magrittr's pipe
    # tableOutput("table") %>%
    #   add_prompt(
    #     position = "bottom", type = "warning",
    #     message = "this is a button", permanent = FALSE,
    #     rounded = TRUE, animate = FALSE
    #   )
  )

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

    output$table <- renderTable(head(mtcars))

  }

  shinyApp(ui, server)
}
```

use_prompt

Load hint.css dependencies

Description

Load hint.css dependencies

Usage

```
use_prompt()
```

Value

Include dependencies of Hint.css

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