Package 'shinyDND'

October 14, 2022

Type Package

Title Shiny Drag-n-Drop

Version 0.1.0

Date 2016-06-23

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Description Add functionality to create drag and drop div elements in shiny.

DisplayMode Showcase

Imports shiny (>= 0.11), htmltools

License GPL-3

URL <https://github.com/ayayron/shinydnd>

BugReports <https://github.com/ayayron/shinydnd/issues>

RoxygenNote 5.0.1

NeedsCompilation no

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Repository CRAN

Date/Publication 2016-06-23 19:40:32

R topics documented:

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dragSetUI   *dragSetUI*

Description

With draggable elements, you may not want to create one at a time, instead creating a set with a
common id prefix. This simplifies the process to pass a vector of elements instead of using a loop
or apply function to generate

Usage

```
dragSetUI(id, textval = list(""))
```

Arguments

id	The div id of the draggable element set
textval	The list with the name for each of the draggable elements

Value

Returns the set of dragable div elements.

Examples

```
dragSetUI("dragset", list("foo", "bar", "baz"))
```

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dragUI   *dragUI*

Description

Create a draggable UI element.

Usage

```
dragUI(id, ..., style = NULL, class = "dragelement")
```

Arguments

id	The div id of the element
...	Any list of elements can be passed inside the div element itself to create more complex draggable elements, not just text
style	Add a string with additional css styling not defined by id or class
class	The css class style, uses the standard "dragelement" class that it comes with

Value

dragable div element

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dropUI	*dropUI*

Description

dropUI

Usage

```
dropUI(id, style = NULL, class = "dropelement", row_n = 1, col_n = 1)
```

Arguments

id	The div id of the element
style	The css styling
class	The css class style
row_n	set the number of rows to be used in the vertical selection. Height is proportional to the number of rows.
col_n	set the number of columns to be used in the vertical selection. Width is proportional to the number of columns.

Value

div element with nested elements if vertical is true

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shinyDND	*ShinyDND: A package for creating drag and drop elements in Shiny.*

Description

The ShinyDND package provides three categories of important functions: dragUI, dropUI, and dragSetUI.

ShinyDND functions

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