

Package: shinyNextUI (via r-universe)

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Title 'HeroUI' 'React' Template for 'shiny' Apps

Version 0.1.0

Description A set of user interface components to create outstanding 'shiny' apps <<https://shiny.posit.co/>>, with the power of 'React' 'JavaScript' <<https://react.dev/>>. Seamlessly support dark and light themes, customize CSS with 'tailwind' <<https://tailwindcss.com/>>.

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 accordion

accordion

Description

Accordion display a list of high-level options that can expand/collapse to reveal more information.

Usage

```
accordion(inputId, ..., value = default_value)
```

```
accordion_item(...)
```

```
update_accordion(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

inputId	ID of the component.
...	Props to pass to the component. The allowed props are listed below in the Details section.
value	Starting value.
session	Object passed as the session argument to Shiny server.

Details

- **children**. Type: ReactNode OR ReactNode[]. Default: NA.
- **variant**. Type: light OR shadow OR bordered OR splitted. Default: "light".
- **selectionMode**. Type: none OR single OR multiple. Default: NA.
- **selectionBehavior**. Type: toggle OR replace. Default: "toggle".
- **isCompact**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **showDivider**. Type: boolean. Default: true.
- **dividerProps**. Type: DividerProps. Default: NA.
- **hideIndicator**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **disableIndicatorAnimation**. Type: boolean. Default: false.
- **disallowEmptySelection**. Type: boolean. Default: false.
- **keepContentMounted**. Type: boolean. Default: false.
- **fullWidth**. Type: boolean. Default: true.
- **motionProps**. Type: MotionProps. Default: NA.
- **disabledKeys**. Type: React.Key[]. Default: NA.

- **itemClasses**. Type: `AccordionItemClassnames`. Default: NA.
- **selectedKeys**. Type: `all` OR `React.Key[]`. Default: NA.
- **defaultSelectedKeys**. Type: `all` OR `React.Key[]`. Default: NA.
- **onSelectionChange**. Type: `(keys: "all" OR Set<React.Key>) => any`. Default: NA.
- **children**. Type: `ReactNode`. Default: NA.
- **title**. Type: `ReactNode`. Default: NA.
- **subtitle**. Type: `ReactNode`. Default: NA.
- **indicator**. Type: `IndicatorProps`. Default: NA.
- **startContent**. Type: `ReactNode`. Default: NA.
- **motionProps**. Type: `MotionProps`. Default: NA.
- **isCompact**. Type: `boolean`. Default: `false`.
- **isDisabled**. Type: `boolean`. Default: `false`.
- **keepContentMounted**. Type: `boolean`. Default: `false`.
- **hideIndicator**. Type: `boolean`. Default: `false`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **disableIndicatorAnimation**. Type: `boolean`. Default: `false`.
- **HeadingComponent**. Type: `React.ElementType`. Default: `"h2"`.
- **classNames**. Type: `AccordionItemClassnames`. Default: NA.
- **onFocus**. Type: `(e: FocusEvent) => void`. Default: NA.
- **onBlur**. Type: `(e: FocusEvent) => void`. Default: NA.
- **onFocusChange**. Type: `(isFocused: boolean) => void`. Default: NA.
- **onKeyDown**. Type: `(e: KeyboardEvent) => void`. Default: NA.
- **onKeyUp**. Type: `(e: KeyboardEvent) => void`. Default: NA.
- **onPress**. Type: `(e: PressEvent) => void`. Default: NA.
- **onPressStart**. Type: `(e: PressEvent) => void`. Default: NA.
- **onPressEnd**. Type: `(e: PressEvent) => void`. Default: NA.
- **onPressChange**. Type: `(isPressed: boolean) => void`. Default: NA.
- **onPressUp**. Type: `(e: PressEvent) => void`. Default: NA.
- **onClick**. Type: `MouseEventHandler`. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI accordion component.

See Also

See <https://heroui.com/docs/components/accordion>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  p(class = "font-extrabold text-2xl uppercase", "accordion()"),
  accordion(
    inputId = "accordion1",
    value = "2",
    accordion_item(
      startContent = avatar(
        isBordered = TRUE,
        color = "primary",
        radius = "lg",
        src = "https://i.pravatar.cc/150?u=a042581f4e29026024d"
      ),
      onPress = JS("(e) => alert('Your pressed me')"),
      "plop",
      title = "Element 1",
      key = "1",
      subtitle = "subtitle"
    ),
    accordion_item("plop", title = "Element 2", key = "2")
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "shadow variant accordion()"),
  accordion(
    inputId = "accordion2",
    isCompact = TRUE,
    variant = "shadow",
    value = "3",
    accordion_item("plop", title = "Element 1", key = "1", subtitle = "subtitle"),
    accordion_item("plop", title = "Element 2", key = "2"),
    accordion_item("plop", title = "Element 3", key = "3")
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "bordered variant accordion()"),
  accordion(
    inputId = "accordion3",
    isCompact = TRUE,
    variant = "bordered",
    accordion_item("plop", title = "Element 1", key = "1", subtitle = "subtitle"),
    accordion_item("plop", title = "Element 2", key = "2")
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "splitted variant accordion()"),
  accordion(
    inputId = "accordion4",
    isCompact = TRUE,
    variant = "splitted",
```

```

motionProps= JS(
  '{
    variants: {
      enter: {
        y: 0,
        opacity: 1,
        height: "auto",
        transition: {
          height: {
            type: "spring",
            stiffness: 500,
            damping: 30,
            duration: 1,
          },
          opacity: {
            easings: "ease",
            duration: 1,
          },
        },
      },
      exit: {
        y: -10,
        opacity: 0,
        height: 0,
        transition: {
          height: {
            easings: "ease",
            duration: 0.25,
          },
          opacity: {
            easings: "ease",
            duration: 0.3,
          },
        },
      },
    },
  }'),
value = "2",
accordion_item("plop", title = "Element 1", key = "1", subtitle = "subtitle"),
accordion_item("plop", title = "Element 2", key = "2")
),
spacer(y = 2),
p(class = "font-extrabold text-2xl uppercase", "Update accordion"),
select_input(
  "select",
  label = "Accordion to open:",
  select_item(key = 1, value = "1", "1"),
  select_item(key = 2, value = "2", "2")
),
spacer(y = 2),
accordion(
  inputId = "accordion5",
  isCompact = TRUE,

```

```
    variant = "bordered",
    accordion_item("plop1", title = "Element 1", key = "1", subtitle = "subtitle"),
    accordion_item("plop2", title = "Element 2", key = "2")
  )
)

server <- function(input, output, session) {
  observeEvent(input$select, {
    update_accordion(
      session,
      "accordion5",
      value = input$select
    )
  })
  observe(
    print(input$accordion1)
  )
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

actionButton

Action button

Description

This is a higher level wrapper of [action_button](#) to match vanilla's Shiny syntax and parameters.

This is a higher level wrapper of [update_action_button](#) to match vanilla's Shiny syntax and parameters.

Buttons allow users to perform actions and choose with a single tap.

Usage

```
actionButton(inputId, label, icon = NULL, width = NULL, ...)
```

```
updateActionButton(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  icon = NULL
)
```

```
button(...)
```

```
action_button(inputId, ..., value = default_value)
```

```
update_action_button(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

inputId	The input slot that will be used to access the value.
label	The contents of the button or link—usually a text label, but you could also use any other HTML, like an image.
icon	An optional <code>icon()</code> to appear on the button.
width	Not used with NextUI but left for compatibility.
...	Named attributes to be applied to the button or link.
session	The session object passed to function given to shinyServer. Default is <code>getDefaultReactiveDomain()</code>
value	Starting value.

Details

- **children.** Type: `ReactNode`. Default: `NA`.
- **variant.** Type: `solid` OR `bordered` OR `light` OR `flat` OR `faded` OR `shadow` OR `ghost`. Default: `"solid"`.
- **color.** Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"default"`.
- **size.** Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **radius.** Type: `none` OR `sm` OR `md` OR `lg` OR `full`. Default: `NA`.
- **startContent.** Type: `ReactNode`. Default: `NA`.
- **endContent.** Type: `ReactNode`. Default: `NA`.
- **spinner.** Type: `ReactNode`. Default: `NA`.
- **spinnerPlacement.** Type: `start` OR `end`. Default: `"start"`.
- **fullWidth.** Type: `boolean`. Default: `false`.
- **isIconOnly.** Type: `boolean`. Default: `false`.
- **isDisabled.** Type: `boolean`. Default: `false`.
- **isLoading.** Type: `boolean`. Default: `false`.
- **disableRipple.** Type: `boolean`. Default: `false`.
- **disableAnimation.** Type: `boolean`. Default: `false`.
- **onPress.** Type: `(e:PressEvent) => void`. Default: `NA`.
- **onPressStart.** Type: `(e:PressEvent) => void`. Default: `NA`.
- **onPressEnd.** Type: `(e:PressEvent) => void`. Default: `NA`.
- **onPressChange.** Type: `(isPressed: boolean) => void`. Default: `NA`.
- **onPressUp.** Type: `(e:PressEvent) => void`. Default: `NA`.
- **onKeyDown.** Type: `(e:KeyboardEvent) => void`. Default: `NA`.
- **onKeyUp.** Type: `(e:KeyboardEvent) => void`. Default: `NA`.
- **onClick.** Type: `MouseEventHandler`. Default: `NA`.
- **children.** Type: `ReactNode` OR `ReactNode[]`. Default: `NA`.

- **variant.** Type: solid OR bordered OR light OR flat OR faded OR shadow OR ghost. Default: "solid".
- **color.** Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **size.** Type: sm OR md OR lg. Default: "md".
- **radius.** Type: none OR sm OR md OR lg OR full. Default: "x1".
- **fullWidth.** Type: boolean. Default: false.
- **isDisabled.** Type: boolean. Default: false.

Value

Object with shiny.tag class suitable for use in the UI of a Shiny app. The update functions return nothing (called for side effects).

An object of class shiny.tag containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI button component.

See Also

See <https://heroui.com/docs/components/button> and [action_button](#) to get the list of possible parameters.

See <https://heroui.com/docs/components/button>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  reactOutput("button")
)

server <- function(input, output, session) {
  n_click <- reactiveVal(0)
  observeEvent(input$clicked, {
    n_click(n_click() + 1)
  })

  output$button <- renderReact({
    action_button(
      inputId = "clicked",
      color = "primary",
      shadow = TRUE,
      sprintf(
        "Test Button. You clicked: %s times.",
        n_click()
      )
    )
  })
}
```

```
  exportTestValues(n_click = n_click())
}

if (interactive() || is_testing()) shinyApp(ui, server)
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  reactOutput("button")
)

server <- function(input, output, session) {
  n_click <- reactiveVal(0)
  observeEvent(input$clicked, {
    n_click(n_click() + 1)
  })

  output$button <- renderReact({
    action_button(
      inputId = "clicked",
      color = "primary",
      shadow = TRUE,
      sprintf(
        "Test Button. You clicked: %s times.",
        n_click()
      )
    )
  })

  exportTestValues(n_click = n_click())
}

if (interactive() || is_testing()) shinyApp(ui, server)
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  reactOutput("button")
)

server <- function(input, output, session) {
  n_click <- reactiveVal(0)
  observeEvent(input$clicked, {
    n_click(n_click() + 1)
  })

  output$button <- renderReact({
    action_button(
      inputId = "clicked",
      color = "primary",
```

```

        shadow = TRUE,
        sprintf(
          "Test Button. You clicked: %s times.",
          n_click()
        )
      )
    })

    exportTestValues(n_click = n_click())
  }

  if (interactive() || is_testing()) shinyApp(ui, server)

```

 autocomplete

autocomplete

Description

An autocomplete combines a text input with a listbox, allowing users to filter a list of options to items matching a query.

Usage

```
autocomplete(inputId, ..., value = default_value)
```

```
autocomplete_section(...)
```

```
autocomplete_item(...)
```

```
update_autocomplete(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

inputId	ID of the component.
...	Props to pass to the component. The allowed props are listed below in the Details section.
value	Starting value.
session	Object passed as the session argument to Shiny server.

Details

1. Autocomplete Props

- **children***. Type: `ReactNode[]`. Default: `NA`.
- **label**. Type: `ReactNode`. Default: `NA`.
- **name**. Type: `string`. Default: `NA`.
- **variant**. Type: `flat OR bordered OR faded OR underlined`. Default: `"flat"`.

- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **size**. Type: sm OR md OR lg. Default: "md".
- **radius**. Type: none OR sm OR md OR lg OR full. Default: NA.
- **items**. Type: Iterable<T>. Default: NA.
- **defaultItems**. Type: Iterable<T>. Default: NA.
- **inputValue**. Type: string. Default: NA.
- **defaultInputValue**. Type: string. Default: NA.
- **allowsCustomValue**. Type: boolean. Default: false.
- **allowsEmptyCollection**. Type: boolean. Default: true.
- **shouldCloseOnBlur**. Type: boolean. Default: true.
- **placeholder**. Type: string. Default: NA.
- **description**. Type: ReactNode. Default: NA.
- **menuTrigger**. Type: focus OR input OR manual. Default: "focus".
- **labelPlacement**. Type: inside OR outside OR outside-left. Default: "inside".
- **selectedKey**. Type: React.Key. Default: NA.
- **defaultSelectedKey**. Type: React.Key. Default: NA.
- **disabledKeys**. Type: all OR React.Key[]. Default: NA.
- **errorMessage**. Type: ReactNode OR ((v: ValidationResult) => ReactNode). Default: NA.
- **validate**. Type: (value: { inputValue: string, selectedKey: React.Key }) => ValidationError OR true OR null OR undefined. Default: NA.
- **validationBehavior**. Type: native OR aria. Default: "native".
- **startContent**. Type: ReactNode. Default: NA.
- **endContent**. Type: ReactNode. Default: NA.
- **autoFocus**. Type: boolean. Default: false.
- **defaultFilter**. Type: (textValue: string, inputValue: string) => boolean. Default: NA.
- **filterOptions**. Type: Intl.CollatorOptions. Default: "{ sensitivity: 'base' }".
- **maxListboxHeight**. Type: number. Default: "256".
- **itemHeight**. Type: number. Default: "32".
- **isVirtualized**. Type: boolean. Default: "undefined".
- **isReadOnly**. Type: boolean. Default: false.
- **isRequired**. Type: boolean. Default: false.
- **isInvalid**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **fullWidth**. Type: boolean. Default: true.
- **selectorIcon**. Type: ReactNode. Default: NA.
- **clearIcon**. Type: ReactNode. Default: NA.
- **showScrollIndicators**. Type: boolean. Default: true.
- **scrollRef**. Type: React.RefObject<HTMLInputElement>. Default: NA.
- **inputProps**. Type: InputProps. Default: NA.
- **popoverProps**. Type: PopoverProps. Default: NA.

- **listboxProps**. Type: ListboxProps. Default: NA.
- **scrollShadowProps**. Type: ScrollShadowProps. Default: NA.
- **selectorButtonProps**. Type: ButtonProps. Default: NA.
- **clearButtonProps**. Type: ButtonProps. Default: NA.
- **isClearable**. Type: boolean. Default: true.
- **disableClearable**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: true.
- **disableSelectorIconRotation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<'base' OR 'listboxWrapper' OR 'listbox' OR 'popoverContent' OR 'endContentWrapper' OR 'clearButton' OR 'selectorButton', string>>. Default: NA.

2. Autocomplete Events

- **onOpenChange**. Type: (isOpen: boolean, menuTrigger?: MenuTriggerAction) => void. Default: NA.
- **onInputChange**. Type: (value: string) => void. Default: NA.
- **onSelectionChange**. Type: (key: React.Key) => void. Default: NA.
- **onFocus**. Type: (e: FocusEvent<HTMLInputElement>) => void. Default: NA.
- **onBlur**. Type: (e: FocusEvent<HTMLInputElement>) => void. Default: NA.
- **onFocusChange**. Type: (isFocused: boolean) => void. Default: NA.
- **onKeyDown**. Type: (e: KeyboardEvent) => void. Default: NA.
- **onKeyUp**. Type: (e: KeyboardEvent) => void. Default: NA.
- **onClose**. Type: () => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI autocomplete component.

See Also

See <https://heroui.com/docs/components/autocomplete>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

animals <- list(
  list(
    label = "Bulbasaur",
    value = "bulbasaur",
    description = "Blabla",
    avatar = "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/1.png"
  ),
  list(
    label = "Pikachu",
```

```

      value = "pikachu",
      description = "Electric mouse",
      avatar = "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/25.png"
    )
  )

  items <- lapply(animals, function(animal) {
    autocomplete_item(
      key = animal[["value"]],
      value = animal[["value"]],
      startContent = avatar(src = animal[["avatar"]]),
      animal[["label"]]
    )
  })

  ui <- nextui_page(
    debug_react = TRUE,
    action_button("update", "Update to Pikachu?"),
    spacer(y = 4),
    autocomplete(
      "autocomplete",
      label = "Select a pokemon",
      isRequired = TRUE,
      value = "bulbasaur",
      autocomplete_section(
        title = "Default pokemons",
        items
      )
    ),
    textOutput("res")
  )

  server <- function(input, output, session) {
    output$res <- renderText(input$autocomplete)
    observeEvent(input$autocomplete, {
      print(input$autocomplete)
    })

    observeEvent(input$update, {
      update_autocomplete(session, "autocomplete", value = "pikachu")
    })
  }

  if (interactive() || is_testing()) shinyApp(ui, server)

```

 avatar

avatar

Description

The Avatar component is used to represent a user, and displays the profile picture, initials or fallback icon.

Usage

```
avatar(...)
```

```
avatar_group(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **src**. Type: string. Default: NA.
- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **radius**. Type: none OR sm OR md OR lg OR full. Default: "full".
- **size**. Type: sm OR md OR lg. Default: "md".
- **name**. Type: string. Default: NA.
- **icon**. Type: ReactNode. Default: NA.
- **fallback**. Type: ReactNode. Default: NA.
- **isBordered**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **isFocusable**. Type: boolean. Default: false.
- **showFallback**. Type: boolean. Default: false.
- **ImgComponent**. Type: React.ElementType. Default: "img".
- **imgProps**. Type: ImgComponentProps. Default: NA.
- **classNames**. Type: Partial<Record<"base" OR "img" OR "fallback" OR "name" OR "icon", string>>. Default: NA.
- **max**. Type: number. Default: "5".
- **total**. Type: number. Default: NA.
- **size**. Type: AvatarProps['size']. Default: NA.
- **color**. Type: AvatarProps['color']. Default: NA.
- **radius**. Type: AvatarProps['radius']. Default: NA.
- **isGrid**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: NA.
- **isBordered**. Type: boolean. Default: NA.
- **renderCount**. Type: (count: number) => ReactNode. Default: NA.
- **classNames**. Type: Partial<Record<"base" OR "count", string>>. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI avatar component.

See Also

See <https://heroui.com/docs/components/avatar>.

Examples

```
library(shiny)
library(shinyNextUI)

avatar_config <- data.frame(
  size = c("xs", "sm", "md", "lg", "xl"),
  src = c(
    "https://i.pravatar.cc/150?u=a042581f4e29026024d",
    "https://i.pravatar.cc/150?u=a042581f4e29026704d",
    "https://i.pravatar.cc/150?u=a04258114e29026702d",
    "https://i.pravatar.cc/150?u=a048581f4e29026701d",
    "https://i.pravatar.cc/150?u=a092581d4ef9026700d"
  ),
  radius = c(rep("full", 2), "lg", "md", "sm"),
  disabled = c(rep(FALSE, 4), TRUE),
  bordered = c(rep(TRUE, 3), rep(FALSE, 2)),
  color = c(
    "primary",
    "secondary",
    "danger",
    "success",
    "warning"
  ),
  ),
  fallback = rep(TRUE, 5)
)

avatar_factory <- function(src, size, disabled, bordered, radius, color, fallback) {
  avatar(
    src = src,
    size = size,
    isDisabled = disabled,
    isBordered = bordered,
    radius = radius,
    color = color,
    showFallback = fallback
  )
}

avatars <- purrr::pmap(avatar_config, avatar_factory)

ui <- nextui_page(
  debug_react = TRUE,
  class = "container mx-auto px-4",
```

```

p("avatar()"),
spacer(y = 1),
div(
  class = "flex gap-3 items-center",
  avatars
),
spacer(y = 2),
p("avatar_group()"),
spacer(y = 1),
div(
  class = "flex",
  avatar_group(
    isBordered = TRUE,
    max = 3,
    total = 10,
    lapply(avatar_config$src, function(link) avatar(src = link))
  )
)
)
)

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

if (interactive() || is_testing()) shinyApp(ui, server)

```

 badge

badge

Description

Badges are used as a small numerical value or status descriptor for UI elements.

Usage

```
badge(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: ReactNode. Default: NA.
- **content**. Type: string OR number OR ReactNode. Default: NA.
- **variant**. Type: solid OR flat OR faded OR shadow. Default: "solid".
- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **size**. Type: sm OR md OR lg. Default: "md".

- **shape**. Type: circle OR rectangle. Default: "rectangle".
- **placement**. Type: top-right OR top-left OR bottom-right OR bottom-left. Default: "top-right".
- **showOutline**. Type: boolean. Default: true.
- **disableOutline**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **isInvisible**. Type: boolean. Default: false.
- **isOneChar**. Type: boolean. Default: false.
- **isDot**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"base"OR"badge", string>>. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI badge component.

See Also

See <https://heroui.com/docs/components/badge>.

Examples

```
library(shiny)
library(shinyNextUI)

badge_config <- data.frame(
  size = c(rep("sm", 2), rep("md", 2), rep("lg", 2)),
  color = c(
    "default",
    "primary",
    "secondary",
    "success",
    "warning",
    "danger"
  ),
  disable_outline = c(rep(FALSE, 3), rep(TRUE, 3))
)

variants <- c("solid", "flat", "faded", "shadow")
placement <- c("top-right", "bottom-right", "top-left", "bottom-left")
shape <- c("rectangle", "circle")

badge_factory <- function(size, color, disable_outline) {
  badge(
    class = "mx-5",
    size = size,
    color = color,
    disableOutline = disable_outline,
    content = 1,
  )
}
```

```

    avatar()
  )
}

badges <- purrr::pmap(badge_config, badge_factory)

ui <- nextui_page(
  p(class = "font-extrabold text-2xl uppercase", "Badges"),
  div(
    class = "flex flex-row",
    badges
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "Badge content"),
  div(
    class = "flex flex-row",
    badge(
      color = "danger",
      content = "New",
      placement = "top-left",
      avatar(
        bordered = TRUE,
        squared = TRUE,
        color = "secondary",
        size = "lg",
        src = "https://i.pravatar.cc/300?u=a042581f4e29026707d"
      )
    )
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "Solid variant"),
  div(
    class = "flex flex-row",
    badge(variant = "solid", color = "success", size = "lg", content = 5, avatar())
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "Flat variant"),
  div(
    class = "flex flex-row",
    badge(variant = "flat", color = "success", size = "lg", content = 5, avatar())
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "Faded variant"),
  div(
    class = "flex flex-row",
    badge(variant = "faded", color = "success", size = "lg", content = 5, avatar())
  ),
  spacer(y = 2),
  p(class = "font-extrabold text-2xl uppercase", "Shadow variant"),
  div(
    class = "flex flex-row",
    badge(variant = "shadow", color = "success", size = "lg", content = 5, avatar())
  )
)

```

```

)
server <- function(input, output, session) {}
if (interactive() || is_testing()) shinyApp(ui, server)

```

card

card

Description

Card is a container for text, photos, and actions in the context of a single subject.

Usage

```
card(...)
```

```
card_body(...)
```

```
card_header(...)
```

```
card_footer(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: ReactNode OR ReactNode[]. Default: NA.
- **shadow**. Type: none OR sm OR md OR lg. Default: "md".
- **radius**. Type: none OR sm OR md OR lg. Default: "lg".
- **fullWidth**. Type: boolean. Default: false.
- **isHoverable**. Type: boolean. Default: false.
- **isPressable**. Type: boolean. Default: false.
- **isBlurred**. Type: boolean. Default: false.
- **isFooterBlurred**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **disableRipple**. Type: boolean. Default: false.
- **allowTextSelectionOnPress**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<'base' OR 'header' OR 'body' OR 'footer', string>>. Default: NA.

- **onPress**. Type: (e:PressEvent) => void. Default: NA.
- **onPressStart**. Type: (e:PressEvent) => void. Default: NA.
- **onPressEnd**. Type: (e:PressEvent) => void. Default: NA.
- **onPressChange**. Type: (isPressed: boolean) => void. Default: NA.
- **onPressUp**. Type: (e:PressEvent) => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI card component.

See Also

See <https://heroui.com/docs/components/card>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  div(
    class = "grid gap-4 grid-cols-3 grid-rows-3 m-5",
    card(card_body("Simple card without anything")),
    card(
      variant = "bordered",
      card_header("Card title"),
      divider(),
      card_body(h1("Card body")),
      divider(),
      card_footer("Card Footer")
    ),
    card(
      #isBlurred = TRUE,
      isPressable = TRUE,
      onPress = JS("{} => alert('You pressed me')"),
      shadow = "sm",
      className = "border-none bg-background/60 dark:bg-default-100/50 max-w-[610px]",
      card_body("Press me!")
    )
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

checkbox

*checkbox***Description**

Checkboxes allow users to select multiple items from a list of individual items, or to mark one individual item as selected.

Usage

```
checkbox_input(inputId, ..., value = default_value)
```

```
update_checkbox_input(
  session = shiny::getDefaultReactiveDomain(),
  inputId,
  ...
)
```

Arguments

<code>inputId</code>	ID of the component.
<code>...</code>	Props to pass to the component. The allowed props are listed below in the Details section.
<code>value</code>	Starting value.
<code>session</code>	Object passed as the <code>session</code> argument to Shiny server.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **icon**. Type: `CheckboxIconProps`. Default: `NA`.
- **value**. Type: `string`. Default: `NA`.
- **name**. Type: `string`. Default: `NA`.
- **size**. Type: `sm OR md OR lg`. Default: `"md"`.
- **color**. Type: `default OR primary OR secondary OR success OR warning OR danger`. Default: `"primary"`.
- **radius**. Type: `none OR sm OR md OR lg OR full`. Default: `NA`.
- **lineThrough**. Type: `boolean`. Default: `false`.
- **isSelected**. Type: `boolean`. Default: `NA`.
- **defaultSelected**. Type: `boolean`. Default: `NA`.
- **isRequired**. Type: `boolean`. Default: `false`.
- **isReadOnly**. Type: `boolean`. Default: `NA`.
- **isDisabled**. Type: `boolean`. Default: `false`.

- **isIndeterminate**. Type: boolean. Default: NA.
- **isInvalid**. Type: boolean. Default: false.
- **validationState**. Type: valid OR invalid. Default: NA.
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"base"OR "wrapper"OR "icon"OR "label", string>>. Default: NA.
- **onChange**. Type: React.ChangeEvent<HTMLInputElement>. Default: NA.
- **onValueChange**. Type: (isSelected: boolean) => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI checkbox component.

See Also

See <https://heroui.com/docs/components/checkbox>.

Examples

```
library(shiny)
library(shinyNextUI)

ui <- nextui_page(
  div(
    class = "flex gap-1",
    action_button("update", "Toggle checkbox"),
    spacer(y = 2),
    checkbox_input(
      inputId = "checkbox",
      value = TRUE,
      "My checkbox",
      isRounded = TRUE,
      color = "warning",
      lineThrough = TRUE
    ),
    textOutput("check_val")
  )
)

server <- function(input, output, session) {
  output$check_val <- renderText(input$checkbox)
  observeEvent(input$update, {
    update_checkbox_input(session, "checkbox", value = !input$checkbox)
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

checkboxgroup_input *Checkbox group input*

Description

Checkbox group input

Usage

```
checkboxgroup_input(inputId, ..., choices, selected = NULL)
```

```
update_checkboxgroup_input(  
  session = shiny::getDefaultReactiveDomain(),  
  inputId,  
  ...,  
  choices = NULL,  
  selected = NULL  
)
```

Arguments

inputId	Unique input id.
...	Props.
choices	Radio choices.
selected	Default selected value.
session	Shiny session.

Details

See <https://heroui.com/docs/components/checkbox-group> to get the list of parameters to pass in

Value

Object with shiny.tag class suitable for use in the UI of a Shiny app. The update functions return nothing (called for side effects).

See Also

See <https://heroui.com/docs/components/checkbox-group>.

Examples

```

library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  div(
    class = "flex flex-col gap-1",
    spacer(y = 2),
    select_input(
      "select",
      label = "Tab to select:",
      value = JS("[ 'sydney' ]"),
      selectionMode = "multiple",
      select_item(key = "buenos-aires", value = "buenos-aires", "Buenos Aires"),
      select_item(key = "sydney", value = "sydney", "Sydney")
    ),
    checkboxgroup_input(
      inputId = "checkbox_group",
      label = "Checkbox Group",
      choices = c(
        "buenos-aires" = "Buenos Aires",
        "sydney" = "Sydney"
      ),
      orientation = "horizontal",
      color = "secondary"
    ),
    textOutput("checkbox_group_val")
  )
)

server <- function(input, output, session) {
  observeEvent(input$select, {
    update_checkboxgroup_input(session, "checkbox_group", selected = input$select)
  }, ignoreNULL = FALSE)
  output$checkbox_group_val <- renderText(input$checkbox_group)
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

 chip

chip

Description

A Chip is a small block of essential information that represent an input, attribute, or action.

Usage

```
chip(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **variant**. Type: `solid` OR `bordered` OR `light` OR `flat` OR `faded` OR `shadow` OR `dot`. Default: `"solid"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"default"`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg` OR `full`. Default: `"full"`.
- **avatar**. Type: `ReactNode`. Default: `NA`.
- **startContent**. Type: `ReactNode`. Default: `NA`.
- **endContent**. Type: `ReactNode`. Default: `NA`.
- **isDisabled**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<"base" OR "content" OR "dot" OR "avatar" OR "closeButton", string>>`. Default: `NA`.
- **onClose**. Type: `(e:PressEvent) => void`. Default: `NA`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI chip component.

See Also

See <https://heroui.com/docs/components/chip>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  div(
    class = "flex gap-2 my-2",
    chip(
      id = "plop",
      "A chip",
      onClose = JS("(e) => {
        var chipEl = e.target.offsetParent;
        Shiny.setInputValue(chipEl.id, false);
        $(chipEl).remove();
      }")
    )
  )
)
```

```

    })
  ),
  chip(
    "A chip",
    color = "success",
    size = "lg",
    radius = "sm",
    variant = "flat",
    startContent = icon("home"),
    endContent = icon("bell")
  ),
  chip(
    avatar = avatar(name = "JW", src = "https://i.pravatar.cc/300?u=a042581f4e29026709d"),
    "hello"
  ),
  reactOutput("modal")
)
)

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

  modalVisible <- reactiveVal(FALSE)
  observeEvent({
    input$plop
  }, {
    if (!input$plop) modalVisible(TRUE)
  })

  observeEvent(input$modal_closed, {
    modalVisible(FALSE)
  })

  output$modal <- renderReact({
    modal(
      scrollBehavior = input$scroll,
      isOpen = modalVisible(),
      size = "sm",
      placement = "top",
      modal_content(
        modal_header("Congrats"),
        modal_body(
          p("You closed me!")
        )
      ),
    ),
    onClose = JS("{} => Shiny.setInputValue('modal_closed', true, {priority: 'event'})")
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

circular_progress *circular-progress*

Description

Circular progress indicators are utilized to indicate an undetermined wait period or visually represent the duration of a process.

Usage

```
circular_progress(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **label**. Type: `ReactNode`. Default: `NA`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"primary"`.
- **value**. Type: `number`. Default: `NA`.
- **valueLabel**. Type: `ReactNode`. Default: `NA`.
- **minValue**. Type: `number`. Default: `"0"`.
- **maxValue**. Type: `number`. Default: `"100"`.
- **formatOptions**. Type: `Intl.NumberFormat`. Default: `"{style: 'percent'}"`.
- **isIndeterminate**. Type: `boolean`. Default: `true`.
- **showValueLabel**. Type: `boolean`. Default: `true`.
- **strokeWidth**. Type: `number`. Default: `"2"`.
- **isDisabled**. Type: `boolean`. Default: `false`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<'base' OR 'svgWrapper' OR 'svg' OR 'track' OR 'indicator' OR 'value' OR 'label' OR 'string'>>`. Default: `NA`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI circular-progress component.

See Also

See <https://heroui.com/docs/components/circular-progress>.

Examples

```
library(shiny)
library(shinyNextUI)

ui <- nextui_page(
  dark_mode = TRUE,
  div(
    class = "flex gap-4",
    card(
      class = "",
      card_body(
        class = "grid grid-cols-2 gap-4",
        circular_progress(
          value = 3,
          showValueLabel = TRUE,
          strokeWidth = 4,
          size = "lg",
          minValue = 0,
          maxValue = 150,
          valueLabel = div(icon("battery-full", class = "mx-1"), "2%"),
          color = "danger"
        ),
        circular_progress(
          value = 120,
          showValueLabel = TRUE,
          strokeWidth = 4,
          size = "lg",
          minValue = 0,
          maxValue = 150,
          valueLabel = div(icon("mobile-screen-button", class = "mx-1"), "80%"),
          color = "success"
        )
      )
    )
  )
)

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

}

if (interactive() || is_testing()) shinyApp(ui, server)
```

`code_block``code`

Description

Code is a component used to display inline code.

Usage

```
code_block(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"sm"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"default"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg` OR `full`. Default: `"sm"`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI code component.

See Also

See <https://heroui.com/docs/components/code>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  div(
    class = "flex gap-2 my-2",
    code_block(
      size = "lg",
      color = "secondary",
      radius = "full",
      "npm install @nextui-org/react"
    )
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

createReactShinyInput *Create a reactR shiny input element*

Description

This is used to create custom react element for R. Specifically for radio and checkboxgroup which don't work with shiny.react.

Usage

```
createReactShinyInput(  
  inputId,  
  class,  
  default = NULL,  
  configuration = list(),  
  container = htmltools::tags$div,  
  dependencies = NULL  
)
```

Arguments

inputId	Unique input id.
class	Element class. Must match the JavaScript class counterpart.
default	Default value.
configuration	Props.
container	Default container.
dependencies	Deps.

Value

A list of tags.

divider *divider*

Description

Divider is a component that separates content in a page.

Usage

```
divider(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **orientation.** Type: ``horizontal`` OR ``vertical``. Default: `"`horizontal`"`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI divider component.

See Also

See <https://heroui.com/docs/components/divider>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  card(
    card_header("Header"),
    divider(),
    card_body("Body"),
    divider(),
    card_footer("Footer")
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

drawer

drawer

Description

Displays a panel that slides in from the edge of the screen, containing supplementary content.

Usage

`drawer(...)`

`drawer_content(...)`

`drawer_header(...)`

`drawer_body(...)`

`drawer_footer(...)`

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **size**. Type: `xs` OR `sm` OR `md` OR `lg` OR `x1` OR `2x1` OR `3x1` OR `4x1` OR `5x1` OR `full`. Default: `"md"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg`. Default: `"lg"`.
- **placement**. Type: `left` OR `right` OR `top` OR `bottom`. Default: `"right"`.
- **isOpen**. Type: `boolean`. Default: `NA`.
- **defaultOpen**. Type: `boolean`. Default: `NA`.
- **isDismissable**. Type: `boolean`. Default: `true`.
- **isKeyboardDismissDisabled**. Type: `boolean`. Default: `false`.
- **shouldBlockScroll**. Type: `boolean`. Default: `true`.
- **hideCloseButton**. Type: `boolean`. Default: `false`.
- **closeButton**. Type: `ReactNode`. Default: `NA`.
- **motionProps**. Type: `MotionProps`. Default: `NA`.
- **portalContainer**. Type: `HTMLElement`. Default: `"document.body"`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<'wrapper' OR 'base' OR 'backdrop' OR 'header' OR 'body' OR 'footer' OR 'closeButton', string>>`. Default: `NA`.
- **onOpenChange**. Type: `(isOpen: boolean) => void`. Default: `NA`.
- **onClose**. Type: `() => void`. Default: `NA`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI drawer component.

See Also

See <https://heroui.com/docs/components/drawer>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  action_button(
    inputId = "show_drawer",
    color = "primary",
    shadow = TRUE,
    "Show drawer"
  ),
  reactOutput("drawer")
)

server <- function(input, output, session) {
  drawerVisible <- reactiveVal(FALSE)
  observeEvent(input$show_drawer, {
    drawerVisible(TRUE)
  })

  observeEvent(input$hide_drawer, {
    drawerVisible(FALSE)
  })

  observeEvent(input$drawer_closed, {
    drawerVisible(FALSE)
  })

  output$drawer <- renderReact({
    drawer(
      scrollBehavior = input$scroll,
      isOpen = drawerVisible(),
      size = "sm",
      backdrop = "transparent",
      placement = "right",
      motionProps = JS(
        "{
          variants: {
            enter: {
              opacity: 1,
              x: 0,
              duration: 10,
            },
            exit: {
              x: 100,
              opacity: 0,
              duration: 10,
            }
          }
        }"
      )
    )
  })
}
```

```

    },
  },
}"
),
drawer_content(
  drawer_header("My drawer"),
  drawer_body(
    p(
      "Cras mattis consectetur purus sit amet fermentum. Cras justo odio,
      dapibus ac facilisis in, egestas eget quam. Morbi leo risus, porta
      ac consectetur ac, vestibulum at eros."
    ),
    p(
      "Lorem ipsum dolor sit amet, consectetur adipiscing elit.
      Nullam pulvinar risus non risus hendrerit venenatis.
      Pellentesque sit amet hendrerit risus, sed porttitor quam.
      Magna exercitation reprehenderit magna aute tempor cupidatat
      consequat elit dolor adipisicing. Mollit dolor eiusmod sunt ex
      incididunt cillum quis. Velit duis sit officia eiusmod Lorem
      aliqua enim laboris do dolor eiusmod. Et mollit incididunt
      nisi consectetur esse laborum eiusmod pariatur proident Lorem
      eiusmod et. Culpa deserunt nostrud ad veniam."
    ),
    p(
      "Mollit dolor eiusmod sunt ex incididunt cillum quis. Velit
      duis sit officia eiusmod Lorem aliqua enim laboris do dolor
      eiusmod. Et mollit incididunt nisi consectetur esse laborum
      eiusmod pariatur proident Lorem eiusmod et. Culpa deserunt
      nostrud ad veniam. Lorem ipsum dolor sit amet, consectetur
      adipiscing elit. Nullam pulvinar risus non risus hendrerit
      venenatis. Pellentesque sit amet hendrerit risus, sed
      porttitor quam. Magna exercitation reprehenderit magna aute
      tempor cupidatat consequat elit dolor adipisicing. Mollit
      dolor eiusmod sunt ex incididunt cillum quis. Velit duis sit
      officia eiusmod Lorem aliqua enim laboris do dolor eiusmod. Et
      mollit incididunt nisi consectetur esse laborum eiusmod
      pariatur proident Lorem eiusmod et. Culpa deserunt nostrud ad
      veniam."
    ),
    p(
      "Mollit dolor eiusmod sunt ex incididunt cillum quis. Velit
      duis sit officia eiusmod Lorem aliqua enim laboris do dolor
      eiusmod. Et mollit incididunt nisi consectetur esse laborum
      eiusmod pariatur proident Lorem eiusmod et. Culpa deserunt
      nostrud ad veniam. Lorem ipsum dolor sit amet, consectetur
      adipiscing elit. Nullam pulvinar risus non risus hendrerit
      venenatis. Pellentesque sit amet hendrerit risus, sed
      porttitor quam. Magna exercitation reprehenderit magna aute
      tempor cupidatat consequat elit dolor adipisicing. Mollit
      dolor eiusmod sunt ex incididunt cillum quis. Velit duis sit
      officia eiusmod Lorem aliqua enim laboris do dolor eiusmod. Et
      mollit incididunt nisi consectetur esse laborum eiusmod
      pariatur proident Lorem eiusmod et. Culpa deserunt nostrud ad

```

```

        veniam."
      )
    ),
    drawer_footer(
      action_button(
        inputId = "hide_drawer",
        color = "danger",
        shadow = TRUE,
        "Close drawer"
      )
    )
  ),
  onClose = JS(
    "() => Shiny.setInputValue('drawer_closed', true, {priority: 'event'})"
  )
)
})

exportTestValues(
  drawer_state = drawerVisible()
)
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

dropdown_menu

Dropdown menu

Description

Dropdown menu

Usage

dropdown_menu(inputId, ..., choices = NULL, selected = NULL)

dropdown_item(...)

dropdown_section(...)

update_dropdown(session = shiny::getDefaultReactiveDomain(), inputId, ...)

Arguments

inputId	Unique input id.
...	Props.
choices	Radio choices.
selected	Default selected value.
session	Shiny session.

Details

See <https://heroui.com/docs/components/dropdown> to get the list of parameters to pass in
....

Value

Object with shiny.tag class suitable for use in the UI of a Shiny app. The update functions return nothing (called for side effects).

Note

Container for related [dropdown_item](#).

See Also

See <https://heroui.com/docs/components/dropdown>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

items <- list(
  # Dropdown section
  dropdown_section(
    showDivider = TRUE,
    title = "Section 1",
    # Dropdown Items
    list(
      dropdown_item(
        title = "Item 1",
        shortcut = "\u2318N",
        color = "danger",
        description = "Item description",
        startContent = icon("clock")
      ),
      dropdown_item(
        title = "Item 2",
        shortcut = "\u2318N",
        color = "success",
        description = "Item description",
        startContent = icon("home")
      ),
      dropdown_item(
        title = "External link",
        href = "https://heroui.com/",
        target = "_blank",
        description = "Go to nextui documentation"
      )
    )
  )
),
```

```

dropdown_section(
  showDivider = FALSE,
  title = "Section 2",
  # Dropdown Items
  list(
    dropdown_item(
      title = "Item 3",
      color = "warning",
      description = "Item description"
    ),
    dropdown_item(
      title = "Item 4"
    )
  )
)
)

# You can also skip section
#items <- list(
#  dropdown_item(
#    title = "Item 1",
#    shortcut = "\u2318N",
#    color = "danger",
#    description = "Item description"#,
#    #startContent = icon("clock")
#  ),
#  dropdown_item(
#    title = "Item 2",
#    shortcut = "\u2318N",
#    color = "success",
#    description = "Item description"#,
#    #startContent = icon("home")
#  )
#)

ui <- nextui_page(
  debug_react = TRUE,
  div(
    class = "flex gap-2 my-2",
    dropdw_menu(
      inputId = "dropdown",
      label = "Dropdown menu",
      selected = "Item 2",
      variant = "bordered",
      disabledKeys = c("Item 3", "Item 4"),
      selectionMode = "multiple",
      choices = items
    )
  ),
  verbatimTextOutput("dropdown_val")
)

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

```

```
observe({
  print(input$dropdown)
})
output$dropdown_val <- renderText(input$dropdown)
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

`get_examples`*Get all available Shiny app examples*

Description

Get all available Shiny app examples

Usage

```
get_examples()
```

Value

A character vector.

`image`*image*

Description

The Image component is used to display images with support for fallback.

Usage

```
image(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **src**. Type: string. Default: NA.
- **srcSet**. Type: string. Default: NA.
- **sizes**. Type: string. Default: NA.
- **alt**. Type: string. Default: NA.
- **width**. Type: number. Default: NA.
- **height**. Type: number. Default: NA.
- **radius**. Type: none OR sm OR md OR lg OR full. Default: "xl".
- **shadow**. Type: none OR sm OR md OR lg. Default: "none".
- **loading**. Type: eager OR lazy. Default: NA.
- **fallbackSrc**. Type: string. Default: NA.
- **isBlurred**. Type: boolean. Default: false.
- **isZoomed**. Type: boolean. Default: false.
- **removeWrapper**. Type: boolean. Default: false.
- **disableSkeleton**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"img" OR "wrapper" OR "zoomedWrapper" OR "blurredImg", string>>. Default: NA.
- **onLoad**. Type: ReactEventHandler<HTMLImageElement>. Default: NA.
- **onError**. Type: () => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI image component.

See Also

See <https://heroui.com/docs/components/image>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  div(
    class = "flex gap-5 my-2",
    image(
      width = 300,
      alt = "NextUI hero Image",
      src = "https://heroui.com/images/hero-card-complete.jpeg"
    ),
    image(
```

```

      isBlurred = TRUE,
      width = 300,
      alt = "Album cover",
      src = "https://heroui.com/images/hero-card-complete.jpeg"
    ),
    image(
      isZoomed = TRUE,
      width = 300,
      alt = "Fruit image with zoom effect",
      src = "https://heroui.com/images/hero-card-complete.jpeg"
    )
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)

```

input*input*

Description

Input is a component that allows users to enter text. It can be used to get user inputs in forms, search fields, and more.

Usage

```
text_input(inputId, ..., value = default_value)
```

```
update_text_input(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

```
numeric_input(inputId, ..., value = default_value)
```

```
update_numeric_input(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

```
date_input(inputId, ..., value = default_value)
```

```
update_date_input(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

<code>inputId</code>	ID of the component.
<code>...</code>	Props to pass to the component. The allowed props are listed below in the Details section.
<code>value</code>	Starting value.
<code>session</code>	Object passed as the <code>session</code> argument to Shiny server.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **variant**. Type: `flat` OR `bordered` OR `faded` OR `underlined`. Default: `"flat"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"default"`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg` OR `full`. Default: `NA`.
- **label**. Type: `ReactNode`. Default: `NA`.
- **value**. Type: `string`. Default: `NA`.
- **defaultValue**. Type: `string`. Default: `NA`.
- **placeholder**. Type: `string`. Default: `NA`.
- **description**. Type: `ReactNode`. Default: `NA`.
- **errorMessage**. Type: `ReactNode` OR `((v: ValidationResult) => ReactNode)`. Default: `NA`.
- **validate**. Type: `(value: string) => ValidationError` OR `true` OR `null` OR `undefined`. Default: `NA`.
- **validationBehavior**. Type: `native` OR `aria`. Default: `"native"`.
- **minLength**. Type: `number`. Default: `NA`.
- **maxLength**. Type: `number`. Default: `NA`.
- **pattern**. Type: `string`. Default: `NA`.
- **type**. Type: `text` OR `email` OR `url` OR `password` OR `tel` OR `search` OR `file`. Default: `"text"`.
- **startContent**. Type: `ReactNode`. Default: `NA`.
- **endContent**. Type: `ReactNode`. Default: `NA`.
- **labelPlacement**. Type: `inside` OR `outside` OR `outside-left`. Default: `"inside"`.
- **fullWidth**. Type: `boolean`. Default: `true`.
- **isClearable**. Type: `boolean`. Default: `false`.
- **isRequired**. Type: `boolean`. Default: `false`.
- **isReadOnly**. Type: `boolean`. Default: `false`.
- **isDisabled**. Type: `boolean`. Default: `false`.
- **isInvalid**. Type: `boolean`. Default: `false`.
- **baseRef**. Type: `RefObject<HTMLDivElement>`. Default: `NA`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<'base' OR 'label' OR 'inputWrapper' OR 'innerWrapper' OR 'mainWrapper' OR 'input' OR 'clearButton' OR 'helperWrapper' OR 'description' OR 'errorMessage', string>>`. Default: `NA`.
- **onChange**. Type: `React.ChangeEvent<HTMLInputElement>`. Default: `NA`.
- **onValueChange**. Type: `(value: string) => void`. Default: `NA`.
- **onClear**. Type: `() => void`. Default: `NA`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI input component.

See Also

See <https://heroui.com/docs/components/input>.

Examples

```
library(shiny)
library(shinyNextUI)

ui <- nextui_page(
  div(
    class = "flex gap-1",
    text_input(
      inputId = "text",
      value = "Plop",
      placeholder = "Next UI",
      label = "Text input"
    ),
    textOutput("text_val")
  ),
  spacer(y = 5),
  div(
    class = "flex gap-1",
    numeric_input(
      inputId = "numeric",
      value = 10,
      label = "Numeric input"
    ),
    textOutput("numeric_val")
  ),
  spacer(y = 5),
  div(
    class = "flex gap-1",
    date_input(
      inputId = "date",
      value = "2023-12-11",
      label = "Date input"
    ),
    textOutput("date_val")
  )
)

server <- function(input, output, session) {
  output$text_val <- renderText(input$text)
  output$numeric_val <- renderText(input$numeric)
  output$date_val <- renderText(input$date)
}
```

```
if (interactive() || is_testing()) shinyApp(ui, server)
```

is_testing	<i>Indicates whether testthat is running</i>
------------	--

Description

Indicates whether testthat is running

Usage

```
is_testing()
```

Value

Boolean.

link	<i>link</i>
------	-------------

Description

Links allow users to click their way from page to page. This component is styled to resemble a hyperlink and semantically renders an `<a>`

Usage

```
link(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **size**. Type: sm OR md OR lg. Default: "md".
- **color**. Type: foreground OR primary OR secondary OR success OR warning OR danger. Default: "primary".
- **underline**. Type: none OR hover OR always OR active OR focus. Default: "none".
- **href**. Type: string. Default: NA.
- **target**. Type: HTMLAttributeAnchorTarget. Default: NA.
- **rel**. Type: string. Default: NA.
- **download**. Type: boolean OR string. Default: NA.

- **ping**. Type: string. Default: NA.
- **referrerPolicy**. Type: HTMLAttributeReferrerPolicy. Default: NA.
- **isExternal**. Type: boolean. Default: false.
- **showAnchorIcon**. Type: boolean. Default: false.
- **anchorIcon**. Type: ReactNode. Default: NA.
- **isBlock**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **onPress**. Type: (e:PressEvent) => void. Default: NA.
- **onPressStart**. Type: (e:PressEvent) => void. Default: NA.
- **onPressEnd**. Type: (e:PressEvent) => void. Default: NA.
- **onPressChange**. Type: (isPressed: boolean) => void. Default: NA.
- **onPressUp**. Type: (e:PressEvent) => void. Default: NA.
- **onKeyDown**. Type: (e:KeyboardEvent) => void. Default: NA.
- **onKeyUp**. Type: (e:KeyboardEvent) => void. Default: NA.
- **onClick**. Type: MouseEventHandler. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI link component.

See Also

See <https://heroui.com/docs/components/link>.

Examples

```
library(shiny)
library(shinyNextUI)

colors <- c(
  "default",
  "primary",
  "secondary",
  "success",
  "warning",
  "error"
)

link_config <- data.frame(
  color = colors,
  underline = c(rep("none", 2), "hover", "always", "active", "focus"),
  block = c(rep(TRUE, 3), rep(FALSE, 3)),
  href = c(rep("#", 3), rep("https://google.com", 3)),
```

```
isExternal = c(rep(FALSE, 3), rep(TRUE, 3)),
size = rep(c("sm", "md", "lg"), 2)
)

link_factory <- function(color, underline, block, href, isExternal, size) {
  link(
    "A super link!",
    color = color,
    underline = underline,
    isBlock = block,
    href = href,
    isExternal = isExternal,
    size = size
  )
}

links <- purrr::pmap(link_config, link_factory)

ui <- nextui_page(
  div(
    class = "grid gap-4 grid-cols-3 grid-rows-2 m-5",
    links
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

listbox

listbox

Description

A listbox displays a list of options and allows a user to select one or more of them.

Usage

```
listbox(inputId, ..., value = default_value)
```

```
listbox_section(...)
```

```
listbox_item(...)
```

```
update_listbox(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

`inputId` ID of the component.

...	Props to pass to the component. The allowed props are listed below in the Details section.
value	Starting value.
session	Object passed as the session argument to Shiny server.

Details

- **children***. Type: `ReactNode[]`. Default: NA.
- **items**. Type: `Iterable<T>`. Default: NA.
- **variant**. Type: `solid` OR `bordered` OR `light` OR `flat` OR `faded` OR `shadow`. Default: `"solid"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"default"`.
- **selectionMode**. Type: `none` OR `single` OR `multiple`. Default: NA.
- **selectedKeys**. Type: `React.Key[]`. Default: NA.
- **disabledKeys**. Type: `React.Key[]`. Default: NA.
- **defaultSelectedKeys**. Type: `all` OR `React.Key[]`. Default: NA.
- **disallowEmptySelection**. Type: `boolean`. Default: `false`.
- **shouldHighlightOnFocus**. Type: `boolean`. Default: `false`.
- **autoFocus**. Type: `boolean` OR `first` OR `last`. Default: `false`.
- **topContent**. Type: `ReactNode`. Default: NA.
- **bottomContent**. Type: `ReactNode`. Default: NA.
- **emptyContent**. Type: `ReactNode`. Default: `"No items."`.
- **shouldFocusWrap**. Type: `boolean`. Default: `false`.
- **isVirtualized**. Type: `boolean`. Default: `false`.
- **virtualization**. Type: `Record<"maxListboxHeight" & "itemHeight", number>`. Default: NA.
- **hideEmptyContent**. Type: `boolean`. Default: `false`.
- **hideSelectedIcon**. Type: `boolean`. Default: `false`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<"base" OR "list" OR "emptyContent", string>>`. Default: NA.
- **itemClasses**. Type: `Partial<Record<"base" OR "wrapper" OR "title" OR "description" OR "selectedIcon", string>>`. Default: NA.
- **onAction**. Type: `(key: React.Key) => void`. Default: NA.
- **onSelectionChange**. Type: `(keys: React.Key[]) => void`. Default: NA.
- **children***. Type: `ReactNode`. Default: NA.
- **title**. Type: `string`. Default: NA.
- **items**. Type: `Iterable<T>`. Default: NA.
- **hideSelectedIcon**. Type: `boolean`. Default: `false`.

- **showDivider**. Type: boolean. Default: false.
- **dividerProps**. Type: DividerProps. Default: NA.
- **classNames**. Type: Partial<Record<"base" OR "heading" OR "group" OR "divider", string>>. Default: NA.
- **itemClasses**. Type: Partial<Record<"base" OR "wrapper" OR "title" OR "description" OR "shortcut" OR "selectedIcon", string>>. Default: NA.
- **children***. Type: ReactNode. Default: NA.
- **key**. Type: React.Key. Default: NA.
- **title**. Type: string OR ReactNode. Default: NA.
- **textValue**. Type: string. Default: NA.
- **description**. Type: string OR ReactNode. Default: NA.
- **shortcut**. Type: string OR ReactNode. Default: NA.
- **startContent**. Type: ReactNode. Default: NA.
- **endContent**. Type: ReactNode. Default: NA.
- **selectedIcon**. Type: ListboxItemSelectedIconProps. Default: NA.
- **href**. Type: string. Default: NA.
- **target**. Type: HTMLAttributeAnchorTarget. Default: NA.
- **rel**. Type: string. Default: NA.
- **download**. Type: boolean OR string. Default: NA.
- **ping**. Type: string. Default: NA.
- **referrerPolicy**. Type: HTMLAttributeReferrerPolicy. Default: NA.
- **shouldHighlightOnFocus**. Type: boolean. Default: false.
- **hideSelectedIcon**. Type: boolean. Default: false.
- **showDivider**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **isSelected**. Type: boolean. Default: false.
- **isReadOnly**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"base" OR "wrapper" OR "title" OR "description" OR "shortcut" OR "selectedIcon", string>>. Default: NA.
- **onAction**. Type: () => void. Default: NA.
- **onPress**. Type: (e:PressEvent) => void. Default: NA.
- **onPressStart**. Type: (e:PressEvent) => void. Default: NA.
- **onPressEnd**. Type: (e:PressEvent) => void. Default: NA.
- **onPressChange**. Type: (isPressed: boolean) => void. Default: NA.
- **onPressUp**. Type: (e:PressEvent) => void. Default: NA.
- **onKeyDown**. Type: (e:KeyboardEvent) => void. Default: NA.
- **onKeyUp**. Type: (e:KeyboardEvent) => void. Default: NA.
- **onClick**. Type: MouseEventHandler. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI listbox component.

See Also

See <https://heroui.com/docs/components/listbox>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

animals <- list(
  list(
    label = "Bulbasaur",
    value = "bulbasaur",
    description = "Blabla",
    avatar = "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/1.png"
  ),
  list(
    label = "Pikachu",
    value = "pikachu",
    description = "Electric mouse",
    avatar = "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/25.png"
  )
)

items <- lapply(animals, function(animal) {
  listbox_item(
    key = animal[["value"]],
    description = animal[["description"]],
    startContent = avatar(src = animal[["avatar"]]),
    animal[["label"]]
  )
})

ui <- nextui_page(
  debug_react = TRUE,
  spacer(y = 4),
  action_button("update", "Update to Pikachu?"),
  spacer(y = 4),
  div(
    class = "w-full max-w-[260px] border-small px-1 py-2 rounded-small border-default-200 dark:border-default-100",
    listbox(
      "listbox",
      label = "Select a pokemon",
      value = "bulbasaur",
      variant = "flat",
      selectionMode = "single",
```

```

    listbox_section(
      title = "Default pokemons",
      items
    )
  )
),
textOutput("res")
)

server <- function(input, output, session) {
  output$res <- renderText(input$listbox)
  observeEvent(input$listbox, {
    print(input$listbox)
  })

  observeEvent(input$update, {
    update_listbox(session, "listbox", value = JS("[ 'pikachu' ]"))
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

modal

modal

Description

Displays a dialog with custom content that requires attention or provides additional information.

Usage

```
modal(...)
```

```
modal_content(...)
```

```
modal_header(...)
```

```
modal_body(...)
```

```
modal_footer(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children***. Type: ReactNode. Default: NA.
- **size**. Type: xs OR sm OR md OR lg OR xl OR 2x1 OR 3x1 OR 4x1 OR 5x1 OR full. Default: "md".
- **radius**. Type: none OR sm OR md OR lg. Default: "lg".
- **shadow**. Type: none OR sm OR md OR lg. Default: "lg".
- **backdrop**. Type: transparent OR opaque OR blur. Default: "opaque".
- **scrollBehavior**. Type: normal OR inside OR outside. Default: "normal".
- **placement**. Type: auto OR top OR center OR bottom. Default: "auto".
- **isOpen**. Type: boolean. Default: NA.
- **defaultOpen**. Type: boolean. Default: NA.
- **isDismissable**. Type: boolean. Default: true.
- **isKeyboardDismissDisabled**. Type: boolean. Default: false.
- **shouldBlockScroll**. Type: boolean. Default: true.
- **hideCloseButton**. Type: boolean. Default: false.
- **closeButton**. Type: ReactNode. Default: NA.
- **motionProps**. Type: MotionProps. Default: NA.
- **portalContainer**. Type: HTMLElement. Default: "document.body".
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<'wrapper' OR 'base' OR 'backdrop' OR 'header' OR 'body' OR 'footer' OR 'closeButton', string>>. Default: NA.
- **onOpenChange**. Type: (isOpen: boolean) => void. Default: NA.
- **onClose**. Type: () => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI modal component.

See Also

See <https://heroui.com/docs/components/modal>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  action_button(
    inputId = "show_modal",
    color = "primary",
    shadow = TRUE,
```

```

    "Show modal"
  ),
  radio_input(
    "scroll",
    label = "Scroll option",
    choices = c(
      "inside" = "Inside",
      "outside" = "Outside"
    ),
    selected = "inside"
  ),
  reactOutput("modal")
)

server <- function(input, output, session) {
  modalVisible <- reactiveVal(FALSE)
  observeEvent(input$show_modal, {
    modalVisible(TRUE)
  })

  observeEvent(input$modal_closed, {
    modalVisible(FALSE)
  })

  output$modal <- renderReact({
    modal(
      scrollBehavior = input$scroll,
      isOpen = modalVisible(),
      size = "sm",
      modal_content(
        modal_header("My modal"),
        modal_body(
          p(
            "Cras mattis consectetur purus sit amet fermentum. Cras justo odio,
            dapibus ac facilisis in, egestas eget quam. Morbi leo risus, porta
            ac consectetur ac, vestibulum at eros."
          ),
          p(
            "Lorem ipsum dolor sit amet, consectetur adipiscing elit.
            Nullam pulvinar risus non risus hendrerit venenatis.
            Pellentesque sit amet hendrerit risus, sed porttitor quam.
            Magna exercitation reprehenderit magna aute tempor cupidatat
            consequat elit dolor adipisicing. Mollit dolor eiusmod sunt ex
            incididunt cillum quis. Velit dui sit officia eiusmod Lorem
            aliqua enim laboris do dolor eiusmod. Et mollit incididunt
            nisi consectetur esse laborum eiusmod pariatur proident Lorem
            eiusmod et. Culpa deserunt nostrud ad veniam."
          ),
          p(
            "Mollit dolor eiusmod sunt ex incididunt cillum quis. Velit
            dui sit officia eiusmod Lorem aliqua enim laboris do dolor
            eiusmod. Et mollit incididunt nisi consectetur esse laborum
            eiusmod pariatur proident Lorem eiusmod et. Culpa deserunt

```

```

nostrud ad veniam. Lorem ipsum dolor sit amet, consectetur
adipiscing elit. Nullam pulvinar risus non risus hendrerit
venenatis. Pellentesque sit amet hendrerit risus, sed
porttitor quam. Magna exercitation reprehenderit magna aute
tempor cupidatat consequat elit dolor adipisicing. Mollit
dolor eiusmod sunt ex incididunt cillum quis. Velit duis sit
officia eiusmod Lorem aliqua enim laboris do dolor eiusmod. Et
mollit incididunt nisi consectetur esse laborum eiusmod
pariatur proident Lorem eiusmod et. Culpa deserunt nostrud ad
veniam."
),
p(
  "Mollit dolor eiusmod sunt ex incididunt cillum quis. Velit
  duis sit officia eiusmod Lorem aliqua enim laboris do dolor
  eiusmod. Et mollit incididunt nisi consectetur esse laborum
  eiusmod pariatur proident Lorem eiusmod et. Culpa deserunt
  nostrud ad veniam. Lorem ipsum dolor sit amet, consectetur
  adipiscing elit. Nullam pulvinar risus non risus hendrerit
  venenatis. Pellentesque sit amet hendrerit risus, sed
  porttitor quam. Magna exercitation reprehenderit magna aute
  tempor cupidatat consequat elit dolor adipisicing. Mollit
  dolor eiusmod sunt ex incididunt cillum quis. Velit duis sit
  officia eiusmod Lorem aliqua enim laboris do dolor eiusmod. Et
  mollit incididunt nisi consectetur esse laborum eiusmod
  pariatur proident Lorem eiusmod et. Culpa deserunt nostrud ad
  veniam."
)
),
modal_footer("Modal footer")
),
onClose = JS("() => Shiny.setInputValue('modal_closed', true, {priority: 'event'})")
)
})

exportTestValues(
  modal_state = modalVisible()
)
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

 navbar

navbar

Description

A responsive navigation header positioned on top side of your page that includes support for branding, links, navigation, collapse menu and more.

Usage

navbar(...)

navbar_brand(...)

navbar_content(...)

navbar_item(...)

navbar_toggle(...)

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children***. Type: `ReactNode[]`. Default: `NA`.
- **height**. Type: `string` OR `number`. Default: `"4rem (64px)"`.
- **position**. Type: `static` OR `sticky`. Default: `"sticky"`.
- **maxWidth**. Type: `sm` OR `md` OR `lg` OR `x1` OR `2x1` OR `full`. Default: `"lg"`.
- **parentRef**. Type: `React.RefObject<HTMLElement>`. Default: `"window"`.
- **isBordered**. Type: `boolean`. Default: `false`.
- **isBlurred**. Type: `boolean`. Default: `true`.
- **isMenuOpen**. Type: `boolean`. Default: `false`.
- **isMenuDefaultOpen**. Type: `boolean`. Default: `false`.
- **shouldHideOnScroll**. Type: `boolean`. Default: `false`.
- **motionProps**. Type: `MotionProps`. Default: `NA`.
- **disableScrollHandler**. Type: `boolean`. Default: `false`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<'base' OR 'wrapper' OR 'brand' OR 'content' OR 'item' OR 'toggle' OR 'toggleIcon' OR 'menu' OR 'menuItem', string>>`. Default: `NA`.
- **onMenuOpenChange**. Type: `(isOpen: boolean) => void`. Default: `NA`.
- **onScrollPositionChange**. Type: `(position: number) => void`. Default: `NA`.
- **children***. Type: `ReactNode[]`. Default: `NA`.
- **justify**. Type: `start` OR `center` OR `end`. Default: `"start"`.
- **children**. Type: `ReactNode`. Default: `NA`.
- **isActive**. Type: `boolean`. Default: `false`.
- **icon**. Type: `ReactNode` OR `((isOpen: boolean OR undefined) => ReactNode)`. Default: `NA`.

- **isSelected**. Type: boolean. Default: false.
- **defaultSelected**. Type: boolean. Default: false.
- **srOnlyText**. Type: string. Default: "open/close navigation menu".
- **onChange**. Type: (isOpen: boolean) => void. Default: NA.
- **children***. Type: ReactNode[]. Default: NA.
- **portalContainer**. Type: HTMLElement. Default: "document.body".
- **motionProps**. Type: MotionProps. Default: NA.
- **children**. Type: ReactNode. Default: NA.
- **isActive**. Type: boolean. Default: false.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI navbar component.

See Also

See <https://heroui.com/docs/components/navbar>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)
library(shiny.router)

sections <- c("main", "other")

layout <- function(..., content) {
  tags$div(
    css = JS(
      {
        maxW: '100%',
        boxSizing: 'border-box',
      }
    ),
    ..., # Navbar
    # Content
    tags$div(
      css = JS(
        "{
          boxSizing: 'border-box',
          px: '$12',
          mt: '$8',
          '@xsMax': {px: '$10'}
        }"
      ),

```

```

        content
      )
    )
  }

# TO DO: create wrapper for end-user to simplify all this mess.
create_navbar <- function(id) {

  input <- get("input", envir = parent.frame())

  nav_links <- lapply(seq_along(sections), function(i) {
    # Li elements
    link(
      inputId = sprintf("link_%s", i),
      href = route_link(sections[[i]]),
      key = i,
      value = i,
      parent = sprintf("navbar_%s", sections[[i]]),
      isActive = if (is.null(input[[sprintf("navbar_%s", id)]])) {
        if (i == 1) TRUE else FALSE
      } else {
        if (input[[sprintf("navbar_%s", id)]] == i) TRUE else FALSE
      },
      sprintf("Link to %s", sections[[i]])
    )
  })

  nav <- navbar(
    id = sprintf("navbar_%s", id),
    maxWidth = "lg",
    variant = "floating",
    isBordered = TRUE,
    navbar_brand(p(b = TRUE, "Brand", color = "inherit", hideIn = "xs")),
    # Ul element
    navbar_content(
      variant = "highlight",
      activeColor = "success",
      nav_links,
      navbar_item(
        action_button(
          inputId = sprintf("navbar_button-%s", id),
          "Click me",
          auto = TRUE,
          flat = TRUE
        )
      )
    )
  )

  if (is.null(input[[sprintf("navbar_%s", id)]])) {
    tagList(
      tags$script(
        sprintf("Shiny.setInputValue('navbar_%s', 0)", id)
      )
    )
  }
}

```

```

    ),
    nav
  )
} else {
  nav
}
}

page <- function(id, content) {
  layout(
    reactOutput(sprintf("nav_%s", id)),
    content = content
  )
}

home <- page(
  id = "main",
  card(
    numeric_input(
      inputId = "obs",
      label = "Number of observations:",
      value = 500
    ),
    plotOutput("distPlot")
  )
)

other <- page(
  id = "other",
  tableOutput('table')
)

ui <- nextui_page(
  router_ui(
    route("main", home),
    route("other", other)
  )
)

server <- function(input, output, session) {
  observe(print(input$navbar))
  output$nav_main <- renderReact({
    create_navbar("main")
  })

  output$nav_other <- renderReact({
    create_navbar("other")
  })

  output$distPlot <- renderPlot({
    hist(rnorm(input$obs))
  })
  output$table <- renderTable(iris)
}

```

```

  router_server("main")
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

nextui_page	<i>NextUI page wrapper</i>
-------------	----------------------------

Description

Suppressed Bootstrap dependency which is not needed.

Usage

```
nextui_page(..., dark_mode = FALSE, debug_react = FALSE)
```

Arguments

...	UI elements.
dark_mode	Apply global dark mode. If NULL, no switch is shown.
debug_react	Whether to enable react debug mode. Default to FALSE.

Value

Object which can be passed as the UI of a Shiny app.

pagination	<i>pagination</i>
------------	-------------------

Description

The Pagination component allows you to display active page and navigate between multiple pages.

Usage

```

pagination(inputId, ..., value = default_value)

update_pagination(session = shiny::getDefaultReactiveDomain(), inputId, ...)

```

Arguments

inputId	ID of the component.
...	Props to pass to the component. The allowed props are listed below in the Details section.
value	Starting value.
session	Object passed as the session argument to Shiny server.

Details

- **variant**. Type: flat OR bordered OR light OR faded. Default: "flat".
- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **size**. Type: sm OR md OR lg. Default: "md".
- **radius**. Type: none OR sm OR md OR lg OR full. Default: "xl".
- **total**. Type: number. Default: "1".
- **dotsJump**. Type: number. Default: "5".
- **initialPage**. Type: number. Default: "1".
- **page**. Type: number. Default: NA.
- **siblings**. Type: number. Default: "1".
- **boundaries**. Type: number. Default: "1".
- **loop**. Type: boolean. Default: false.
- **isCompact**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **showShadow**. Type: boolean. Default: false.
- **showControls**. Type: boolean. Default: false.
- **disableCursorAnimation**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **renderItem**. Type: PaginationItemProps. Default: NA.
- **getItemAriaLabel**. Type: (page: string) => string. Default: NA.
- **classNames**. Type: Partial<Record<'base' OR 'wrapper' OR 'prev' OR 'next' OR 'item' OR 'cursor' OR 'forwardIcon' OR 'ellipsis' OR 'chevronNext', string>>. Default: NA.
- **onChange**. Type: (page: number) => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI pagination component.

See Also

See <https://heroui.com/docs/components/pagination>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)
library(thematic)

thematic_shiny()
```

```

max <- 10
cards <- lapply(seq_len(max), function(i) {
  tagList(
    spacer(y = 2),
    card(
      id = sprintf("mycard-%s", i),
      card_header(sprintf("Card %s", i)),
      card_body(
        sprintf("Card content %s", i),
        slider_input(
          sprintf("obs-%s", i),
          "Obs",
          minValue = 0,
          maxValue = 1000,
          value = 500
        ),
        plotOutput(sprintf("distPlot-%s", i))
      )
    )
  )
})

ui <- nextui_page(
  pagination(
    inputId = "pagination",
    loop = TRUE,
    size = "lg",
    variant = "bordered",
    showControls = TRUE,
    page = 1,
    total = max
  )
)

server <- function(input, output, session) {
  history <- reactiveVal(NULL)

  # Dynamically insert cards with the pagination.
  observeEvent(input$pagination, {
    if (!is.null(history()))
      removeUI(sprintf("#mycard-%s", history()), multiple = TRUE)
    insertUI(
      selector = "#pagination",
      where = "afterEnd",
      ui = cards[[input$pagination]]
    )
    history(input$pagination)

    output[[sprintf("distPlot-%s", history())]] <- renderPlot({
      req(input[[sprintf("obs-%s", history())]])
      hist(
        rnorm(input[[sprintf("obs-%s", history())]]),

```

```
        main = sprintf("Super plot %s", history())
      )
    })
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

poke_data

Pokemon API data

Description

Extract of some data from the 151 first Pokemons.

Usage

```
poke_data
```

Format

poke_data:

A nested list with 151 entries. Each sublist contains:

- name (char): Pokemon name.
- description (char): Pokemon description.
- shape (char): Pokemon shape.
- sprites (list):
 - front_default (char): front sprite URL.
 - shiny_default (char): front sprite URL (shiny form).
- ...

Note

Have a look to inst/app-doc/data-doc.html to get an interactive overview.

Source

<https://pokeapi.co/docs/v2>

 popover

popover

Description

Popover is a non-modal dialog that floats around its disclosure. It's commonly used for displaying additional rich content on top of something.

Usage

```
popover(...)
```

```
popover_trigger(...)
```

```
popover_content(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children***. Type: `ReactNode[]`. Default: `NA`.
- **size**. Type: `sm OR md OR lg`. Default: `"md"`.
- **color**. Type: `default OR primary OR secondary OR success OR warning OR danger`. Default: `"default"`.
- **radius**. Type: `none OR sm OR md OR lg OR full`. Default: `"lg"`.
- **shadow**. Type: `none OR sm OR md OR lg`. Default: `"lg"`.
- **backdrop**. Type: `transparent OR opaque OR blur`. Default: `"transparent"`.
- **placement**. Type: `PopoverPlacement`. Default: `"bottom"`.
- **state**. Type: `OverlayTriggerState`. Default: `NA`.
- **isOpen**. Type: `boolean`. Default: `NA`.
- **defaultOpen**. Type: `boolean`. Default: `NA`.
- **offset**. Type: `number`. Default: `"7"`.
- **containerPadding**. Type: `number`. Default: `"12"`.
- **crossOffset**. Type: `number`. Default: `"0"`.
- **triggerType**. Type: `dialog OR menu OR listbox OR tree OR grid`. Default: `"dialog"`.
- **showArrow**. Type: `boolean`. Default: `false`.
- **shouldFlip**. Type: `boolean`. Default: `true`.
- **triggerScaleOnOpen**. Type: `boolean`. Default: `true`.
- **shouldBlockScroll**. Type: `boolean`. Default: `false`.

- **shouldCloseOnScroll**. Type: boolean. Default: false.
- **isKeyboardDismissDisabled**. Type: boolean. Default: false.
- **shouldCloseOnBlur**. Type: boolean. Default: false.
- **motionProps**. Type: MotionProps. Default: NA.
- **portalContainer**. Type: HTMLElement. Default: "document.body".
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<'base' OR 'trigger' OR 'backdrop' OR 'content', string>>. Default: NA.
- **onOpenChange**. Type: (isOpen: boolean) => void. Default: NA.
- **shouldCloseOnInteractOutside**. Type: (e: HTMLElement) => void. Default: NA.
- **onClose**. Type: () => void. Default: NA.
- **children***. Type: ReactNode. Default: NA.
- **children**. Type: ReactNode. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI popover component.

See Also

See <https://heroui.com/docs/components/popover>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  dark_mode = TRUE,
  div(
    className = "flex align-items-start",
    popover(
      showArrow = TRUE,
      placement = "right",
      backdrop = "blur",
      popover_trigger(button("Click me!", color = "primary")),
      popover_content(
        div(
          className = "px-1 py-2",
          "This is the content of the popover."
        )
      )
    )
  )
)
```

```

)

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

if (interactive() || is_testing()) shinyApp(ui, server)

```

progress

progress

Description

The Progress component allows you to view the progress of any activity.

Usage

```
progress(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **label**. Type: ReactNode. Default: NA.
- **size**. Type: sm OR md OR lg. Default: "md".
- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "primary".
- **radius**. Type: none OR sm OR md OR lg OR full. Default: "full".
- **value**. Type: number. Default: NA.
- **valueLabel**. Type: ReactNode. Default: NA.
- **minValue**. Type: number. Default: "0".
- **maxValue**. Type: number. Default: "100".
- **formatOptions**. Type: Intl.NumberFormat. Default: "{style: 'percent'}".
- **isIndeterminate**. Type: boolean. Default: false.
- **isStriped**. Type: boolean. Default: false.
- **showValueLabel**. Type: boolean. Default: true.
- **isDisabled**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<'base' OR 'labelWrapper' OR 'label' OR 'track' OR 'value' OR 'indicator', string>>. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI progress component.

See Also

See <https://heroui.com/docs/components/progress>.

Examples

```
library(shiny)
library(shinyNextUI)

colors <- c(
  "default",
  "primary",
  "secondary",
  "success",
  "warning",
  "danger"
)

bool_par <- c(rep(FALSE, 3), rep(TRUE, 2), FALSE)

progress_config <- data.frame(
  label = c(rep("A label", 3), rep("", 3)),
  show_value_label = c(rep(FALSE, 3), rep(TRUE, 3)),
  size = c("sm", "sm", rep("md", 2), "lg", "lg"),
  color = colors,
  striped = bool_par,
  radius = c(rep("none", 2), "sm", "md", "lg", "full")
)

progress_factory <- function(
  label,
  show_value_label,
  size,
  color,
  striped,
  radius
) {
  progress(
    label = label,
    showValueLabel = show_value_label,
    value = round(runif(1, 0, 100)),
    size = size,
    color = color,
    isStriped = striped,
    radius = radius
  )
}
```

```

progresses <- purrr::pmap(progress_config, progress_factory)

ui <- nextui_page(
  div(
    class = "grid gap-4 grid-cols-3 grid-rows-3 m-5",
    progresses
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)

```

`radio_input`*Radio input*

Description

Radio input

Usage

```

radio_input(inputId, ..., choices, selected = choices[1])

update_radio_input(
  session = shiny::getDefaultReactiveDomain(),
  inputId,
  ...,
  choices = NULL,
  selected = NULL
)

```

Arguments

<code>inputId</code>	Unique input id.
<code>...</code>	Props.
<code>choices</code>	Radio choices.
<code>selected</code>	Default selected value.
<code>session</code>	Shiny session.

Details

See <https://heroui.com/docs/components/radio-group> to get the list of parameters to pass in

Value

Object with `shiny.tag` class suitable for use in the UI of a Shiny app. The update functions return nothing (called for side effects).

See Also

See <https://heroui.com/docs/components/radio-group>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  div(
    class = "flex flex-col gap-1",
    spacer(y = 2),
    select_input(
      "select",
      label = "Tab to select:",
      value = JS("[ 'sydney' ]"),
      disallowEmptySelection = TRUE,
      select_item(key = "buenos-aires", value = "buenos-aires", "Buenos Aires"),
      select_item(key = "sydney", value = "sydney", "Sydney")
    ),
    spacer(y = 2),
    radio_input(
      inputId = "radio",
      label = "Radios",
      description = "Radios are fun.",
      orientation = "horizontal",
      choices = c(
        "buenos-aires" = "Buenos Aires",
        "sydney" = "Sydney"
      )
    ),
    textOutput("radio_val")
  )
)

server <- function(input, output, session) {
  observeEvent(input$select, {
    update_radio_input(session, "radio", selected = input$select)
  })
  output$radio_val <- renderText(input$radio)
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

run_example	<i>Run shinyNextUI example</i>
-------------	--------------------------------

Description

Run shinyNextUI example

Usage

```
run_example(name)
```

Arguments

name Use [get_examples](#) to get the available examples.

Value

Runs a Shiny app.

select	<i>select</i>
--------	---------------

Description

A select displays a collapsible list of options and allows a user to select one or more of them.

Usage

```
select_input(inputId, ..., value = default_value)
```

```
select_section(...)
```

```
select_item(...)
```

```
update_select_input(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

inputId ID of the component.

... Props to pass to the component. The allowed props are listed below in the **Details** section.

value Starting value.

session Object passed as the session argument to Shiny server.

Details

1. Select Props

- **children***. Type: `ReactNode[]`. Default: NA.
- **items**. Type: `Iterable<T>`. Default: NA.
- **selectionMode**. Type: single OR multiple. Default: NA.
- **selectedKeys**. Type: all OR `Iterable<React.Key>`. Default: NA.
- **disabledKeys**. Type: `Iterable<React.Key>`. Default: NA.
- **defaultSelectedKeys**. Type: all OR `Iterable<React.Key>`. Default: NA.
- **variant**. Type: flat OR bordered OR faded OR underlined. Default: "flat".
- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **size**. Type: sm OR md OR lg. Default: "md".
- **radius**. Type: none OR sm OR md OR lg OR full. Default: NA.
- **placeholder**. Type: string. Default: "Select an option".
- **labelPlacement**. Type: inside OR outside OR outside-left. Default: "inside".
- **label**. Type: `ReactNode`. Default: NA.
- **description**. Type: `ReactNode`. Default: NA.
- **errorMessage**. Type: `ReactNode` OR `((v: ValidationResult) => ReactNode)`. Default: NA.
- **startContent**. Type: `ReactNode`. Default: NA.
- **endContent**. Type: `ReactNode`. Default: NA.
- **selectorIcon**. Type: `ReactNode`. Default: NA.
- **scrollRef**. Type: `React.RefObject<HTMLInputElement>`. Default: NA.
- **spinnerRef**. Type: `React.RefObject<HTMLInputElement>`. Default: NA.
- **maxListboxHeight**. Type: number. Default: "256".
- **itemHeight**. Type: number. Default: "32".
- **isVirtualized**. Type: boolean. Default: "undefined".
- **fullWidth**. Type: boolean. Default: true.
- **isOpen**. Type: boolean. Default: NA.
- **defaultOpen**. Type: boolean. Default: NA.
- **isRequired**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **isMultiline**. Type: boolean. Default: false.
- **isInvalid**. Type: boolean. Default: false.
- **validationState**. Type: valid OR invalid. Default: NA.
- **showScrollIndicators**. Type: boolean. Default: true.
- **autoFocus**. Type: boolean. Default: false.
- **disallowEmptySelection**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: true.
- **disableSelectorIconRotation**. Type: boolean. Default: false.
- **hideEmptyContent**. Type: boolean. Default: false.
- **popoverProps**. Type: `PopoverProps`. Default: NA.

- **listboxProps**. Type: ListboxProps. Default: NA.
- **scrollShadowProps**. Type: ScrollShadowProps. Default: NA.
- **classNames**. Type: Partial<Record<"base"OR "label"OR "trigger"OR "mainWrapper"OR "innerWrapper"OR "selectorIcon" OR "value" OR "listboxWrapper"OR "listbox"OR "popoverContent" OR "helperWrapper" OR "description" OR "errorMessage", string>>. Default: NA.

2. Select Events

- **onClose**. Type: () => void. Default: NA.
- **onOpenChange**. Type: (isOpen: boolean) => void. Default: NA.
- **onSelectionChange**. Type: (keys: "all" OR Set<React.Key> & {anchorKey?: string; currentKey?: string}) => void. Default: NA.
- **onChange**. Type: React.ChangeEvent<HTMLSelectElement>. Default: NA.
- **renderValue**. Type: RenderValueFunction. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI select component.

See Also

See <https://heroui.com/docs/components/select>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

animals <- list(
  list(
    label = "Bulbasaur",
    value = "bulbasaur",
    description = "Blabla",
    avatar = "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/1.png"
  ),
  list(
    label = "Pikachu",
    value = "pikachu",
    description = "Electric mouse",
    avatar = "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/25.png"
  )
)

select_items <- lapply(animals, function(animal) {
  select_item(
    key = animal[["value"]],
    value = animal[["value"]],
    startContent = avatar(src = animal[["avatar"]]),
    animal[["label"]]
  )
})
```

```

    )
  })

  label_placements <- c(
    "inside",
    "outside",
    "outside-left"
  )

  ui <- nextui_page(
    debug_react = TRUE,
    p(class = "font-extrabold text-2xl uppercase", "Basic select"),
    action_button("update", "Update to bulbasaur?"),
    spacer(y = 2),
    action_button("toggle", "Open select"),
    spacer(y = 2),
    select_input(
      inputId = "select",
      label = "Select an pokemon",
      value = JS("[ 'pikachu' ]"),
      selectionMode = "multiple",
      description = "This is a select input. You can select multiple values.",
      select_items
    ),
    textOutput("select_val"),
    spacer(y = 5),
    divider(),
    p(class = "font-extrabold text-2xl uppercase", "Variants"),
    lapply(select_variants, function(variant) {
      tagList(
        select_input(
          inputId = sprintf("select-%s", variant),
          label = "Select a pokemon",
          variant = variant,
          value = JS("[ 'pikachu' ]"),
          description = sprintf("This is a select input with %s variant style", variant),
          select_items
        ),
        spacer(y = 2)
      )
    }),
    spacer(y = 5),
    divider(),
    p(
      class = "font-extrabold text-2xl uppercase",
      "Label placement and validation (no value specified)"
    ),
    lapply(label_placements, function(placement) {
      tagList(
        select_input(
          inputId = sprintf("select-%s", placement),
          label = "Select a pokemon",
          labelPlacement = placement,

```

```

        description = sprintf("This is a select input with %s label placement", placement),
        select_items
      ),
      spacer(y = 10)
    )
  }),
  spacer(y = 5),
  divider(),
  p(
    class = "font-extrabold text-2xl uppercase",
    "Custom render value"
  ),
  select_input(
    inputId = "customselect",
    labelPlacement = "outside-left",
    label = "Pokemon",
    description = "This is a select input. You can select multiple values.",
    items = jsonlite::toJSON(animals),
    select_items
  )
)
)

server <- function(input, output, session) {
  opened <- reactiveVal(FALSE)
  observeEvent(input$update, {
    update_select_input(session, "select", value = JS("[ 'bulbasaur' ]"))
  })
  observeEvent(input$toggle, {
    opened(!opened())
    update_select_input(session, "select", isOpen = opened())
  })
  output$select_val <- renderText(input$select)
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

sizes

Available sizes

Description

Available sizes

Available colors

Available radiuses

Available tabs variants

Available select variants

Usage

sizes

colors

radiuses

tabs_variants

select_variants

Format

An object of class character of length 3.

An object of class character of length 6.

An object of class character of length 5.

An object of class character of length 4.

An object of class character of length 4.

skeleton

skeleton

Description

Skeleton is a placeholder to show a loading state and the expected shape of a component.

Usage

skeleton(...)

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: ReactNode. Default: NA.
- **isLoading**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"base" OR "content", string>>. Default: NA.

Value

An object of class shiny.tag containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI skeleton component.

See Also

See <https://heroui.com/docs/components/skeleton>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  reactOutput("skeleton_card")
)

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

  is_loaded <- reactiveVal(FALSE)
  observeEvent(req(!is_loaded()), {
    Sys.sleep(4)
    is_loaded(TRUE)
  })

  output$skeleton_card <- renderReact({
    card(
      card_header(
        skeleton(
          isLoaded = is_loaded(),
          user(
            name = "Jane Doe",
            description = "Product Designer",
            avatarProps = JS("{
              src: 'https://i.pravatar.cc/150?u=a04258114e29026702d'
            }")
          )
        )
      ),
      card_body(skeleton("Hello World", isLoaded = is_loaded())),
      card_footer(skeleton("Footer", isLoaded = is_loaded()))
    )
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

slider

slider

Description

A slider allows a user to select one or more values within a range.

Usage

```
slider_input(inputId, ..., value = default_value)
```

```
update_slider_input(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

<code>inputId</code>	ID of the component.
<code>...</code>	Props to pass to the component. The allowed props are listed below in the Details section.
<code>value</code>	Starting value.
<code>session</code>	Object passed as the session argument to Shiny server.

Details

- **label**. Type: `ReactNode`. Default: `NA`.
- **name**. Type: `string`. Default: `NA`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **color**. Type: `foreground` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"primary"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg` OR `full`. Default: `"full"`.
- **step**. Type: `number`. Default: `"1"`.
- **value**. Type: `number`. Default: `NA`.
- **defaultValue**. Type: `number`. Default: `NA`.
- **minValue**. Type: `number`. Default: `"0"`.
- **maxValue**. Type: `number`. Default: `"100"`.
- **orientation**. Type: `horizontal` OR `vertical`. Default: `"horizontal"`.
- **fillOffset**. Type: `number`. Default: `NA`.
- **showSteps**. Type: `boolean`. Default: `false`.
- **showTooltip**. Type: `boolean`. Default: `false`.
- **marks**. Type: `SliderStepMarks`. Default: `NA`.
- **startContent**. Type: `ReactNode`. Default: `NA`.
- **endContent**. Type: `ReactNode`. Default: `NA`.
- **formatOptions**. Type: `Intl.NumberFormat`. Default: `NA`.
- **tooltipValueFormatOptions**. Type: `Intl.NumberFormat`. Default: `NA`.
- **tooltipProps**. Type: `TooltipProps`. Default: `NA`.
- **showOutline**. Type: `boolean`. Default: `false`.
- **hideValue**. Type: `boolean`. Default: `false`.
- **hideThumb**. Type: `boolean`. Default: `false`.
- **disableThumbScale**. Type: `boolean`. Default: `false`.

- **isDisabled**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **getValue**. Type: (value: SliderValue) => string. Default: NA.
- **renderLabel**. Type: (props: DOMAttributes<HTMLLabelElement>) => ReactNode. Default: NA.
- **renderValue**. Type: (props: DOMAttributes<HTMLOutputElement>) => ReactNode. Default: NA.
- **renderThumb**. Type: (props: DOMAttributes<HTMLDivElement> & {index?: number}) => ReactNode. Default: NA.
- **onChange**. Type: (value: SliderValue) => void. Default: NA.
- **onChangeEnd**. Type: (value: SliderValue) => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI slider component.

See Also

See <https://heroui.com/docs/components/slider>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  action_button("update", "Update slider 1"),
  slider_input(
    "slider",
    label = "My slider",
    showTooltip = TRUE,
    radius = "none",
    step = 1,
    maxValue = 10,
    minValue = 0,
    value = 5,
    className = "max-w-md",
    showSteps = TRUE,
    color = "foreground",
    size = "sm",
    marks = JS(
      "
      [
        {
          value: 2,
```

```

        label: 'First mark',
      },
      {
        value: 5,
        label: 'Second mark',
      },
      {
        value: 8,
        label: 'Third mark',
      },
    ]
  "
)
),
spacer(y = 10),
slider_input(
  "slider2",
  radius = "lg",
  label = "Color offset",
  size = "sm",
  showTooltip = TRUE,
  color = "warning",
  maxValue = 5,
  minValue = -5,
  fillOffset = 0,
  value = 1,
  formatOptions = JS("{signDisplay: 'always'}")
),
spacer(y = 10),
slider_input(
  "slider3",
  label = "Outline",
  color = "foreground",
  showOutline = TRUE,
  minValue = 0,
  maxValue = 10,
  value = 5
),
spacer(y = 10),
slider_input(
  "slider4",
  label = "With start and end content",
  minValue = 0,
  maxValue = 10,
  value = 5,
  startContent = icon("volume-xmark"),
  endContent = icon("volume-high")
),
spacer(y = 10),
slider_input(
  "slider5",
  color = "success",
  step = 0.1,

```

```

    label = "Format value with getValue",
    getValue = JS("(val) => `${val} / 10`"),
    maxValue = 10,
    minValue = 0,
    value = 5
  ),
  spacer(y = 10),
  slider_input(
    "range",
    label = "Range",
    color = "danger",
    minValue = 0,
    maxValue = 10,
    value = c(1, 4)
  ),
  spacer(y = 10),
  div(
    class = "flex flex-row max-w-md h-[348px] gap-6 w-full",
    slider_input(
      "slider4",
      label = "Vertical",
      size = "sm",
      orientation = "vertical",
      minValue = 0,
      maxValue = 10,
      value = 5,
      startContent = icon("volume-high"),
      endContent = icon("volume-xmark")
    )
  )
)

server <- function(input, output, session) {
  observeEvent(input$update, {
    update_slider_input(session, inputId = "slider", value = 10)
  })

  observeEvent(input$slider, {
    print(class(input$slider))
    print(sprintf("Slider is: %s", input$slider))
  })
  observeEvent(input$range, {
    print(input$range)
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

Description

Snippet is a component that can be used to display inline or multiline code snippets.

Usage

```
snippet(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children**. Type: `ReactNode` OR `ReactNode[]`. Default: `NA`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg`. Default: `"lg"`.
- **symbol**. Type: `string` OR `ReactNode`. Default: `"$"`.
- **timeout**. Type: `number`. Default: `"2000"`.
- **codeString**. Type: `string`. Default: `NA`.
- **tooltipProps**. Type: `TooltipProps`. Default: `NA`.
- **copyIcon**. Type: `ReactNode`. Default: `NA`.
- **checkIcon**. Type: `ReactNode`. Default: `NA`.
- **disableTooltip**. Type: `boolean`. Default: `false`.
- **disableCopy**. Type: `boolean`. Default: `false`.
- **hideCopyButton**. Type: `boolean`. Default: `false`.
- **hideSymbol**. Type: `boolean`. Default: `false`.
- **copyButtonProps**. Type: `ButtonProps`. Default: `NA`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<'base' OR 'content' OR 'pre' OR 'symbol' OR 'copyButton' OR 'checkIcon', string>>`. Default: `NA`.
- **onCopy**. Type: `(value: string OR string[]) => void`. Default: `NA`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI snippet component.

See Also

See <https://heroui.com/docs/components/snippet>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  debug_react = TRUE,
  snippet("npm install @nextui-org/react", variant = "bordered"),
  spacer(y = 2),
  snippet("you can't copy me", hideCopyButton = TRUE),
  spacer(y = 2),
  snippet(
    color = "secondary",
    variant = "flat",
    span("npm install @nextui-org/react"),
    span("yarn add @nextui-org/react")
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

spacer

spacer

Description

Spacer is a component used to add space between components.

Usage

```
spacer(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **x**. Type: Space. Default: "1".
- **y**. Type: Space. Default: "1".

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI spacer component.

See Also

See <https://heroui.com/docs/layout/spacer>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  card(card_body("Card 1")),
  spacer(y = 10),
  card(card_body("Card 2")),
  spacer(y = 2),
  card(card_body("Card 3")),
  spacer(y = 10),
  div(
    class = "flex",
    card(card_body("Card 4")),
    spacer(x = 5),
    card(card_body("Card 5")),
    spacer(x = 1),
    card(card_body("Card 6"))
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

switch

switch

Description

The Switch component is used as an alternative between checked and not checked states.

Usage

```
switch_input(inputId, ..., value = default_value)
```

```
update_switch_input(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

inputId	ID of the component.
...	Props to pass to the component. The allowed props are listed below in the Details section.
value	Starting value.
session	Object passed as the session argument to Shiny server.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **value**. Type: `string`. Default: `NA`.
- **name**. Type: `string`. Default: `NA`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"primary"`.
- **thumbIcon**. Type: `ThumbIconProps`. Default: `NA`.
- **startContent**. Type: `ReactNode`. Default: `NA`.
- **endContent**. Type: `ReactNode`. Default: `NA`.
- **isSelected**. Type: `boolean`. Default: `NA`.
- **defaultSelected**. Type: `boolean`. Default: `NA`.
- **isReadOnly**. Type: `boolean`. Default: `NA`.
- **isDisabled**. Type: `boolean`. Default: `false`.
- **disableAnimation**. Type: `boolean`. Default: `false`.
- **classNames**. Type: `Partial<Record<"base"OR "wrapper"OR "thumb"OR "label" OR "startContent" OR "endContent" OR "thumbIcon" , string>>`. Default: `NA`.
- **onChange**. Type: `React.ChangeEvent<HTMLInputElement>`. Default: `NA`.
- **onValueChange**. Type: `(isSelected: boolean) => void`. Default: `NA`.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI switch component.

See Also

See <https://heroui.com/docs/components/switch>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

base_style <- paste(
  "inline-flex flex-row-reverse w-full max-w-md bg-content1 hover:bg-content2",
  "items-center justify-between cursor-pointer rounded-lg gap-2 p-4 border-2",
  "border-transparent data-[selected=true]:border-primary"
)

thumb_style <- paste(
  "w-6 h-6 border-2 shadow-lg group-data-[hover=true]:border-primary",
  "group-data-[selected=true]:ml-6 group-data-[pressed=true]:w-7",
  "group-data-[selected]:group-data-[pressed]:ml-4"
```

```

)

ui <- nextui_page(
  div(
    class = "flex flex-col",
    action_button("update", "Toggle switch"),
    spacer(y = 2),
    p("Basic"),
    switch_input(
      inputId = "switch",
      value = TRUE,
      size = "xs"
    ),
    textOutput("switch_val"),
    spacer(y = 5),
    p("Custom style"),
    spacer(y = 2),
    switch_input(
      "custom_switch",
      classNames = JS(
        sprintf(
          "{
            base: '%s',
            wrapper: 'p-0 h-4 overflow-visible',
            thumb: '%s'
          }",
          base_style,
          thumb_style
        )
      ),
    ),
    div(
      className = "flex flex-col gap-1",
      p(className = "text-medium", "Enable early acces"),
      p(
        className = "text-tiny text-default-400",
        "Get access to new features before they are released."
      )
    )
  )
)

server <- function(input, output, session) {
  output$switch_val <- renderText(input$switch)
  observeEvent(input$update, {
    update_switch_input(session, "switch", value = !input$switch)
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

 tabs

tabs

Description

Tabs organize content into multiple sections and allow users to navigate between them.

Usage

```
tabs(inputId, ..., value = default_value)
```

```
update_tabs(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

```
tab(...)
```

Arguments

inputId	ID of the component.
...	Props to pass to the component. The allowed props are listed below in the Details section.
value	Starting value.
session	Object passed as the session argument to Shiny server.

Details

- **children***. Type: ReactNode OR ((item: T) => ReactElement). Default: NA.
- **variant**. Type: solid OR bordered OR light OR underlined. Default: "solid".
- **color**. Type: default OR primary OR secondary OR success OR warning OR danger. Default: "default".
- **size**. Type: sm OR md OR lg. Default: "md".
- **radius**. Type: none OR sm OR md OR lg OR full. Default: NA.
- **fullWidth**. Type: boolean. Default: false.
- **items**. Type: Iterable<T>. Default: NA.
- **disabledKeys**. Type: React.Key[]. Default: NA.
- **selectedKey**. Type: React.Key. Default: NA.
- **defaultSelectedKey**. Type: React.Key. Default: NA.
- **shouldSelectOnPressUp**. Type: boolean. Default: true.
- **keyboardActivation**. Type: automatic OR manual. Default: "automatic".
- **motionProps**. Type: MotionProps. Default: NA.
- **disableCursorAnimation**. Type: boolean. Default: false.
- **isDisabled**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.

- **classNames**. Type: Partial<Record<"base"OR "tabList"OR "tab"OR "tabContent"OR "cursor" OR "panel" OR "tabWrapper", string>>. Default: NA.
- **placement**. Type: top OR bottom OR start OR end. Default: "top".
- **isVertical**. Type: boolean. Default: false.
- **destroyInactiveTabPanel**. Type: boolean. Default: true.
- **onSelectionChange**. Type: (key: React.Key) => any. Default: NA.
- **tabRef**. Type: RefObject<HTMLButtonElement>. Default: NA.
- **children***. Type: ReactNode. Default: NA.
- **title**. Type: ReactNode. Default: NA.
- **titleValue**. Type: string. Default: NA.
- **href**. Type: string. Default: NA.
- **target**. Type: HTMLAttributeAnchorTarget. Default: NA.
- **rel**. Type: string. Default: NA.
- **download**. Type: boolean OR string. Default: NA.
- **ping**. Type: string. Default: NA.
- **referrerPolicy**. Type: HTMLAttributeReferrerPolicy. Default: NA.
- **shouldSelectOnPressUp**. Type: boolean. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI tabs component.

See Also

See <https://heroui.com/docs/components/tabs>.

Examples

```
library(shiny)
library(shinyNextUI)

items <- tagList(
  tab(
    key = 1,
    title = div(
      class = "flex items-center gap-1",
      icon("home"),
      "Tab 1"
    ),
    card(
      card_body(
        "Lorem ipsum dolor sit amet, consectetur adipiscing elit,
        sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.
        Ut enim ad minim veniam, quis nostrud exercitation ullamco
```

```

        laboris nisi ut aliquip ex ea commodo consequat."
    )
  )
),
tab(
  key = 2,
  title = "Tab 2",
  card(
    card_body(
      "Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris
      nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in
      reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur."
    )
  )
),
tab(
  key = 3,
  title = "Tab 3",
  card(
    card_body(
      "Excepteur sint occaecat cupidatat non proident, sunt in culpa qui
      officia deserunt mollit anim id est laborum."
    )
  )
)
)

ui <- nextui_page(
  debug_react = TRUE,
  p(class = "font-extrabold text-2xl uppercase", "Simple tabs"),
  tabs(
    inputId = "tabs1",
    disabledKeys = "2",
    items
  ),
  spacer(y = 2),
  select_input(
    "select",
    label = "Tab to select:",
    value = "1",
    select_item(key = 1, value = "1", "1"),
    select_item(key = 3, value = "3", "3")
  ),
  p("Selected tab is:", textOutput("active_tab", inline = TRUE)),
  spacer(y = 5),
  divider(),
  p(class = "font-extrabold text-2xl uppercase", "Tab size"),
  lapply(sizes, function(size) {
    tagList(
      p(class = "", sprintf("Size: %s", size)),
      tabs(
        inputId = sprintf("tabs-%s", size),
        size = size,

```

```

        items
      )
    )
  }},
  spacer(y = 5),
  divider(),
  p(class = "font-extrabold text-2xl uppercase", "Tab variants"),
  lapply(tabs_variants, function(variant) {
    tagList(
      p(sprintf("Variant: %s", variant)),
      tabs(
        inputId = sprintf("tabs-%s", variant),
        variant = variant,
        items
      )
    )
  }},
  spacer(y = 5),
  divider(),
  p(class = "font-extrabold text-2xl uppercase", "Tab color"),
  lapply(colors, function(color) {
    tagList(
      p(class = "", sprintf("Color: %s", color)),
      tabs(
        inputId = sprintf("tabs-%s", color),
        variant = "bordered",
        color = color,
        items
      )
    )
  }},
  )
)

server <- function(input, output, session) {
  output$active_tab <- renderText(input$tabs1)
  observeEvent(input$select, {
    update_tabs(session, inputId = "tabs1", value = input$select)
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)

```

 textarea

textarea

Description

Textarea component is a multi-line Input which allows you to write large texts.

Usage

```

textarea_input(inputId, ..., value = default_value)

update_textarea_input(
  session = shiny::getDefaultReactiveDomain(),
  inputId,
  ...
)

```

Arguments

<code>inputId</code>	ID of the component.
<code>...</code>	Props to pass to the component. The allowed props are listed below in the Details section.
<code>value</code>	Starting value.
<code>session</code>	Object passed as the <code>session</code> argument to Shiny server.

Details

- **children**. Type: `ReactNode`. Default: `NA`.
- **minRows**. Type: `number`. Default: `"3"`.
- **maxRows**. Type: `number`. Default: `"8"`.
- **cacheMeasurements**. Type: `boolean`. Default: `false`.
- **variant**. Type: `flat` OR `bordered` OR `faded` OR `underlined`. Default: `"flat"`.
- **color**. Type: `default` OR `primary` OR `secondary` OR `success` OR `warning` OR `danger`. Default: `"default"`.
- **size**. Type: `sm` OR `md` OR `lg`. Default: `"md"`.
- **radius**. Type: `none` OR `sm` OR `md` OR `lg` OR `full`. Default: `NA`.
- **label**. Type: `ReactNode`. Default: `NA`.
- **value**. Type: `string`. Default: `NA`.
- **defaultValue**. Type: `string`. Default: `NA`.
- **placeholder**. Type: `string`. Default: `NA`.
- **startContent**. Type: `ReactNode`. Default: `NA`.
- **endContent**. Type: `ReactNode`. Default: `NA`.
- **description**. Type: `ReactNode`. Default: `NA`.
- **errorMessage**. Type: `ReactNode` OR `((v: ValidationResult) => ReactNode)`. Default: `NA`.
- **validate**. Type: `(value: string) => ValidationError` OR `true` OR `null` OR `undefined`. Default: `NA`.
- **validationBehavior**. Type: `native` OR `aria`. Default: `"native"`.
- **labelPlacement**. Type: `inside` OR `outside` OR `outside-left`. Default: `"inside"`.
- **fullWidth**. Type: `boolean`. Default: `true`.

- **isRequired**. Type: boolean. Default: false.
- **isReadOnly**. Type: boolean. Default: NA.
- **isDisabled**. Type: boolean. Default: false.
- **isClearable**. Type: boolean. Default: false.
- **isInvalid**. Type: boolean. Default: false.
- **validationState**. Type: valid OR invalid. Default: NA.
- **disableAutosize**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"base" OR "label" OR "inputWrapper" OR "innerWrapper" OR "input" OR "description" OR "errorMessage", string>>. Default: NA.
- **onChange**. Type: React.ChangeEvent<HTMLInputElement>. Default: NA.
- **onValueChange**. Type: (value: string) => void. Default: NA.
- **onClear**. Type: () => void. Default: NA.
- **onHeightChange**. Type: (height: number, meta: { rowHeight: number }) => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI textarea component.

See Also

See <https://heroui.com/docs/components/textarea>.

Examples

```
library(shiny)
library(shinyNextUI)

ui <- nextui_page(
  div(
    class = "flex gap-5",
    action_button("update_text", "Update text"),
    textarea_input(
      inputId = "textarea",
      placeholder = "Enter your amazing ideas.",
      label = "Text area input",
      bordered = TRUE,
      color = "secondary",
      status = "secondary",
      helperColor = "error",
      helperText = "Click on update text"
    )
  ),
  textOutput("textarea_val")
)
```

```
server <- function(input, output, session) {
  output$textarea_val <- renderText(input$textarea)

  observeEvent(input$update_text, {
    update_textarea_input(
      inputId = "textarea",
      value = "Updated value"
    )
  })
}

if (interactive() || is_testing()) shinyApp(ui, server)
```

theme_switcher	<i>Theme switcher helper</i>
----------------	------------------------------

Description

Change between light and dark mode

Usage

```
theme_switcher(
  value = TRUE,
  label = "Change theme",
  startContent = sun_icon(),
  endContent = moon_icon()
)
```

Arguments

value	Switch status.
label	Input label.
startContent	Icon when selected.
endContent	Icon when not selected.

Value

Object with shiny.tag class suitable for use in the UI of a Shiny app.

Examples

```
if (interactive()) {
  library(shiny)
  library(shinyNextUI)
  library(shiny.react)
```

```
ui <- nextui_page(  
  theme_switcher(),  
  card(card_body("My card"))  
)  
  
server <- function(input, output, session) {  
  observe({  
    print(input$theme)  
  })  
}  
  
shinyApp(ui, server)  
  
}
```

tooltip

tooltip

Description

Tooltips display a brief, informative message that appears when a user interacts with an element.

Usage

```
tooltip(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **children***. Type: `ReactNode[]`. Default: `NA`.
- **content**. Type: `ReactNode`. Default: `NA`.
- **size**. Type: `sm OR md OR lg`. Default: `"md"`.
- **color**. Type: `default OR primary OR secondary OR success OR warning OR danger`. Default: `"default"`.
- **radius**. Type: `none OR sm OR md OR lg OR full`. Default: `"md"`.
- **shadow**. Type: `none OR sm OR md OR lg`. Default: `"sm"`.
- **placement**. Type: `TooltipPlacement`. Default: `"top"`.
- **delay**. Type: `number`. Default: `"0"`.
- **closeDelay**. Type: `number`. Default: `"500"`.
- **isOpen**. Type: `boolean`. Default: `NA`.
- **defaultOpen**. Type: `boolean`. Default: `NA`.

- **offset**. Type: number. Default: "7".
- **containerPadding**. Type: number. Default: "12".
- **crossOffset**. Type: number. Default: "0".
- **showArrow**. Type: boolean. Default: false.
- **shouldFlip**. Type: boolean. Default: true.
- **triggerScaleOnOpen**. Type: boolean. Default: true.
- **isKeyboardDismissDisabled**. Type: boolean. Default: false.
- **isDismissable**. Type: boolean. Default: false.
- **shouldCloseOnBlur**. Type: boolean. Default: true.
- **motionProps**. Type: MotionProps. Default: NA.
- **portalContainer**. Type: HTMLElement. Default: "document.body".
- **updatePositionDeps**. Type: any[]. Default: "[]".
- **isDisabled**. Type: boolean. Default: false.
- **disableAnimation**. Type: boolean. Default: false.
- **classNames**. Type: Partial<Record<"base"OR"content", string>>. Default: NA.
- **onOpenChange**. Type: (isOpen: boolean) => void. Default: NA.
- **shouldCloseOnInteractOutside**. Type: (e: HTMLElement) => void. Default: NA.
- **onClose**. Type: () => void. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI tooltip component.

See Also

See <https://heroui.com/docs/components/tooltip>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  div(
    className = "flex align-items-start",
    tooltip(
      content = "A tooltip...",
      color = "primary",
      showArrow = TRUE,
      closeDelay = 0,
      delay = 0,
      button("Click me!", color = "warning")
    )
  )
)
```

```
    )  
  )  
  
  server <- function(input, output, session) {  
  }  
  
  if (interactive() || is_testing()) shinyApp(ui, server)
```

user

user

Description

Display user information with avatar and name.

Usage

```
user(...)
```

Arguments

... Props to pass to the component. The allowed props are listed below in the **Details** section.

Details

- **name**. Type: string. Default: NA.
- **description**. Type: ReactNode. Default: NA.
- **isFocusable**. Type: boolean. Default: false.
- **avatarProps**. Type: AvatarProps. Default: NA.
- **classNames**. Type: Partial<Record<"base" OR "wrapper" OR "name" OR "description", string>>. Default: NA.

Value

An object of class `shiny.tag` containing the necessary configuration and including options such as JavaScript dependencies to instantiate a HeroUI user component.

See Also

See <https://heroui.com/docs/components/user>.

Examples

```
library(shiny)
library(shinyNextUI)
library(shiny.react)

ui <- nextui_page(
  div(
    class = "grid gap-4 grid-cols-3 grid-rows-3 m-5",
    user(
      name = "Jane Doe",
      description = "Product Designer",
      avatarProps = JS("{
        src: 'https://i.pravatar.cc/150?u=a04258114e29026702d'
      }")
    )
  )
)

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

if (interactive() || is_testing()) shinyApp(ui, server)
```

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