

Package ‘vov’

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Title CSS Animations for 'shiny' Elements

Version 0.1.2

Description A wrapper around a CSS library called 'vov.css', intended for use in 'shiny' applications. Simply wrap a UI element in one of the animation functions to see it move.

License MIT + file LICENSE

Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

URL <https://github.com/tyluRp/vov>

BugReports <https://github.com/tyluRp/vov/issues>

Imports shiny, glue, htmltools

Suggests testthat (>= 2.1.0), covr

NeedsCompilation no

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blur_in *Blur in*

Description

Animation to blur in a UI element.

Usage

```
blur_in(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    blur_in(
      h1("Hello world!")
    )
  )
}
```

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

blur_out

Blur out

Description

Animation to blur out (disappear) a UI element.

Usage

```
blur_out(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    blur_out(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

fade_in	<i>Fade in</i>
---------	----------------

Description

Animation to fade in a UI element.

Usage

```
fade_in(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_in(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

fade_in_bottom_left *Fade in bottom left*

Description

Animation to fade in a UI element from the bottom left.

Usage

```
fade_in_bottom_left(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_in_bottom_left(  
      h1("Hello world!")  
    )  
  )  
}
```

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

fade_in_bottom_right *Fade in bottom right*

Description

Animation to fade in a UI element from the bottom right.

Usage

```
fade_in_bottom_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),
```

```

    fade_in_bottom_right(
      h1("Hello world!")
    )
  )
}

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

shinyApp(ui, server)
}

```

 fade_in_down

Fade in down

Description

Animation to fade in a UI element downward.

Usage

```
fade_in_down(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```

if (interactive()) {
  library(shiny)
  library(vov)

  ui <- fluidPage(
    use_vov(),
    fade_in_down(
      h1("Hello world!")
    )
  )
}

```



```
    )
  )

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

  shinyApp(ui, server)
}
```

fade_in_left

Fade in left

Description

Animation to fade in a UI element from the left.

Usage

```
fade_in_left(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_left(
      h1("Hello world!")
    )
  )
}
```

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

fade_in_right

Fade in right

Description

Animation to fade in a UI element from the right.

Usage

```
fade_in_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_in_top_left	<i>Fade in top left</i>
------------------	-------------------------

Description

Animation to fade in a UI element from the top left.

Usage

```
fade_in_top_left(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_top_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_in_top_right	<i>Fade in top right</i>
-------------------	--------------------------

Description

Animation to fade in a UI element from the top right.

Usage

```
fade_in_top_right(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts

steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in_top_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_in_up

Fade in up

Description

Animation to fade in a UI element upward.

Usage

```
fade_in_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```

if (interactive()) {
  library(shiny)
  library(vov)

  ui <- fluidPage(
    use_vov(),
    fade_in_up(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}

```

 fade_out

Fade out

Description

Animation to fade out (disappear) a UI element.

Usage

```
fade_out(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_out_bottom_left *Fade out bottom left*

Description

Animation to fade out (disappear) a UI element from the bottom left.

Usage

```
fade_out_bottom_left(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts

steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_out_bottom_left(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

fade_out_bottom_right *Fade out bottom right*

Description

Animation to fade out (disappear) a UI element from the bottom right

Usage

```
fade_out_bottom_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```


Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_out_bottom_right(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

fade_out_down

Fade out down

Description

Animation to fade out (disappear) a UI element downward.

Usage

```
fade_out_down(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_out_down(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

fade_out_left	<i>Fade out left</i>
---------------	----------------------

Description

Animation to fade out (disappear) a UI element from the left.

Usage

```
fade_out_left(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_out_left(  
      h1("Hello world!")  
    )  
  )  
}
```

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

fade_out_right

Fade out right

Description

Animation to fade out (disappear) a UI element from the right.

Usage

```
fade_out_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),
```

```
    fade_out_right(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

fade_out_top_left *Fade out top left*

Description

Animation to fade out (disappear) a UI element from the top left.

Usage

```
fade_out_top_left(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_out_top_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

fade_out_top_right *Fade out top right*

Description

Animation to fade out (disappear) a UI element from the top right.

Usage

```
fade_out_top_right(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_out_top_right(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

fade_out_up

Fade out up

Description

Animation to fade out (disappear) a UI element upwards.

Usage

```
fade_out_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    fade_out_up(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

flash

Flash

Description

Animation to flash a UI element.

Usage

```
flash(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    flash(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

*i_throb**I-Throb*

Description

Animation to throb a UI element inward.

Usage

```
i_throb(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    i_throb(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

roll_in_left

Roll in left

Description

Animation to roll in a UI element from the left.

Usage

```
roll_in_left(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```

if (interactive()) {
  library(shiny)
  library(vov)

  ui <- fluidPage(
    use_vov(),
    roll_in_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}

```

roll_in_right

Roll in right

Description

Animation to roll in a UI element from the right.

Usage

```

roll_in_right(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)

```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts

steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    roll_in_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

roll_out_left

Roll out left

Description

Animation to roll out (disappear) a UI element from the left.

Usage

```
roll_out_left(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    roll_out_left(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

roll_out_right

Roll out right

Description

Animation to roll out (disappear) a UI element from the right.

Usage

```
roll_out_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    roll_out_right(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

run_demo	<i>Run a demo application</i>
----------	-------------------------------

Description

Run a demo version of the app to try out all the animations.

Usage

```
run_demo()
```

Examples

```
if (interactive()) {  
  run_demo()  
}
```

shake_diagonally	<i>Shake diagonally</i>
------------------	-------------------------

Description

Animation to shake a UI element diagonally.

Usage

```
shake_diagonally(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    shake_diagonally(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

shake_horizontal

Shake horizontal

Description

Animation to shake a UI element horizontally.

Usage

```
shake_horizontal(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts

steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    shake_horizontal(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

shake_i_diagonally *Shake diagonally inverse*

Description

Animation to shake a UI element diagonally.

Usage

```
shake_i_diagonally(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    shake_i_diagonally(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

shake_vertical

Shake vertical

Description

Animation to shake a UI element vertically.

Usage

```
shake_vertical(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    shake_vertical(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

slide_in_down	<i>Slide in down</i>
---------------	----------------------

Description

Animation to slide in a UI element downward.

Usage

```
slide_in_down(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    slide_in_down(  
      h1("Hello world!")  
    )  
  )  
}
```

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

slide_in_left	<i>Slide in left</i>
---------------	----------------------

Description

Animation to slide in a UI element from the left.

Usage

```
slide_in_left(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),
```

```
    slide_in_left(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

slide_in_right

Slide in right

Description

Animation to slide in a UI element from the right.

Usage

```
slide_in_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_in_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

slide_in_up

Slide in up

Description

Animation to slide in a UI element upward.

Usage

```
slide_in_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    slide_in_up(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

slide_out_down

Slide out down

Description

Animation to slide in a UI element downward.

Usage

```
slide_out_down(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    slide_out_down(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

slide_out_left

Slide out left

Description

Animation to slide out (disappear) a UI element from the left.

Usage

```
slide_out_left(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts

steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    slide_out_left(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

slide_out_right

Slide out right

Description

Animation to slide out (disappear) a UI element from the right.

Usage

```
slide_out_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    slide_out_right(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

slide_out_up

Slide out up

Description

Animation to slide out (disappear) a UI element upward.

Usage

```
slide_out_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    slide_out_up(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

swivel_horizontal

Swivel horizontal

Description

Animation to swivel a UI element horizontally.

Usage

```
swivel_horizontal(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    swivel_horizontal(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

`swivel_horizontal_double`*Swivel horizontal double*

Description

Animation to swivel a UI element horizontally, twice.

Usage

```
swivel_horizontal_double(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    swivel_horizontal_double(  
      h1("Hello world!")  
    )  
  )  
}
```

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

swivel_vertical	<i>Swivel vertical</i>
-----------------	------------------------

Description

Animation to swivel a UI element vertically.

Usage

```
swivel_vertical(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    swivel_vertical(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

swivel_vertical_double

Swivel vertical double

Description

Animation to swivel a UI element vertically, twice.

Usage

```
swivel_vertical_double(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    swivel_vertical_double(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

throb

Throb

Description

Animation to throb a UI element outward.

Usage

```
throb(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    throb(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

use_vov

Use the vov package

Description

Enables vov by including the CSS file necessary for the animations.

Usage

```
use_vov()
```

Examples

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

  ui <- fluidPage(
    use_vov(),
    fade_in(
      h1("Hello world!")
    )
  )
}
```

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

wheel_in_left	<i>Wheel in left</i>
---------------	----------------------

Description

Animation to wheel in a UI element from the left.

Usage

```
wheel_in_left(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    wheel_in_left(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

wheel_in_right

Wheel in right

Description

Animation to wheel in a UI element from the right.

Usage

```
wheel_in_right(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    wheel_in_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

wheel_out_left

Wheel out left

Description

Animation to wheel out (disappear) a UI element from the left.

Usage

```
wheel_out_left(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts

steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    wheel_out_left(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

wheel_out_right

Wheel out right

Description

Animation to wheel out (disappear) a UI element from the right.

Usage

```
wheel_out_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    wheel_out_right(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

zoom_in

Zoom in

Description

Animation to zoom a UI element.

Usage

```
zoom_in(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_in(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

`zoom_in_down`*Zoom in down*

Description

Animation to zoom a UI element down.

Usage

```
zoom_in_down(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```


Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_in_down(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

zoom_in_left

Zoom in left

Description

Animation to zoom a UI element left.

Usage

```
zoom_in_left(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_in_left(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

zoom_in_right

Zoom in right

Description

Animation to zoom a UI element right.

Usage

```
zoom_in_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_in_right(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

`zoom_in_up`*Zoom in up*

Description

Animation to zoom a UI element up.

Usage

```
zoom_in_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

<code>ui</code>	A UI element
<code>duration</code>	Duration of animation
<code>delay</code>	Delay in seconds before animation starts
<code>steps</code>	Animation steps
<code>iteration</code>	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_in_up(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

zoom_out	<i>Zoom out</i>
----------	-----------------

Description

Animation to zoom a UI element.

Usage

```
zoom_out(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_out(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

zoom_out_down	<i>Zoom out down</i>
---------------	----------------------

Description

Animation to zoom a UI element down.

Usage

```
zoom_out_down(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_out_down(  
      h1("Hello world!")  
    )  
  )  
}
```

```

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

shinyApp(ui, server)
}

```

zoom_out_left

Zoom out left

Description

Animation to zoom a UI element left.

Usage

```

zoom_out_left(
  ui,
  duration = NULL,
  delay = NULL,
  steps = NULL,
  iteration = NULL
)

```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```

if (interactive()) {
  library(shiny)
  library(vov)

  ui <- fluidPage(
    use_vov(),

```

```
    zoom_out_left(  
      h1("Hello world!")  
    )  
  )  
  
  server <- function(input, output, session) {}  
  
  shinyApp(ui, server)  
}
```

zoom_out_right

Zoom out right

Description

Animation to zoom a UI element right.

Usage

```
zoom_out_right(  
  ui,  
  duration = NULL,  
  delay = NULL,  
  steps = NULL,  
  iteration = NULL  
)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

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

  ui <- fluidPage(
    use_vov(),
    zoom_out_right(
      h1("Hello world!")
    )
  )

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

  shinyApp(ui, server)
}
```

zoom_out_up

Zoom out up

Description

Animation to zoom a UI element up.

Usage

```
zoom_out_up(ui, duration = NULL, delay = NULL, steps = NULL, iteration = NULL)
```

Arguments

ui	A UI element
duration	Duration of animation
delay	Delay in seconds before animation starts
steps	Animation steps
iteration	Iteration of animation

Details

- Duration expects one of: "fast" = 800 milliseconds, "faster" = 500 milliseconds, "fastest" = 300 milliseconds, "slow" = 2 seconds, "slower" = 3 seconds, "slowest" = 4 seconds,
- Delay expects one of: 0, 1, 2, 3, 4, 5, no delay if left NULL
- Steps expects one of: 10, 20, 30, 40, 50, no steps if left NULL
- Iteration expects one of: 1, 2, 3, 4, 5, infinite, no iteration if left NULL

Examples

```
if (interactive()) {  
  library(shiny)  
  library(vov)  
  
  ui <- fluidPage(  
    use_vov(),  
    zoom_out_up(  
      h1("Hello world!")  
    )  
  )  
}  
  
server <- function(input, output, session) {}  
  
shinyApp(ui, server)  
}
```

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