

# Package ‘shinycssloaders’

October 14, 2022

**Type** Package

**Title** Add Loading Animations to a 'shiny' Output While It's Recalculating

**Version** 1.0.0

**Description** When a 'Shiny' output (such as a plot, table, map, etc.) is recalculating, it remains visible but gets greyed out. Using 'shinycssloaders', you can add a loading animation (“`spinner”) to outputs instead. By wrapping a 'Shiny' output in 'withSpinner()', a spinner will automatically appear while the output is recalculating. See the demo online at <https://daattali.com/shiny/shinycssloaders-demo/>.

**License** MIT + file LICENSE

**URL** <https://github.com/daattali/shinycssloaders>

**BugReports** <https://github.com/daattali/shinycssloaders/issues>

**Depends** R (>= 3.1)

**Imports** digest, glue, grDevices, shiny

**Suggests** shinydisconnect, shinyjs

**RoxygenNote** 7.1.0

**Encoding** UTF-8

**NeedsCompilation** no

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**Repository** CRAN

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## R topics documented:

shinycssloaders . . . . .	2
withSpinner . . . . .	2

<b>Index</b>	<b>4</b>
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shinycssloaders	<i>shinycssloaders</i>
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### Description

Add automatic loading animations to your Shiny outputs (e.g. plots, tables) by adding a single function call around the Shiny output function. Animations automatically show/hide when the output is recalculating/recalculated. You can use your own custom image, or choose from 8 different types of built-in animations, as well customize the color and size of the built-in animations.

### Details

For further reference on how to use the package, please refer to <https://github.com/daattali/shinycssloaders>

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withSpinner	<i>Add a spinner that shows when an output is recalculating</i>
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### Description

Add a spinner that shows when an output is recalculating

### Usage

```
withSpinner(
  ui_element,
  type = getOption("spinner.type", default = 1),
  color = getOption("spinner.color", default = "#0275D8"),
  size = getOption("spinner.size", default = 1),
  color.background = getOption("spinner.color.background"),
  custom.css = FALSE,
  proxy.height = NULL,
  id = NULL,
  image = NULL,
  image.width = NULL,
  image.height = NULL,
  hide.ui = TRUE
)
```

### Arguments

ui_element	A UI element that should be wrapped with a spinner when the corresponding output is being calculated.
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type	The type of spinner to use, valid values are integers between 0-8 (0 means no spinner). Check out <a href="https://daattali.com/shiny/shinycssloaders-demo">https://daattali.com/shiny/shinycssloaders-demo</a> to see the different types of spinners. You can also use your own custom image using the <code>image</code> parameter.
color	The color of the spinner in hex format. Ignored if <code>image</code> is used.
size	The size of the spinner, relative to its default size (default is 1, a size of 2 means twice as large). Ignored if <code>image</code> is used.
color.background	For certain spinners (type 2-3), you will need to specify the background color of the spinner. Ignored if <code>image</code> is used.
custom.css	Set to TRUE if you have your own custom CSS that you defined and you don't want the automatic CSS applied to the spinner. Ignored if <code>image</code> is used.
proxy.height	If the output UI doesn't specify the output height, you can set a proxy height. It defaults to "400px" for outputs with undefined height. Ignored if <code>hide.ui</code> is set to FALSE.
id	The HTML ID to use for the spinner. If you don't provide one, it will be generated automatically.
image	The path or URL of the image to use if you want to use a custom image instead of a built-in spinner.
image.width	The width for the custom image spinner, in pixels. If not provided, then the original size of the image is used. Ignored if not using <code>image</code> .
image.height	The height for the custom image spinner, in pixels. If not provided, then the original size of the image is used. Ignored if not using <code>image</code> .
hide.ui	By default, while an output is recalculating, the output UI is hidden and the spinner is visible instead. Setting <code>hide.ui = FALSE</code> will result in the spinner showing up on top of the previous output UI.

## Examples

```

if (interactive()) {
  library(shiny)

  shinyApp(
    ui = fluidPage(
      actionButton("go", "Go"),
      withSpinner(plotOutput("plot"))
    ),
    server = function(input, output) {
      output$plot <- renderPlot({
        input$go
        Sys.sleep(1.5)
        plot(runif(10))
      })
    }
  )
}

```

# Index

shinycssloaders, [2](#)

withSpinner, [2](#)