Package ‘vov’

August 27, 2020

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
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Suggests  testthat (>= 2.1.0), covr
NeedsCompilation  no
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</table>
Description

Animation to blur in a UI element.

Usage

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

blur_out

---

**Description**

Animation to blur out (disappear) a UI element.

**Usage**

```r
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**

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

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

```r
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  

Description

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

Usage

```r
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

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

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

Description
Animation to fade in a UI element downward.

Usage
fade_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(),
    fade_in_down(
      h1("Hello world!")))
}
Description

Animation to fade in a UI element from the left.

Usage

```r
delay_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

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

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

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

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ui</td>
<td>A UI element</td>
</tr>
<tr>
<td>duration</td>
<td>Duration of animation</td>
</tr>
<tr>
<td>delay</td>
<td>Delay in seconds before animation starts</td>
</tr>
<tr>
<td>steps</td>
<td>Animation steps</td>
</tr>
<tr>
<td>iteration</td>
<td>Iteration of animation</td>
</tr>
</tbody>
</table>

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

```r
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  

Fade in top left

Description

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

Usage

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

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ui</td>
<td>A UI element</td>
</tr>
<tr>
<td>duration</td>
<td>Duration of animation</td>
</tr>
<tr>
<td>delay</td>
<td>Delay in seconds before animation starts</td>
</tr>
<tr>
<td>steps</td>
<td>Animation steps</td>
</tr>
<tr>
<td>iteration</td>
<td>Iteration of animation</td>
</tr>
</tbody>
</table>
fade_in_top_right

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

```r
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    Fade in top right

Description

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

Usage

```r
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
fade_in_up

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

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

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

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

  shinyApp(ui, server)
}
```

Description

Animation to fade out (disappear) a UI element.

Usage

```r
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
Description

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

Usage

```r
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
fade_out_bottom_right

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

```r
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

```r
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

```r
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)
}
```

Description

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

```r
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

```r
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**  

Fade out left

---

**Description**

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

**Usage**

```r
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**

```r
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_top_left

```r
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

### Description

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

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

shinyApp(ui, server)
```

---

**Fade out top left**

---
```r
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**

```r
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

```r
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
flash

Description

Animation to flash a UI element.

Usage

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

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ui</td>
<td>A UI element</td>
</tr>
<tr>
<td>duration</td>
<td>Duration of animation</td>
</tr>
<tr>
<td>delay</td>
<td>Delay in seconds before animation starts</td>
</tr>
<tr>
<td>steps</td>
<td>Animation steps</td>
</tr>
<tr>
<td>iteration</td>
<td>Iteration of animation</td>
</tr>
</tbody>
</table>
### 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

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

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

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

  shinyApp(ui, server)
}
```

---

### Description

Animation to throb a UI element inward.

### Usage

```r
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

```r
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  

Description

Animation to roll in a UI element from the left.

Usage

```r
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

```r
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**

```r
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

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

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

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

  shinyApp(ui, server)
}
```

Description

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

Usage

```r
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

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

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

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

  shinyApp(ui, server)
}
```

Description

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

```r
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

```r
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

Run a demo application

Description

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

Usage

run_demo()

Examples

if (interactive()) {
  run_demo()
}

shake_diagonally

Shake diagonally

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
shake_horizontal

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

```r
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

```r
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
shake_i_diagonally

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

```r
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

```r
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

```r
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**

```r
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**

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

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

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

  shinyApp(ui, server)
}
```
**Description**

Animation to slide in a UI element downward.

**Usage**

```r
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**

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

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


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

shinyApp(ui, server)
```

---

**Description**

Animation to slide in a UI element from the left.

**Usage**

```r
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**

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

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

---

**Description**

Animation to slide in a UI element from the right.

**Usage**

```r
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

```r
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**

```r
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

```r
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

```r
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)
}

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
**slide_out_right**

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**

```r
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**

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

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ui</td>
<td>A UI element</td>
</tr>
<tr>
<td>duration</td>
<td>Duration of animation</td>
</tr>
<tr>
<td>delay</td>
<td>Delay in seconds before animation</td>
</tr>
<tr>
<td>steps</td>
<td>Animation steps</td>
</tr>
<tr>
<td>iteration</td>
<td>Iteration of animation</td>
</tr>
</tbody>
</table>

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

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

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

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

  shinyApp(ui, server)
}
```

Description

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

Usage

```r
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

```r
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

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**

```r
swivel_horizontal_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**

```r
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**  
**Swivel vertical**

**Description**

Animation to swivel a UI element vertically.

**Usage**

```r
swivel_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

```r
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

```r
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

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

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

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

  shinyApp(ui, server)
}
```

---

**Description**

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

**Usage**

`use_vov()`

**Examples**

```r
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**  
*Wheel in left*

---

**Description**

Animation to wheel in a UI element from the left.

**Usage**

```r
wheel_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

```r
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

```r
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
#### wheel_out_left

**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**

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

  ui <- fluidPage(
    use_vov(),
    wheel_in_right(
      h1("Hello world!"
    )
  )
  
  server <- function(input, output, session) {} 

  shinyApp(ui, server)
}
```

---

**Description**

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

**Usage**

```r
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
**Description**

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

**Usage**

```r
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)

Description

Animation to zoom a UI element.

Usage

zoom_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

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

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

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

  shinyApp(ui, server)
}
```

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

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

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

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

shinyApp(ui, server)
```

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

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

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

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

  shinyApp(ui, server)
}
```

Description

Animation to zoom a UI element right.
Usage

```r
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

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

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

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

  shinyApp(ui, server)
}
```
Description

Animation to zoom a UI element up.

Usage

\[
\text{zoom\_in\_up}(\text{ui}, \text{duration} = \text{NULL}, \text{delay} = \text{NULL}, \text{steps} = \text{NULL}, \text{iteration} = \text{NULL})
\]

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

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

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

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

  shinyApp(ui, server)
}
```
Description

Animation to zoom a UI element.

Usage

```r
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

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

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

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

  shinyApp(ui, server)
}
```
**Description**

Animation to zoom a UI element down.

**Usage**

```r
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**

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

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

shinyApp(ui, server)
```

---

# zoom_out_right

## Zoom out right

### Description

Animation to zoom a UI element right.

### Usage

```r
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

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

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

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

  shinyApp(ui, server)
}
```

Description

Animation to zoom a UI element up.

Usage

```r
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

```r
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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