

Package ‘shinyMatrix’

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Title Shiny Matrix Input Field

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Author Andreas Neudecker

Maintainer Andreas Neudecker <andreas.neudecker@inwt-statistics.de>

Description Implements a custom matrix input field.

Depends R (>= 3.5)

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Encoding UTF-8

Imports shiny, jsonlite

Suggests testthat, covr

RoxygenNote 7.1.0

NeedsCompilation no

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matrixInput	<i>Create a matrix input field</i>
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Description

Use this function to create a matrix input field. Typically this would be in the ‘ui.R’ file of your shiny application. You can access the input via the ‘input\$inputId’ in the server function of the shiny application. The value will always be a matrix and contain values of class ‘class’.

Usage

```
matrixInput(
  inputId,
  label = NULL,
  value = matrix("", 1, 1),
  inputClass = "",
  rows = list(),
  cols = list(),
  class = "character",
  paste = FALSE,
  copy = FALSE,
  copyDoubleClick = FALSE,
  pagination = FALSE,
  lazy = FALSE
)
```

Arguments

inputId	The input slot that will be used to access the value
label	label for input field
value	Initial value. Should be a matrix
inputClass	class of the matrix input html element
rows	list of options to configure rows
cols	list of options to configure cols
class	Matrix will be coerced to a matrix of this class. 'character' and 'numeric' are supported
paste	old argument
copy	old argument
copyDoubleClick	old argument
pagination	Use pagination to display matrix
lazy	lazy updating of server values. The new values are only sent to the server when no input field is visible

Details

The parameters 'rows' and 'cols' take a list of arguments. Currently, the following arguments are supported:

n number of rows (is calculated from value as default)

names should row/colnames be displayed? The names are taken from value

editableNames should row/colnames be editable

extend Should the matrix be extended if data is entered in the last row/column?

delta how many blank rows/cols should be added?

createHeader, updateHeader name of javascript function to override default function to create/update table header. The function needs to have the table element and the data object as argument

getHeader same as createHeader but with table element as only argument

Examples

```
matrixInput(  
  "myMatrix",  
  value = diag(3),  
  rows = list(names = FALSE),  
  cols = list(names = FALSE)  
)
```

startApplication	<i>Start Application</i>
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Description

This function starts an example app from the folder 'inst'.

Usage

```
startApplication(app = "app", port = 4242)
```

Arguments

app	name of the folder in 'inst'
port	port of web application

Examples

```
## Not run:  
startApplication("appCopy")  
  
## End(Not run)
```

updateMatrixInput	<i>Update matrix input</i>
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Description

This function updates the matrix input from R created with 'matrixInput'. It works like the other updateXXXInput functions in shiny.

Usage

```
updateMatrixInput(session, inputId, value)
```

Arguments

session	shiny session
inputId	id of matrix input
value	new value for matrix

Examples

```
## Not run:  
updateMatrixInput(session, "myMatrix", diag(4))  
  
## End(Not run)
```

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