

# Package: vov (via r-universe)

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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

**Repository** <https://tylerlittlefield.r-universe.dev>

**RemoteUrl** <https://github.com/tylerlittlefield/vov>

**RemoteRef** HEAD

**RemoteSha** 14cd0a6d3d1a5d3b3a7f8a0835bf6ba4aa5dbe63

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---

<i>blur_in</i>	<i>Blur in</i>
----------------	----------------

---

**Description**

Animation to blur in a UI element.

**Usage**

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

**Arguments**

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

<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_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

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!")  
    )  
  )  
}
```



```
    )
  )

  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

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_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

*Slide in left*

---

## 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	<i>Wheel out right</i>
-----------------	------------------------

---

### 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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