

Package ‘shinyXYpad’

July 23, 2025

Type Package

Title XY Controller for 'Shiny'

Version 0.2.0

Maintainer Stéphane Laurent <laurent_step@outlook.fr>

Description Provides an XY pad input for the 'Shiny' framework. An XY pad is like a bivariate slider. It allows to pick up a pair of numbers.

License GPL-3

Encoding UTF-8

Imports shiny

URL <https://github.com/stla/shinyXYpad>

BugReports <https://github.com/stla/shinyXYpad/issues>

RoxygenNote 7.2.1

NeedsCompilation no

Author Stéphane Laurent [aut, cre],
Anthony Terrien [cph] ('jqueryKontrol library')

Repository CRAN

Date/Publication 2022-09-27 08:10:02 UTC

Contents

updateXYpadInput	2
XYpadInput	3
Index	6

updateXYpadInput	<i>Change a XY pad input on the client</i>
------------------	--

Description

Changes a XY pad input on the client.

Usage

```
updateXYpadInput(  
  session,  
  inputId,  
  label = NULL,  
  value = NULL,  
  xmin = NULL,  
  xmax = NULL,  
  ymin = NULL,  
  ymax = NULL,  
  ndecimals = NULL,  
  bgColor = NULL,  
  pointColor = NULL,  
  pointRadius = NULL  
)
```

Arguments

session	session object passed to the Shiny server function
inputId	id of the XY pad input
label	new label, or NULL for no change
value	new value, or NULL for no change
xmin	new xmin, or NULL for no change
xmax	new xmax, or NULL for no change
ymin	new ymin, or NULL for no change
ymax	new ymax, or NULL for no change
ndecimals	new ndecimals, or NULL for no change
bgColor	new bgColor, or NULL for no change
pointColor	new pointColor, or NULL for no change
pointRadius	new pointRadius, or NULL for no change

Value

No value is returned, called for side-effect.

Examples

```

library(shiny)
library(shinyXYpad)
ui <- fluidPage(
  fluidRow(
    column(6, XYpadInput("xy", onMove = TRUE, label = "XY pad")),
    column(6, verbatimTextOutput("xyvalue"))
  ),
  br(),
  actionButton("update", "Update")
)
server <- function(input, output, session){
  output[["xyvalue"]] <- renderPrint({ input[["xy"]] })
  observeEvent(input[["update"]], {
    updateXYpadInput(session, "xy", value = list(x = 25, y = 25),
      bgColor = "chartreuse", pointColor = "yellow",
      pointRadius = 10, ndecimals = 3)
  })
}

if(interactive()){
  shinyApp(ui, server)
}

```

XYpadInput

*XY pad controller***Description**

Creates a XY pad controller to be included in a Shiny UI.

Usage

```

XYpadInput(
  inputId,
  label = NULL,
  value = list(x = 50, y = 50),
  xmin = 0,
  xmax = 100,
  ymin = 0,
  ymax = 100,
  ndecimals = 2,
  width = 200,
  height = 200,
  bgColor = "rgba(255,200,200,0.2)",
  xyColor = "blue",
  xySize = 11,
  xyStyle = "italic",

```

```

    coordsColor = xyColor,
    pointColor = "#16235a",
    pointRadius = 5,
    border = "2px solid #777CA8",
    x = "x",
    y = "y",
    displayPrevious = TRUE,
    displayXY = TRUE,
    onMove = FALSE
  )

```

Arguments

inputId	the input slot that will be used to access the value
label	label for the XY pad, or NULL for no label
value	the initial value, a list of two numbers named "x" and "y"
xmin, xmax	minimal x-value and maximal x-value
ymin, ymax	minimal y-value and maximal y-value
ndecimals	number of decimals of the displayed coordinates (if displayXY=TRUE)
width	a positive number, the width in pixels
height	a positive number, the height in pixels
bgColor	background color, a HTML color; you have to set some transparency in order to see the coordinates
xyColor	color of the labels of the coordinates (if displayXY=TRUE), a HTML color
xySize	font size of the labels of the coordinates (if displayXY=TRUE)
xyStyle	font style of the labels of the coordinates (if displayXY=TRUE), "normal", "italic" or "oblique"
coordsColor	color of the displayed coordinates (if displayXY=TRUE), a HTML color
pointColor	color of the point, a HTML color
pointRadius	radius of the point in pixels
border	CSS for the border of the XY pad
x	label of the x-coordinate (if displayXY=TRUE)
y	label of the y-coordinate (if displayXY=TRUE)
displayPrevious	logical, whether to display the previous position of the point
displayXY	logical, whether to display the coordinates
onMove	logical, whether to send value to server on mouse move (TRUE) or on mouse release (FALSE)

Value

A shiny.tag.list object generating a XY pad input control that can be added to a Shiny UI definition.

See Also

[updateXYpadInput](#) for updating the XY pad on server-side.

Examples

```
library(shiny)
library(shinyXYpad)
ui <- fluidPage(
  fluidRow(
    column(
      6,
      XYpadInput("xy1", onMove = TRUE, label = "XY pad - on move")
    ),
    column(
      6,
      XYpadInput(
        "xy2", label = "XY pad - on release",
        displayXY = FALSE, displayPrevious = FALSE
      )
    )
  ),
  fluidRow(
    column(6, verbatimTextOutput("xy1value")),
    column(6, verbatimTextOutput("xy2value"))
  )
)
server <- function(input, output, session){
  output[["xy1value"]] <- renderPrint({ input[["xy1"]] })
  output[["xy2value"]] <- renderPrint({ input[["xy2"]] })
}

if(interactive()){
  shinyApp(ui, server)
}
```

Index

updateXYpadInput, [2](#), [5](#)

XYpadInput, [3](#)