

Package ‘shinyfilter’

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Type Package

Title Use Interdependent Filters on Table Columns in Shiny Apps

Description Allows to connect 'selectizeInputs' widgets as filters to a 'reactable' table.
As known from spreadsheet applications, column filters are interdependent, so each filter only shows the values that are really available at the moment based on the current selection in other filters. Filter values currently not available (and also those being available) can be shown via popovers or tooltips.

Version 0.1.1

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Depends R (>= 3.5.0)

License GPL-3

Imports shiny, reactable, shinyBS, shinyjs, stringr

Repository CRAN

BugReports <https://github.com/jsugarelli/shinyfilter/issues>

URL <https://github.com/jsugarelli/shinyfilter/>

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<code>define_filters</code>	<i>Define the set of interdependent filters</i>
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Description

Installs the filters and binds them to the reactable widget and the dataframe presented in the reactable.

`define_filters()` needs to be called in the server function of any shiny app using shinyfilter.

Usage

```
define_filters(input, react_id, filters, data)
```

Arguments

<code>input</code>	The input object provided as an argument to the server function.
<code>react_id</code>	Object ID/input slot of the reactable which the filters will be linked to.
<code>filters</code>	A named character vector with the column names of the dataframe that will be filtered. The <i>names</i> of the vector elements are the object IDs/input slots of the respective <code>selectizeInput()</code> widgets used as filters.
<code>data</code>	The (unfiltered) dataframe presented in the reactable.

Details

For a full example of a shiny app using shinyfilter please call up the help for `update_filters()`. See the README.md file or the GitHub repo on <https://github.com/jsugarelli/shinyfilter> for a comprehensive shinyfilter tutorial.

Value

No return value.

<code>event</code>	<i>Get JavaScript code for filters' selectizeInput onchange event</i>
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Description

Helper function to create the JavaScript event handler code for the selectizeInput filters of a shiny app using shinyfilters.

Usage

```
event(name)
```

Arguments

name	Name of the event/input variable set by the selectizeInput filters whenever the selection changes. Can be handled in a call of observeEvent().
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Details

Processing the onChange event of the selectizeInput widgets that serve as the filters is necessary so that filters all the other shinyfilter filters bound to the same reactable can be updated accordingly and show the currently available filter options. All selectizeInput should have exactly the same event handler.

You can of course create the JavaScript code for the onChange event handler function yourself, especially if you want to trigger additional operations in JavaScript whenever an onChange event occurs. event() function is just intended as a shortcut to save time and effort.

For a full example of a shiny app using shinyfilter please call up the help for `update_filters()`. See the README.md file or the GitHub repo on <https://github.com/jsugarelli/shinyfilter> for a comprehensive shinyfilter tutorial.

Value

JavaScript code for the onChange event.

Examples

```
event("myEvent")
```

update_filters	<i>Update the filter options in each filter when the selection in any of the filters changes</i>
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Description

Updates all filters linked to a reactable. As shinyfilter filters are interdependent, update_filters() makes sure that each filter (selectizeInput widget) only shows the filter options currently available, given the selection in all other filters.

Usage

```
update_filters(input, session, react_id)
```

Arguments

input	The input object provided as an argument to the server function.
session	The session variable provided as an argument to the server function.
react_id	The output variable/ID of the reactable for which filters will be updated.

Details

See below for a full example of a shiny app using shinyfilter. See the README.md file or the GitHub repo on <https://github.com/jsugarelli/shinyfilter> for a comprehensive shinyfilter tutorial.

Value

The filtered dataframe to be presented in the reactable widget. Ideally, this is captured in a reactive value so that the reactable updates automatically.

Examples

```
if(interactive()) {  
  library(shiny)  
  library(reactable)  
  library(shinyfilter)  
  
  cars_csv <- system.file("cars.csv", package="shinyfilter")  
  
  cars <- read.csv(cars_csv, stringsAsFactors = FALSE, header = TRUE, encoding = "UTF-8")  
  
  app = shinyApp(  
    ui <- fluidPage(  
      titlePanel("Cars Database"),  
      sidebarLayout(  
        sidebarPanel(  
          width = 2,  
  
          selectizeInput(inputId = "sel_manufacturer", label = "Manufacturer",  
                        multiple = TRUE, options = list(onChange = event("ev_click")),  
                        choices = sort(unique(cars$manufacturer))),  
  
          selectizeInput(inputId = "sel_year", label = "Year",  
                        multiple = TRUE, options = list(onChange = event("ev_click")),  
                        choices = sort(unique(cars$year))),  
  
          selectizeInput(inputId = "sel_fuel", label = "Fuel",  
                        multiple = TRUE, options = list(onChange = event("ev_click")),  
                        choices = sort(unique(cars$fuel))),  
  
          selectizeInput(inputId = "sel_condition", label = "Condition",  
                        multiple = TRUE, options = list(onChange = event("ev_click")),  
                        choices = sort(unique(cars$condition))),  
  
          selectizeInput(inputId = "sel_size", label = "Size",  
                        multiple = TRUE, options = list(onChange = event("ev_click")),  
                        choices = sort(unique(cars$size))),  
  
          selectizeInput(inputId = "sel_transmission", label = "Transmission",  
                        multiple = TRUE, options = list(onChange = event("ev_click")),  
                        choices = sort(unique(cars$transmission))),  
  
          selectizeInput(inputId = "sel_color", label = "Color",
```

```

        multiple = TRUE, options = list(onChange = event("ev_click")),
        choices = sort(unique(cars$paint_color))),

    selectizeInput(inputId = "sel_type", label = "Type",
        multiple = TRUE, options = list(onChange = event("ev_click")),
        choices = sort(unique(cars$type))),
    use_tooltips(background = "#1B3F8C", foreground = "#FFFFFF")
  ),
  mainPanel(
    reactableOutput(outputId = "tbl_cars")
  )
),
),

server = function(input, output, session) {

  r <- reactiveValues(mycars = cars)

  define_filters(input,
    "tbl_cars",
    c(sel_manufacturer = "manufacturer",
      sel_year = "year",
      sel_fuel = "fuel",
      sel_condition = "condition",
      sel_size = "size",
      sel_transmission = "transmission",
      sel_color = "paint_color",
      sel_type = "type"),
    cars)

  observeEvent(input$ev_click, {
    r$mycars <- update_filters(input, session, "tbl_cars")
    update_tooltips("tbl_cars",
      session,
      tooltip = TRUE,
      title_avail = "Available is:",
      title_nonavail = "Currently not available is:",
      popover_title = "My filters",
      max_avail = 10,
      max_nonavail = 10)
  })

  output$tbl_cars <- renderReactable({
    reactable(data = r$mycars,
      filterable = TRUE,
      rownames = FALSE,
      selection = "multiple",
      showPageSizeOptions = TRUE,
      paginationType = "jump",
      showSortable = TRUE,

```

```

        highlight = TRUE,
        resizable = TRUE,
        rowStyle = list(cursor = "pointer"),
        onClick = "select"
      )
    })

  }
)

runApp(app)
}

```

update_tooltips	<i>Update the tooltips/popovers based on the currently available filter options</i>
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Description

Updates all tooltips or popovers for shinyfilter filter selectizeInput widgets. Tooltips/popovers can be used to show the currently unavailable filter options, i.e. the filter options that are not available at the moment because of the dataframe presented in the reactable is filtered by the choices made in the other filters. It is also possible to list the available filter options as well.

If you want to use tooltips/popovers, you need to call `use_tooltips()` from within the UI definition of your shiny app.

Usage

```

update_tooltips(
  react_id,
  session,
  tooltip = TRUE,
  show_avail = TRUE,
  title_avail = "Available values:",
  title_nonavail = "Currently not available filters:",
  popover_title = "Filter options",
  max_avail = NULL,
  max_nonavail = max_avail,
  more_avail = "... (# more)",
  more_nonavail = "... (# more)",
  placement = "top"
)

```

Arguments

react_id	The output variable/ID of the reactable to which the filters are linked.
session	The session variable provided as an argument to the server function.

tooltip	If TRUE, tooltips will be shown. If FALSE, popovers will be shown.
show_avail	If TRUE not only the unavailable filter options will be listed in the tooltips/popovers, but the unavailable ones as well.
title_avail	Header text for the list of available filter options.
title_nonavail	Header text for the list of unavailable filter options.
popover_title	Title text for the popover window. Only relevant when tooltips = FALSE.
max_avail	Maximum number of available filter options shown. Use the more_avail argument to determine what is shown if the number of available filter options exceeds max_avail.
max_nonavail	Maximum number of non-available filter options shown. Use the more_nonavail argument to determine what is shown if the number of non-available filter options exceeds max_nonavail.
more_avail	Text to be shown if show_avail = TRUE and the number of available filter options exceeds max_avail. In this case, only the first max_avail filter options are shown followed by more_avail. In more_avail you can use # as a placeholder for the number of filter options exceeding max_avail.
more_nonavail	Text to be shown if the number of available filter options exceeds max_nonavail. In this case, only the first max_nonavail filter options are shown followed by more_nonavail. In more_nonavail you can use # as a placeholder for the number of filter options exceeding max_nonavail.
placement	Defines where the tooltip/popover is placed relative to the filter (i.e. selectizeInput widget) it belongs to. Can be either "top", "bottom", "left" or "right".

Details

For a full example of a shiny app using shinyfilter please call up the help for `update_filters()`. See the README.md file or the GitHub repo on <https://github.com/jsugarelli/shinyfilter> for a comprehensive shinyfilter tutorial.

Tip: If your tooltips/popovers do not show up, attach the shinyBS package directly in your Shiny app by adding `library(shinyBS)` to your code. The shinyBS package is used to create the tooltips and popovers.

Value

No return value.

use_tooltips	<i>Add tooltip functionality to the app</i>
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Description

Prepares the application for the use of tooltips or popovers to show the (un)available filter options. `use_tooltips()` needs to be called from within the UI definition of your shiny app. See `update_tooltips()` for how to create the actual tooltips or popovers.

Usage

```
use_tooltips(  
  background = "#000000",  
  foreground = "#FFFFFF",  
  textalign = "left",  
  fontsize = "100%",  
  opacity = 0.8  
)
```

Arguments

background	Background color of the tooltips/popovers the in CSS hex format.
foreground	Font color of the tooltips/popovers the in CSS hex format.
textalign	Alignment of the text in the tooltips/popovers; either "left", "right", "center" or "justify".
fontsize	Font size of the tooltips/popovers.
opacity	Opacity of the tooltips/popovers.

Details

For a full example of a shiny app using shinyfilter please call up the help for `update_filters()`. See the README.md file or the GitHub repo on <https://github.com/jsugarelli/shinyfilter> for a comprehensive shinyfilter tutorial.

Value

No return value.

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