

# Package ‘tippy’

July 22, 2025

**Title** Add Tooltips to 'R markdown' Documents or 'Shiny' Apps

**Version** 0.1.0

**Description** 'Htmlwidget' of 'Tippyjs' to add tooltips to 'Shiny' apps and 'R markdown' documents.

**Depends** R (>= 3.4.0)

**License** MIT + file LICENSE

**Encoding** UTF-8

**LazyData** true

**Imports** htmlwidgets, htmltools, shiny, jsonlite

**RoxygenNote** 7.1.1

**URL** <https://tippy.john-coene.com/>

**BugReports** <https://github.com/JohnCoene/tippy/issues>

**NeedsCompilation** no

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**Repository** CRAN

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tippy-shiny

*Shiny bindings for tippy*


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### Description

Output and render functions for using tippy within Shiny applications and interactive Rmd documents.

### Usage

```
tippyOutput(outputId, width = "100%", height = "400px")
```

```
renderTippy(expr, env = parent.frame(), quoted = FALSE)
```

### Arguments

|               |                                                                                                                                |
|---------------|--------------------------------------------------------------------------------------------------------------------------------|
| outputId      | output variable to read from                                                                                                   |
| width, height | Must be a valid CSS unit (like '100%', '400px', 'auto') or a number, which will be coerced to a string and have 'px' appended. |
| expr          | An expression that generates a tippy                                                                                           |
| env           | The environment in which to evaluate expr.                                                                                     |
| quoted        | Is expr a quoted expression (with quote())? This is useful if you want to save an expression in a variable.                    |

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tippy\_funcs

*Create a tooltip*


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### Description

Add tooltips to your document.

### Usage

```
tippy(text, tooltip, ..., elementId = NULL)
```

```
tippy_this(elementId, tooltip, ...)
```

```
with_tippy(element, tooltip, ...)
```

### Arguments

|           |                                                                     |
|-----------|---------------------------------------------------------------------|
| text      | Element text.                                                       |
| tooltip   | Element tooltip.                                                    |
| ...       | Any other options from <a href="#">the official documentation</a> . |
| elementId | string id as a valid CSS element id.                                |
| element   | An object of class shiny.tag.                                       |

**See Also**

[official documentation](#)

**Examples**

```
tippy("Hover me!", tooltip = "Hi, I'm the tooltip!")
tippy("Hover me!", tooltip = "Hi, I'm the tooltip!", placement = "right",
      theme = "light")
tippy("Hover me!", tooltip = "Hi, I'm the tooltip!", animation = "scale",
      duration = 1000, placement = "bottom")
tippy("Click me!", tooltip = "Hi, I'm the tooltip!", trigger = "click",
      theme = "light")

# use tooltip on other elements.
if(interactive()){
  library(shiny)

  shinyApp(
    ui = fluidPage(
      with_tippy(textInput("input", "input with tooltip"), "Input text", placement = "right")
    ),
    server = function(input, output) {}
  )
}
```

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use\_tippy\_funcs

*Use tippy*

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**Description**

Dynamically use tippy.

**Usage**

```
use_tippy()

call_tippy(target, ...)

tippy_class(class, ...)
```

**Arguments**

|        |                                                              |
|--------|--------------------------------------------------------------|
| target | Target element.                                              |
| ...    | Any option from <a href="#">the official documentation</a> . |
| class  | Class of elements to apply tooltip to.                       |

## Functions

- `use_tippy` Includes tippy.js in header.
- `call_tippy` call tippy on specific target element(s), place after elements to be targeted.

## See Also

[official documentation](#)

## Examples

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

  shinyApp(
    ui = fluidPage(
      p("Some text", class = "tooltip"),
      p("Some text", class = "tooltip"),
      p("Some text", class = "tooltip"),
      p("Some text", class = "tooltip"),
      p("Some text", class = "tooltip"),
      p("Some text", class = "tooltip"),
      tippy_class("tooltip", content = "Hi!") # all elements with class
    ),
    server = function(input, output) {}
  )
}
```

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