

Package: GomoGomonoMi (via r-universe)

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Type Package

Title Animate Text using the 'Animate.css' Library

Version 0.1.0

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Description Allows the user to animate text within 'rmarkdown' documents and 'shiny' applications. The animations are activated using the 'Animate.css' library. See <https://animate.style/> for more information.

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Encoding UTF-8

LazyData true

Imports htmltools, glue

RoxygenNote 7.1.0

URL <https://github.com/feddelegrand7/GomoGomonoMi>

BugReports <https://github.com/feddelegrand7/GomoGomonoMi/issues>

Repository <https://feddelegrand7.r-universe.dev>

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RemoteUrl <https://github.com/feddelegrand7/gomogomonomi>

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available_animations	<i>Displaying the Available Animations</i>
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Description

The function displays a list of the available animations from the Animate.css library

Usage

```
available_animations()
```

Value

a list of the available animations by type of animation

Examples

```
available_animations()
```

gomo_gomo_no	<i>Generate Animated Text</i>
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Description

The function animates text using the Animate.css library

Usage

```
gomo_gomo_no(  
  text,  
  level = "#",  
  animation = "bounce",  
  repeating = 1,  
  delay = 0,  
  duration = "slow",  
  color = "black"  
)
```

Arguments

text	The text that should be animated
level	The Markdown level of the text, available are : #, ##, ###, ####, #####, #####, #######, text. Default to "#"
animation	The type of animation. Default to "bounce".
repeating	Number of times the animation is repeated (from 1 to 3). Default to 1
delay	Time before triggering the animation (in seconds). Default to 0
duration	The speed of the animation, available choices are: "slow", "slower", "fast", "faster". Default to "slow"
color	the color of the animated text

Value

animated text

Examples

```
# Put use_gomo() at the beginning of your Rmd Document or Shiny App (UI)
use_gomo()

# Then call gomo_gomo_no() wherever you want to animate your text

gomo_gomo_no(text = "I Love Chocolate !!!!!", level = "###", animation = "tada")
```

use_gomo

Enable the Animate.css Library

Description

The function activates the capabilities of the animate.css library using its CDN. It should be run at the beginning of the document.

Usage

```
use_gomo()
```

Value

called for the side effect of activating the animate.css library

Examples

```
# Put the function at the beginning of your Rmd document or Shiny app (UI)
```

```
use_gomo()
```

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