

Package: scrollrevealR (via r-universe)

August 20, 2024

Type Package

Title Animate 'shiny' Elements when They Scroll into View using the 'scrollrevealjs' Library

Version 0.2.0

Description Allows the user to animate 'shiny' elements when scrolling to view them. The animations are activated using the 'scrollrevealjs' library. See <<https://scrollrevealjs.org/>> for more information.

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Encoding UTF-8

LazyData true

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

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

Imports htmltools, glue

Suggests knitr, rmarkdown

VignetteBuilder knitr

RoxygenNote 7.1.1

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

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

RemoteRef HEAD

RemoteSha 9f1d60a831875fe0ad958b7d399be7b5a37c5938

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Description

Create an HTML dependency for scrollreveal.js

Usage

```
scrollreveal_dep()
```

scroll_reveal	<i>Animate elements when scrolling to view them</i>
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Description

Animate elements when scrolling to view them

Usage

```
scroll_reveal(
  target,
  duration = 1000,
  delay = 100,
  distance = "20px",
  origin = "bottom",
  reset = TRUE
)
```

Arguments

target	The elements to animate as they scroll into view
duration	The duration of the animation in milliseconds. Defaults to 1000 ms
delay	The desired delay in milliseconds before triggering the animation. Defaults to 100 ms
distance	Controls how far elements move when revealed. Defaults to 20px
origin	Specifies what direction elements come from when revealed ("top", "bottom", "right", "left"). Defaults to "bottom"
reset	logical, should the function animate the element each time it scrolls into view or only once. Defaults to TRUE.

Value

An animated shiny element

Examples

```
if (interactive()) {  
  
  ui <- fluidPage(  
    h1("TIME"),  
    br(),  
    br(),  
    h1("SPACE"),  
    br(),  
    br(),  
    h1("PIZZA"),  
    br(),  
    br(),  
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    # Using the scroll_reveal() function  
    scroll_reveal(target = "h1", duration = 2000, distance = "100px"),  
  
  )  
  server <- function(input, output) {  
  
  }  
  
  shinyApp(ui = ui, server = server)  
}
```

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