

# Package ‘shinyalert’

February 12, 2018

**Title** Easily Create Pretty Popup Messages (Modals) in 'Shiny'

**Version** 1.0

**Description** Easily create pretty popup messages (modals) in 'Shiny'. A modal can contain text, images, OK/Cancel buttons, an input to get a response from the user, and many more customizable options.

**URL** <https://github.com/daattali/shinyalert>  
<https://daattali.com/shiny/shinyalert-demo/>

**BugReports** <https://github.com/daattali/shinyalert/issues>

**Depends** R (>= 3.0.2)

**Imports** digest, shiny (>= 1.0.4), stats

**Suggests** colourpicker, knitr, rmarkdown

**License** MIT + file LICENSE

**SystemRequirements** pandoc with https support

**LazyData** true

**VignetteBuilder** knitr

**RoxygenNote** 6.0.1

**NeedsCompilation** no

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**Repository** CRAN

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closeAlert	<i>Close any open shinyalert modals</i>
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**Description**

Close any shinyalert modals that are currently open. The callback functions of the modal are not called when the modal is closed this way.

**Usage**

```
closeAlert()
```

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runExample	<i>Run shinyalert example</i>
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**Description**

Launch an example Shiny app that shows how easy it is to create modals with shinyalert.

The demo app is also [available online](#) to experiment with.

**Usage**

```
runExample()
```

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shinyalert	<i>Display a popup message (modal) in Shiny</i>
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**Description**

A modal can contain text, images, OK/Cancel buttons, an input to get a response from the user, and many more customizable options. The value of the modal can be retrieved in Shiny using `input$shinyalert` or using the two callback parameters. See the [demo Shiny app](#) online for examples or read the [full README](#).

shinyalert must be initialized with a call to `useShinyalert` in the app's UI.

**Usage**

```
shinyalert(title = "", text = "", type = "", closeOnEsc = TRUE,
  closeOnClickOutside = FALSE, html = FALSE, showCancelButton = FALSE,
  showConfirmButton = TRUE, inputType = "text", inputValue = "",
  inputPlaceholder = "", confirmButtonText = "OK",
  confirmButtonCol = "#AEDEF4", cancelButtonText = "Cancel", timer = 0,
  animation = TRUE, imageUrl = NULL, imageWidth = 100,
  imageHeight = 100, className = "", callbackR = NULL,
  callbackJS = NULL)
```

**Arguments**

title	The title of the modal.
text	The modal's text.
type	The type of the modal. There are 4 built-in types which will show a corresponding icon: "warning", "error", "success" and "info". You can also set type="input" to get a prompt in the modal where the user can enter a response. By default, the modal has no type.
closeOnEsc	If TRUE, the user can dismiss the modal by pressing the Escape key.
closeOnClickOutside	If TRUE, the user can dismiss the modal by clicking outside it.
html	If TRUE, the content of the title and text will not be escaped. By default, the content in the title and text are escaped, so any HTML tags will not render as HTML.
showCancelButton	If TRUE, a "Cancel" button will be shown, which the user can click on to dismiss the modal.
showConfirmButton	If TRUE, a "OK" button will be shown. If FALSE, make sure to either use timer, closeOnEsc, or closeOnClickOutside to allow the user a way to close the modal.
inputType	When using type="input", change the type of the input field. The input type can be "number", "text", "password", or any other valid HTML input type.
inputValue	When using type="input", specify a default value that you want the input to show initially.
inputPlaceholder	When using type="input", specify a placeholder text for the input.
confirmButtonText	The text in the "OK" button.
confirmButtonCol	The background colour of the "OK" button (must be a HEX value).
cancelButtonText	The text in the "Cancel" button.
timer	The amount of time (in milliseconds) before the modal should close automatically. Use 0 to not close the modal automatically (default). If the modal closes automatically, no value is returned from the modal. See the 'Modal return value' section below.
animation	If FALSE, the modal's animation will be disabled. Possible values: FALSE, TRUE, "slide-from-top", "slide-from-bottom", "pop" (the default animation when animation=TRUE).
imageUrl	Add a custom icon to the modal.
imageWidth	Width of the custom image icon, in pixels.
imageHeight	Height of the custom image icon, in pixels.
className	A custom CSS class name for the modal's container.

callbackR	An R function to call when the modal exits. See the 'Modal return value' and 'Callbacks' sections below.
callbackJS	A JavaScript function to call when the modal exits. See the 'Modal return value' and 'Callbacks' sections below.

### Input modals

Usually the purpose of a modal is simply informative, to show some information to the user. However, the modal can also be used to retrieve an input from the user by setting the `type = "input"` parameter.

Only a single input can be used inside a modal. By default, the input will be a text input, but you can use other HTML input types by specifying the `inputType` parameter. For example, `inputType = "number"` will provide the user with a numeric input in the modal.

See the 'Modal return value' and 'Callbacks' sections below for information on how to access the value entered by the user.

### Modal return value

Modals created with `shinyalert` have a return value when they exit.

When there is an input field in the modal (`type="input"`), the value of the modal is the value the user entered. When there is no input field in the modal, the value of the modal is `TRUE` if the user clicked the "OK" button, and `FALSE` if the user clicked the "Cancel" button.

When the user exits the modal using the Escape key or by clicking outside of the modal, the return value is `FALSE` (as if the "Cancel" button was clicked). If the `timer` parameter is used and the modal closes automatically as a result of the timer, no value is returned from the modal.

The return value of the modal can be accessed via `input$shinyalert` in the Shiny server's code, as if it were a regular Shiny input. The return value can also be accessed using the modal callbacks (see below).

### Callbacks

The return value of the modal is passed as an argument to the `callbackR` and `callbackJS` functions (if a `callbackR` or `callbackJS` arguments are provided). These are functions that get called, either in R or in JavaScript, when the modal exits.

For example, using the following `shinyalert` code will result in a modal with an input field. After the user clicks "OK", a hello message will be printed to both the R console and in a native JavaScript alert box. You don't need to provide both callback functions, but in this example both are used for demonstration.

```
shinyalert(
  "Enter your name", type = "input",
  callbackR = function(x) { message("Hello ", x) },
  callbackJS = "function(x) { alert('Hello ' + x); }"
)
```

Notice that the `callbackR` function accepts R code, while the `callbackJS` function uses JavaScript code.

Since closing the modal with the Escape key results in a return value of FALSE, the callback functions can be modified to not print hello in that case.

```
shinyalert(  
  "Enter your name", type = "input",  
  callbackR = function(x) { if(x != FALSE) message("Hello ", x) },  
  callbackJS = "function(x) { if (x !== false) { alert('Hello ' + x); } }"  
)
```

### See Also

[useShinyalert](#)

### Examples

```
if (interactive()) {  
  library(shiny)  
  library(shinyalert)  
  
  shinyApp(  
    ui = fluidPage(  
      useShinyalert(), # Set up shinyalert  
      actionButton("btn", "Click me")  
    ),  
    server = function(input, output) {  
      observeEvent(input$btn, {  
        # Show a simple modal  
        shinyalert(title = "You did it!", type = "success")  
      })  
    }  
  )  
}
```

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useShinyalert

*Set up a Shiny app to use shinyalert*

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### Description

This function must be called from a Shiny app's UI in order for the [shinyalert](#) function to work.

You can call `useShinyalert()` from anywhere inside the UI.

### Usage

```
useShinyalert()
```

### Value

Scripts that `shinyalert` requires that are automatically inserted to the app's `<head>` tag.

**See Also**[shinyalert](#)**Examples**

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

  shinyApp(
    ui = fluidPage(
      useShinyalert(), # Set up shinyalert
      actionButton("btn", "Click me")
    ),
    server = function(input, output) {
      observeEvent(input$btn, {
        # Show a simple modal
        shinyalert(title = "You did it!", type = "success")
      })
    }
  )
}
```

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