

# Package ‘slickR’

December 16, 2020

**Title** Create Interactive Carousels with the 'JavaScript' 'Slick' Library

**Version** 0.5.0

**Date** 2020-12-10

**Description** Create and customize interactive carousels using the 'Slick' 'JavaScript' library and the 'htmlwidgets' package. The carousels can contain plots produced in R, images, 'iframes', videos and other 'htmlwidgets'. These carousels can be created directly from the R console, and viewed in the 'RStudio' internal viewer, in 'Shiny' apps and R Markdown documents.

**License** MIT + file LICENSE

**URL** <https://github.com/yonicd/slickR>

**BugReports** <https://github.com/yonicd/slickR/issues>

**Depends** R (>= 3.6.0)

**Imports** htmltools,utils,tools,lifecycle,stats,xml2,base64enc,htmlwidgets

**Suggests** jsonlite,  
knitr,  
pdftools,  
rmarkdown,  
svglite,  
leaflet,  
testthat,  
covr

**VignetteBuilder** knitr

**RdMacros** lifecycle

**Encoding** UTF-8

**LazyData** true

**Roxygen** list(markdown = TRUE)

**RoxygenNote** 7.1.1

## R topics documented:

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**getHelp**

*getHelp Deprecated*

---

### Description

return rd help file as html

### Usage

```
getHelp(fn, pkg)
```

### Arguments

|     |                                  |
|-----|----------------------------------|
| fn  | character of function name       |
| pkg | name of package that contains fn |

### Details

This function has been moved to the iframes vignette

### Value

character

---

`nba_player_logo`      *NBA player logo*

---

### Description

NBA player logo URI

### Usage

`nba_player_logo`

### Format

A data frame with 150 rows and 4 variables:

`team` character, Team name  
`position` factor, Position of the Player  
`name` character, Player Name  
`uri` character, Player Headshot URI  
`player_home` character, Player Homepage URI

### Details

Logos harvested from <http://www.espn.com/nba/depth>

### See Also

Other data: [`nba\_team\_logo`](#)

---

`nba_team_logo`      *NBA team logo*

---

### Description

NBA team logo URI

### Usage

`nba_team_logo`

### Format

A data frame with 30 rows and 2 variables:

`team` character, Team Name  
`uri` character, Team logo URI

### Details

Logos harvested from [https://i.cdn.turner.com/nba/nba/.element/img/4.0/global/logos/512x512/bg.white/svg/team\\_short](https://i.cdn.turner.com/nba/nba/.element/img/4.0/global/logos/512x512/bg.white/svg/team_short)

**See Also**

Other data: [nba\\_player\\_logo](#)

---

settings

*Modify components of slick settings*

---

**Description**

Customize non-data components of the carousel.

**Usage**

```
settings(  
    accessibility,  
    adaptiveHeight,  
    autoplay,  
    autoplaySpeed,  
    arrows,  
    asNavFor,  
    appendArrows,  
    appendDots,  
    prevArrow,  
    nextArrow,  
    centerMode,  
    centerPadding,  
    cssEase,  
    customPaging,  
    dots,  
    dotsClass,  
    draggable,  
    fade,  
    focusOnSelect,  
    easing,  
    edgeFriction,  
    infinite,  
    initialSlide,  
    lazyLoad,  
    mobileFirst,  
    pauseOnFocus,  
    pauseOnHover,  
    pauseOnDotsHover,  
    respondTo,  
    responsive,  
    rows,  
    slide,  
    slidesPerRow,  
    slidesToShow,  
    slidesToScroll,  
    speed,  
    swipe,
```

```

    swipeToSlide,
    touchMove,
    touchThreshold,
    useCSS,
    useTransform,
    variableWidth,
    vertical,
    verticalSwiping,
    rtl,
    waitForAnimate,
    zIndex,
    ...
)

```

## Arguments

|                |  |
|----------------|--|
| accessibility  | logical, Enables tabbing and arrow key navigation, Default: TRUE   |
| adaptiveHeight | logical, Enables adaptive height for single slide horizontal carousels., Default: FALSE  |
| autoplay       | logical, Enables Autoplay, Default: FALSE  |
| autoplaySpeed  | numeric, Autoplay Speed in milliseconds, Default: 3000   |
| arrows         | logical, Prev/Next Arrows, Default: TRUE   |
| asNavFor       | character, Set the slider to be the navigation of other slider (Class or ID Name), Default: null   |
| appendArrows   | character, Change where the navigation arrows are attached (Selector, htmlString, Array, Element, jQuery object), Default: \$(element)   |
| appendDots     | character, Change where the navigation dots are attached (Selector, htmlString, Array, Element, jQuery object), Default: \$(element)   |
| prevArrow      | character (html jQuery selector)   object (DOM node jQuery object), Allows you to select a node or customize the HTML for the "Previous" arrow., Default: <button type="button" class="slick-prev">Previous</button> |
| nextArrow      | character (html jQuery selector)   object (DOM node jQuery object), Allows you to select a node or customize the HTML for the "Next" arrow., Default: <button type="button" class="slick-next">Next</button>         |
| centerMode     | logical, Enables centered view with partial prev/next slides. Use with odd numbered slidesToShow counts., Default: FALSE   |
| centerPadding  | character, Side padding when in center mode (px or \ Default: '50px'   |
| cssEase        | character, CSS3 Animation Easing, Default: 'ease'  |
| customPaging   | function, Custom paging templates. See source for use example., Default: n/a   |
| dots           | logical, Show dot indicators, Default: FALSE   |
| dotsClass      | character, Class for slide indicator dots container, Default: 'slick-dots'   |
| draggable      | logical, Enable mouse dragging, Default: TRUE  |
| fade           | logical, Enable fade, Default: FALSE   |
| focusOnSelect  | logical, Enable focus on selected element (click), Default: FALSE  |
| easing         | character, Add easing for jQuery animate. Use with easing libraries or default easing methods, Default: 'linear'   |
| edgeFriction   | numeric, Resistance when swiping edges of non-infinite carousels, Default: 0.15  |

|                               |   |
|-------------------------------|---|
| <code>infinite</code>         | logical, Infinite loop sliding, Default: TRUE   |
| <code>initialSlide</code>     | numeric, Slide to start on, Default: 0  |
| <code>lazyLoad</code>         | character, Set lazy loading technique. Accepts 'ondemand' or 'progressive', Default: 'ondemand'   |
| <code>mobileFirst</code>      | logical, Responsive settings use mobile first calculation, Default: FALSE   |
| <code>pauseOnFocus</code>     | logical, Pause Autoplay On Focus, Default: TRUE   |
| <code>pauseOnHover</code>     | logical, Pause Autoplay On Hover, Default: TRUE   |
| <code>pauseOnDotsHover</code> | logical, Pause Autoplay when a dot is hovered, Default: FALSE   |
| <code>respondTo</code>        | character, Width that responsive object responds to. Can be 'window', 'slider' or 'min' (the smaller of the two), Default: 'window'   |
| <code>responsive</code>       | object, Object containing breakpoints and settings objects (see demo). Enables settings sets at given screen width. Set settings to "unslick" instead of an object to disable slick at a given breakpoint., Default: none |
| <code>rows</code>             | numeric, Setting this to more than 1 initializes grid mode. Use slidesPerRow to set how many slides should be in each row., Default: 1  |
| <code>slide</code>            | element, Element query to use as slide, Default: "  |
| <code>slidesPerRow</code>     | numeric, With grid mode initialized via the rows option, this sets how many slides are in each grid row. dver, Default: 1   |
| <code>slidesToShow</code>     | numeric, # of slides to show, Default: 1  |
| <code>slidesToScroll</code>   | numeric, # of slides to scroll, Default: 1  |
| <code>speed</code>            | numeric, Slide/Fade animation speed in milliseconds, Default: 300   |
| <code>swipe</code>            | logical, Enable swiping, Default: TRUE  |
| <code>swipeToSlide</code>     | logical, Allow users to drag or swipe directly to a slide irrespective of slidesTo-Scroll, Default: FALSE   |
| <code>touchMove</code>        | logical, Enable slide motion with touch, Default: TRUE  |
| <code>touchThreshold</code>   | numeric, To advance slides, the user must swipe a length of (1/touchThreshold) * the width of the slider, Default: 5  |
| <code>useCSS</code>           | logical, Enable/Disable CSS Transitions, Default: TRUE  |
| <code>useTransform</code>     | logical, Enable/Disable CSS Transforms, Default: TRUE   |
| <code>variableWidth</code>    | logical, Variable width slides, Default: FALSE  |
| <code>vertical</code>         | logical, Vertical slide mode, Default: FALSE  |
| <code>verticalSwiping</code>  | logical, Vertical swipe mode, Default: FALSE  |
| <code>rtl</code>              | logical, Change the slider's direction to become right-to-left, Default: FALSE  |
| <code>waitForAnimate</code>   | logical, Ignores requests to advance the slide while animating, Default: TRUE   |
| <code>zIndex</code>           | numeric, Set the zIndex values for slides, useful for IE9 and lower, Default: 1000  |
| <code>...</code>              | unused  |

## Details

To find further information on the attributes that can be used please refer to <http://kenwheeler.github.io/slick/>.

**Value**

list of class c('setting','slickR')

**Examples**

```
if(interactive()){

  slick <- slickR(obj=nba_team_logo$uri)

  slick

  # Use settings function to manipulate the slick object

  # Add dots

  slick + settings(dots = TRUE)

  # Autplay elements in the carousel

  slick + settings(autoplay = TRUE, autoplaySpeed = 1000)

}
```

---

slackpdf

*slackpdf* **Deprecated**

---

**Description**

convert multiple pdfs or a multipage pdf to a slick carousel

**Usage**

```
slackpdf(obj, obj2 = NULL, synch = TRUE, img_format = "png", ...)
```

**Arguments**

|            |   |
|------------|---|
| obj        | character, path to pdf(s)   |
| obj2       | character, path to pdf(s) to compare to obj, Default: NULL                |
| synch      | boolean, if TRUE then obj and obj2 images are synchronized, Default: TRUE |
| img_format | format of image to convert to, Default: 'png'                             |
| ...        | arguments passed to <code>slickR</code>                                   |

**Details**

This function has been replaced with the example in the PDF vignette.

**Value**

slack

**slickR** *slick.js image carousel htmlwidget*

## Description

use slick.js library in R

## Usage

```
slickR(
  obj,
  slideId = "baseDiv",
  slideType = "img",
  objLinks = NULL,
  padding = 1,
  width = "95%",
  height = NULL,
  elementId = NULL,
  slickOpts = NULL,
  synchSlides = NULL,
  dotObj = NULL
)
```

## Arguments

|             |  |
|-------------|--|
| obj         | character, vector of path or url to images   |
| slideId     | character, id of slide, Default: 'baseDiv'   |
| slideType   | character, type of object to put in slide, Default: 'img'                                |
| objLinks    | character, links to attach to images in slide, Default: NULL                             |
| padding     | numeric, percent of width between each image in the carousel for each slider, Default: 1 |
| width       | character, width of htmlwidget, Default: '95%'   |
| height      | character, height of htmlwidget, Default: NULL   |
| elementId   | character, id tag of htmlwidget, Default: NULL   |
| slickOpts   | <b>Deprecated</b>  |
| synchSlides | <b>Deprecated</b>  |
| dotObj      | <b>Deprecated</b>  |

## Details

**slick.js** is an image carousel javascript library.

To find all the attributes that can be used please refer to the link.

It is possible to stack slides through the `%stack%` operator.

It is possible to synchronize slides through the `%synch%` operator.

To replace the dots with icons use the settings to define the `customPaging` attribute with the appropriate `JS()` function call.

The slideType accepts the type of html DOM you want to be in the slide, eg img, iframe.

The combination of slideType = 'img-lazy' and settings(lazyLoad = 'ondemand') will inform the htmlwidget that the images are to be loaded lazily. For more information see the slickjs [documentation](#).

## Examples

```
if(interactive()){

  slick <- slickR(obj=nba_team_logo$uri)

  slick

  # add dots to the first slick and autoplay at 1 second a slide

  slick + settings(dots = TRUE, autoplay = TRUE, autoplaySpeed = 1000)

  # working with multiple slicks

  sets <- split(
    sample(nba_team_logo$uri, size = 28, replace = FALSE),
    rep(c(1,2,3,4),each=7)
  )

  slicks <- lapply(sets,FUN = function(x,...){
    slickR(obj = x,...)
  },height = 100)

  # independent slicks

  Reduce(`%stack%`,slicks)

  # 1,2 synch stacked on 3,4 synch

  (slicks[[1]] %synch% slicks[[2]]) %stack% (slicks[[3]]%synch%slicks[[4]])

}
```

## Description

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

## Usage

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

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

**Arguments**

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

**slick\_div***Create a DOM element for slickR***Description**

Wraps an R object in slickR compatible DOM

**Usage**

```
slick_div(
  x,
  css = htmltools::css(marginLeft = "auto", marginRight = "auto"),
  type = "img",
  links = NULL
)
```

**Arguments**

|                    |   |
|--------------------|---|
| <code>x</code>     | object  |
| <code>css</code>   | <code>css</code> object, Default: <code>htmltools::css(marginLeft='auto',marginRight='auto')</code> |
| <code>type</code>  | character, type of DOM, Default: 'img'  |
| <code>links</code> | character, links to use on the input object, Default: NULL  |

**Details**

Method converts `xml_document`, `htmlwidget`, character, or list of objects to a compatible DOM

**Value**

list of shiny tag objects

**See Also**

Other html: [slick\\_list\(\)](#)

## Examples

```
# image
slick_div(nba_team_logo$uri[1])

# vector of images
slick_div(nba_team_logo$uri[c(1:5)])

# text
slick_div('abc', type = 'p')
```

---

|            |                             |
|------------|-----------------------------|
| slick_list | <i>List of DOM elements</i> |
|------------|-----------------------------|

---

## Description

Convert a list of [tags](#) into a list that slickR can render

## Usage

```
slick_list(...)
```

## Arguments

```
... Elements to convert
```

## Value

[tagList](#)

## See Also

[tagList](#), [tags](#)

Other html: [slick\\_div\(\)](#)

## Examples

```
img1 <- htmltools::img(src = nba_player_logo$uri[1])
img2 <- htmltools::img(src = nba_player_logo$uri[2])

slick_list(img1, img2)
```

%synch%

*Slick pipe operators***Description**

Pipe operators to combine plots by either stacking or synching multiple sliders.

**Usage**

```
e1 %synch% e2
```

```
e1 %stack% e2
```

**Arguments**

|    |                                      |
|----|--------------------------------------|
| e1 | slickR htmlwidget to place on top    |
| e2 | slickR htmlwidget to place on bottom |

**Value**

htmlwidget

**Examples**

```
if(interactive()){

  # working with multiple slicks

  sets <- split(
    sample(nba_team_logo$uri, size = 28, replace = FALSE),
    rep(c(1,2,3,4),each=7)
  )

  slicks <- lapply(sets,FUN = function(x,...){
    slickR(obj = x,...)
  },height = 100)

  # independent slicks

  Reduce(`%stack%`,slicks)

  # 1,2 synch stacked on 3,4 synch

  (slicks[[1]] %synch% slicks[[2]]) %stack% (slicks[[3]]%synch%slicks[[4]])

}
```

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