Package ‘aos’

October 12, 2022

Title Animate on Scroll Library for 'shiny'

Version 0.1.0

Description Trigger animation effects on scroll on any HTML element of 'shiny' and 'rmarkdown', such as any text or plot, thanks to the 'AOS' Animate On Scroll jQuery library.

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

Imports jsonlite, htmltools

Suggests shiny

URL `https://felixluginbuhl.com/aos`, `https://github.com/lgnbhl/aos`

BugReports `https://github.com/lgnbhl/aos/issues`

NeedsCompilation no

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R topics documented:

aos *Animate element on scroll*

Description

Animate on scroll a Shiny or R Markdown element.

Usage

```
aos(
  element,
  animation,
  offset = "120",
  duration = "400",
  easing = "ease",
  delay = "0",
  anchor = "",
  anchor_placement = "top-bottom",
  once = FALSE,
  ...
)
```

Arguments

`element`	An shiny or rmarkdown element.
`animation`	An animation from AOS
`offset`	string. Change offset to trigger animations sooner or later, px
`duration`	string. Duration of animation in ms
`easing`	string. Choose timing function to ease elements in different ways
`delay`	string. Delay animation in ms
`anchor`	string. Anchor placement
`anchor_placement`	string. Anchor placement - which one position of element on the screen should trigger animation
`once`	boolean.
`...`	Additional class element

Value

Javascript code animating the element.

Examples

```
if (interactive()) {
 library(shiny)
  shinyApp(
   ui = fluidPage(
     use_aos(), # add use_aos() in the UI
     aos(h1("Shiny with AOS - Animate On Scroll"), animation = "fade-zoom-in"),
     aos(textOutput("text"), animation = "fade-up")
   ),
  server <- function(input, output, session){
    output$text <- renderText({ print("An animated text.") })
  }
 )
}
```

`use_aos` *Use aos*

Description

Use aos

Usage

```
use_aos(
  disable = FALSE,
  startEvent = "DOMContentLoaded",
  initClassName = "aos-init",
  animatedClassName = "aos-animate",
  useClassNames = FALSE,
  disableMutationObserver = FALSE,
  debounceDelay = "50",
  throttleDelay = "99",
  offset = "120",
  duration = "400",
  easing = "ease",
  delay = "0"
)
```

Arguments

`disable` string. Condition when AOS should be disabled, for example 'mobile'

`startEvent` string. Name of the event dispatched on the document, that AOS should initialize on

`initClassName` string. Class applied after initialization `animatedClassName` string. Class applied on animation

`useClassNames` boolean. If true, will add content of data-aos as classes on scroll

`disableMutationObserver` boolean. Disables automatic mutations detections (advanced)

`debounceDelay` string. The delay on debounce used while resizing window (advanced)

`throttleDelay` string. The delay on throttle used while scrolling the page (advanced)

`offset` string. Change offset to trigger animations sooner or later, in px

`duration` string. Duration of animation in ms.

`easing` string. Timing function to animate elements nicely

`delay` string. Delay animation (ms)

Value

Javascript code initializing aos with dependencies.

Examples

```
if (interactive()) {
 library(shiny)
  shinyApp(
   ui = fluidPage(
     use_aos(), # add use_aos() in the UI
     aos(h1("Shiny with AOS - Animate On Scroll"), animation = "fade-zoom-in"),
     aos(textOutput("text"), animation = "fade-up")
   ),
  server <- function(input, output, session){
    output$text <- renderText({ print("An animated text.") })
  }
 )
}
```

---

use_aos_refresh *Refresh aos*

Description

Recalculate all offsets and positions of elements (called on window resize).

Usage

```
use_aos_refresh()
```

Details

By default AOS is watching for DOM changes and if there are any new elements loaded asynchronously or when something is removed from DOM it calls refreshHard automatically. In browsers that don't support MutationObserver like IE you might need to call AOS.refreshHard() by yourself.

Value

Javascript code

Examples

```
use_aos_refresh()
```

`use_aos_refresh_hard` *Refresh hard aos*

Description

Reinit array with AOS elements and trigger refresh (called on DOM changes that are related to aos elements)

Usage

```
use_aos_refresh_hard()
```

Value

Javascript code

Examples

```
use_aos_refresh_hard()
```

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