

# Package ‘r2fireworks’

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**Type** Package

**Title** Enhance Your 'Rmarkdown' and 'shiny' Apps with Dazzling  
Fireworks Celebrations

**Version** 0.1.0

**Maintainer** Obinna Obianom <idonshayo@gmail.com>

**Description** Implementation of 'jQuery' <<https://jquery.com>> and 'CSS' styles to allow the display of fireworks on a document. Toolkit to easily incorporate celebratory splashes in 'Rmarkdown' and 'shiny' apps.

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**URL** <https://r2fireworks.obi.obianom.com/>

**BugReports** <https://github.com/oobianom/r2fireworks/issues>

**Depends** R (> 3.6)

**Imports** utils, htmltools, shiny

**Suggests** rmarkdown, knitr

**Encoding** UTF-8

**VignetteBuilder** knitr

**Language** en-US

**LazyData** false

**RoxygenNote** 7.2.3

**NeedsCompilation** no

**Author** Obinna Obianom [aut, cre]

**Repository** CRAN

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fireworkMessenger      *Widget to initiate or terminate fireworks display*

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### **Description**

Add or remove fireworks graphics from page

Add fireworks visuals to page

Remove fireworks visuals from page

Add fireworks visuals to Rmarkdown page

### **Usage**

```
fireworkMessenger(  
  type,  
  duration = NULL,  
  speed = NULL,  
  particleCount = 30,  
  session = getDefaultReactiveDomain()  
)  
  
showFireworks(  
  speed = 1,  
  particleCount = 40,  
  session = getDefaultReactiveDomain()  
)  
  
removeFireworks(session = getDefaultReactiveDomain())  
  
addRmdFireworks(speed = 1, particleCount = 40)
```

### **Arguments**

type	type of action e.g start, remove
duration	duration of fireworks outbursts
speed	speed of display of fireworks
particleCount	particle size of fireworks
session	session object from server

### **Value**

inclusion or exclusion of fireworks from page

visible firework canvas on the page

removal of firework canvas from the page

addition of firework canvas on the page

**Examples**

```
# In R markdown documents
library(r2fireworks)
useFireworks()
addRmdFireworks(particleCount = 100, speed = 3)
```

---

useFireworks

*Set up firework scripts and loader*

---

**Description**

Calls to load fireworks to a page

**Usage**

```
useFireworks()
```

**Value**

scripts to load fireworks and trigger to start fireworks

**Examples for r2fireworks**

More examples and demo pages are located at this link - <https://r2fireworks.obi.obianom.com>.

**Examples**

```
# In shiny applications

if(interactive()){
# example 1: simple example with automatic start
library(shiny)
library(r2fireworks)

ui <- fluidPage(
  useFireworks(),
  shiny::tags$h1("Introducing r2fireworks"),
  shiny::tags$p("Celebrate 4th of July and my R package!!!")
)
server <- function(input, output, session) {
  # optional. start fireworks on load
  showFireworks(particleCount = 30)
}

shinyApp(ui, server)
```

```
# example 2: sample with start and stop buttons
library(shiny)
library(r2fireworks)

ui <- fluidPage(
  useFireworks(),
  shiny::tags$h1("Here is the starts"),
  shiny::tags$p("Celebrate 4th of July and my R package!!!"),
  actionButton("startFW", "Show and Start Fireworks, with speed x1"),
  actionButton("startFWx4", "Show and Start Fireworks, with speed x4"),
  actionButton("startFWspx4", "Show Fireworks, with particle burst size 10000"),
  actionButton("stopFW", "Remove Fireworks")
)

server <- function(input, output, session) {
  observeEvent(input$startFW, {
    showFireworks()
  })

  observeEvent(input$startFWx4, {
    showFireworks(speed = 4, particleCount = 50)
  })

  observeEvent(input$startFWspx4, {
    showFireworks(speed = 1, particleCount = 10000)
  })
  observeEvent(input$stopFW, {
    removeFireworks()
  })
}
}
```

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