

Package ‘shinyCyJS’

May 9, 2026

Title Create Interactive Network Visualizations in R and 'shiny'

Version 1.0.0

Description Create Interactive Graph (Network) Visualizations.

'shinyCyJS' can be used in 'Shiny' apps or viewed from 'Rstudio' Viewer.

'shinyCyJS' includes API to build Graph model like node or edge with customized attributes for R.

'shinyCyJS' is built with 'cytoscape.js' and 'htmlwidgets' R package.

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URL <https://github.com/jhk0530/shinyCyJS>

BugReports <https://github.com/jhk0530/shinyCyJS/issues>

Encoding UTF-8

RoxygenNote 7.2.3

Imports htmlwidgets

Suggests testthat (>= 2.1.0), rmarkdown

NeedsCompilation no

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Repository CRAN

Date/Publication 2023-09-26 02:30:02 UTC

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 buildEdge

build single Edge element

Description

build single Edge element

Usage

```

buildEdge(
  source = NULL,
  target,
  width = 3,
  curveStyle = "haystack",
  label = "",
  fontSize = 16,
  lineColor = "#FECA57",
  lineStyle = "solid",
  sourceArrowColor = "#fecca57",
  targetArrowColor = "#fecca57",
  sourceArrowShape = "none",
  targetArrowShape = "none",
  opacity = 1,
  tooltip = ""
)

```

Arguments

source	edge linked node's id. [string]
target	edge linked target node's id. [string]
width	The width of an edge's line. [numeric]
curveStyle	The curving method used to separate two or more edges between two nodes. [string]
label	edge's label [string]
fontSize	edge labels font size [numeric]
lineColor	The colour of the edge's line. [string]
lineStyle	The style of the edge's line; may be solid, dotted, or dashed. [string]
sourceArrowColor	The colour of the edge's source arrow. [string]
targetArrowColor	The colour of the edge's target arrow. [string]
sourceArrowShape	The shape of the edge's source arrow. [string]

targetArrowShape	The shape of the edge's target arrow. [string]
opacity	Opacity of edge itself. [numeric between 0 ~ 1]
tooltip	Text for tooltip. [string]

Value

List typed Edge element, consisted with data options (source, target, data) and style options (width, curvestyle...)

See Also

<https://js.cytoscape.org/#style>

buildElems	<i>build multiple network elements by dataframe</i>
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Description

call buildNode or buildEdge function, note that only one function can be called

Usage

```
buildElems(elems, type)
```

Arguments

elems	value of elements consisted in dataframe
type	Either 'Node' or 'Edge' [string]

Value

List typed multiple 'Node' or 'Edge' elements. It consisted with repeated buildNode or buildEdge function results with given parameter.

See Also

buildNode(), buildEdge()

Examples

```
nodes <- buildElems( # will generate 5 nodes
  elems = data.frame(
    id = paste0("node", 1:5),
    bgColor = "#FFFFFF",
    borderColor = "#48DBFB",
    borderWidth = 2,
    fontSize = 10,
```

```

        width = 60, height = 20, opacity = 1, stringsAsFactors = FALSE
    ), type = "Node"
)

```

buildIOptions

buildIOptions

Description

build Interact Option

Usage

```

buildIOptions(
  minZoom = 1e-50,
  maxZoom = 1e+50,
  zoomingEnabled = TRUE,
  userZoomingEnabled = TRUE,
  panningEnabled = TRUE,
  userPanningEnabled = TRUE,
  boxSelectionEnabled = TRUE,
  selectionType = "single",
  autolock = FALSE,
  autoungrabify = FALSE,
  autounselectify = FALSE
)

```

Arguments

minZoom	Minimal zoom level of canvas. [numeric]
maxZoom	Maximal zoom level of canvas. [numeric]
zoomingEnabled	Whether canvas can zoom or not. by both user event and programmatically. [logical]
userZoomingEnabled	Whether canvas can zoom or not. by user event. [logical]
panningEnabled	Whether canvas can move or not. by both user event and programmatically. [logical]
userPanningEnabled	Whether canvas can move or not. by user event. [logical]
boxSelectionEnabled	Whether box selection by drag available [logical]
selectionType	Indicate selection by user input is additive or single(default). ['single' or 'additive']
autolock	Whether nodes should be locked (not draggable at all) by default (if true, overrides individual node state). [logical]

- autoungrabify Whether nodes should be ungrabified (not grabbable by user) by default (if true, overrides individual node state). [logical]
- autounselectify Whether nodes should be unselectified (immutable selection state) by default (if true, overrides individual element state). [logical]

Details

undescribed parameter will set as default. note that touchTapThreshold & desktopTapThreshold were not used.

Value

List typed Interact Option for Cytoscape.js canvas object.

See Also

<https://js.cytoscape.org/#core/initialisation>

Examples

```
iopt <- buildIOptions(
  minZoom = 0.001, maxZoom = 3, zoomingEnabled = TRUE,
  userZoomingEnabled = FALSE, panningEnabled = TRUE, userPanningEnabled = TRUE,
  boxSelectionEnabled = FALSE, selectionType = "single", autolock = FALSE,
  autoungrabify = TRUE, autounselectify = FALSE
)
```

buildNode	<i>build single node element.</i>
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Description

build single node element.

Usage

```
buildNode(
  id = NULL,
  width = 15,
  height = 15,
  shape = "ellipse",
  bgColor = "#48DBFB",
  bgOpacity = 1,
  bgFill = "solid",
  bgBlacken = 0,
  borderWidth = 0,
```

```

borderStyle = "solid",
borderColor = "#8395a7",
borderOpacity = 1,
isParent = FALSE,
label = NULL,
labelColor = "#8395a7",
textOpacity = 1,
fontSize = 16,
textOutlineColor = "#222f3e",
textOutlineOpacity = 1,
textOutlineWidth = 0,
textbgColor = "#FFF",
textbgOpacity = 0,
textBorderColor = "#222f3e",
textBorderOpacity = 0,
textBorderWidth = 0,
parent = NULL,
opacity = 1,
pieSize = rep("0%", 16),
pieColor = rep("#000", 16),
tooltip = "",
position.x = 0,
position.y = 0
)

```

Arguments

id	id of node element. Also it will used as label. [string]
width	Width. [numeric]
height	Height. [numeric]
shape	Shape of node body. polygon not accepted. [string]
bgColor	Background color of node body. [string]
bgOpacity	Opacity of backgroundColor. [numeric between 0 ~ 1]
bgFill	The filling style of the node's body; may be solid (default), linear-gradient, or radial-gradient. [string]
bgBlacken	Blackens the node's body for values from 0 to 1; whitens the node's body for values from 0 to -1. [numeric between -1 ~ 1]
borderWidth	The size of the node's border. [numeric]
borderStyle	The style of the node's border; may be solid, dotted, dashed, or double. [string]
borderColor	The colour of the node's border. [string]
borderOpacity	The opacity of the node's border. [numeric between 0 ~ 1]
isParent	whether this node is parent node or not [logical]
label	node's label, default is node's id [string]
labelColor	The color of node's label

textOpacity	The opacity of the label text, including its outline. [numeric between 0 ~ 1]
fontSize	The size of the label text. [numeric]
textOutlineColor	The colour of the outline around the element's label text. [string]
textOutlineOpacity	The opacity of the outline on label text. [numeric between 0 ~ 1]
textOutlineWidth	The size of the outline on label text. [numeric]
textbgColor	colour to apply on the text background. [string]
textbgOpacity	The opacity of the label background; the background is disabled for 0 (default value). [numeric between 0 ~ 1]
textBorderColor	The colour of the border around the label. [string]
textBorderOpacity	The width of the border around the label; the border is disabled for 0 (default value) [numeric between 0 ~ 1]
textBorderWidth	The width of the border around the label. [numeric]
parent	Indicate which node is parent of this node [string]
opacity	Opacity of node itself. [numeric between 0 ~ 1]
pieSize	Implement for pie node, consisted with 16 pie size[string]
pieColor	Color for each pie part. [string]
tooltip	Text for tooltip. [string]
position.x	Location value (specify the location of of Node)
position.y	Location value (specify the location of of Node)

Value

List typed Node element, consisted with data options (id) and style options (width, shape...)

See Also

<https://js.cytoscape.org/#style>

buildROptions

buildROptions

Description

build Rendering Option

Usage

```
buildROptions(  
  headless = FALSE,  
  styleEnabled = TRUE,  
  hideEdgesOnViewport = FALSE,  
  textureOnViewport = FALSE,  
  motionBlur = FALSE,  
  motionBlurOpacity = 0.2,  
  wheelSensitivity = 1,  
  pixelRatio = "auto"  
)
```

Arguments

headless	A convenience option that initialises the instance to run headlessly. [logical]
styleEnabled	Whether style available or not. [logical]
hideEdgesOnViewport	Whether edge will show on canvas manipulation. [logical]
textureOnViewport	Whether texture used in canvas manipulation. [logical]
motionBlur	Whether use motionBlur effect. [logical]
motionBlurOpacity	opacity of motion blur frames [numeric between 0 ~ 1 (transparent)]
wheelSensitivity	Changes the scroll wheel sensitivity when zooming. [numeric between 0 (zoom slower) ~ 1 (zoom faster)]
pixelRatio	Overrides the screen pixel ratio with a manually set value [numeric]

Details

undescribed parameter will set as default.

Value

List typed Rendering Option for Cytoscape.js canvas object.

See Also

<https://js.cytoscape.org/#core/initialisation>

Examples

```
ropt <- buildROptions(wheelSensitivity = 0.5)
```

renderShinyCyJS	<i>ShinyCyJS output</i>
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Description

renders a cytoscape image for output

Usage

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

Arguments

expr	expression that returns a list
env	the environment in which to evaluate expr
quoted	is expr a quoted expression (with quote())

See Also

ShinyCyJSOutput()

shinyCyJS	<i>cytoscape.js in shiny application</i>
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Description

generate canvas with given network element and options

Usage

```
shinyCyJS(  
  elements = list(),  
  options = list(),  
  layout = list(name = "cose"),  
  width = NULL,  
  height = NULL,  
  elementId = NULL,  
  ...  
)
```

Arguments

elements	node and edge objects, it should be list of element.
options	rendering / interaction options, can be created with buildIoption(), buildRoption()
layout	list type layout, it must be contain name and other optional values
width	canvas width.
height	canvas height.
elementId	id used to identify in application.
...	other parameters

ShinyCyJSOutput	<i>create an cytoscape canvas element</i>
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Description

render a renderShinyCyJS() within an application page.

Usage

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

Arguments

outputId	output variable to read the canvas from
width	canvas width
height	canvas height

See Also

renderShinyCyJS()

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