

Package ‘shinyaterial’

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Maintainer Eric Anderson <eric.ray.anderson@gmail.com>

Description Allows shiny developers to incorporate UI elements based on Google's Material design. See <<https://material.io/guidelines/>> for more information.

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Author Eric Anderson [aut, cre],
Alvin Wang [ctb, cph] (Materialize CSS library),
Alan Chang [ctb, cph] (Materialize CSS library),
Alex Mark [ctb, cph] (Materialize CSS library),
Kevin Louie [ctb, cph] (Materialize CSS library)

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close_material_modal *Close a material modal programmatically.*

Description

Close a material modal programmatically (server side).

Usage

```
close_material_modal(session, modal_id)
```

Arguments

session The session object passed to function given to shinyServer.
modal_id String. The ID of the modal to open.

See Also

[open_material_modal](#)

Examples

```
## Not run:  
close_material_modal(session, "example_modal")  
  
## End(Not run)
```

material_button	<i>Create a shiny material button</i>
-----------------	---------------------------------------

Description

Build a shiny material button. The initial value is zero, and increases by one on each press.

Usage

```
material_button(input_id, label, icon = NULL, depth = NULL, color = NULL)
```

Arguments

input_id String. The input identifier used to access the value.
label String. The button text.
icon String. The name of the icon. Leave empty for no icon. Visit <https://materializecss.com/icons.html> for a list of available icons.
depth Integer. The amount of depth of the button. The value should be between 0 and 5. Leave empty for the default depth.
color String. The color of the button. Leave empty for the default color. Visit <https://materializecss.com/color.html> for a list of available colors.

See Also

[update_material_button](#)

Examples

```
material_button(
  input_id = "example_button",
  label = "Button",
  icon = "cloud",
  depth = 5,
  color = "blue lighten-2"
)
```

 material_card

Create a card that will contain UI content

Description

UI content can be placed in cards to organize items on a page.

Usage

```
material_card(title, ..., depth = NULL, color = NULL, divider = FALSE)
```

Arguments

title	String. The title of the card
...	The UI elements to place in the card
depth	Integer. The amount of depth of the card. The value should be between 0 and 5. Leave empty for the default depth.
color	String. The color of the card background. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors.
divider	logical. Should there be a divider element between card title and card content?

Examples

```
material_card(
  title = "Example Card",
  depth = 5,
  shiny::tags$h5("Card Content")
)
```

material_checkbox *Create a shinymaterial checkbox*

Description

Build a shinymaterial checkbox. The value is a boolean (TRUE if checked, FALSE if not checked).

Usage

```
material_checkbox(input_id, label, initial_value = FALSE, color = NULL)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The checkbox label.
initial_value	Boolean. Is the checkbox initially checked?
color	String. The color of the check. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>

See Also

[update_material_checkbox](#)

Examples

```
## Not run:
material_checkbox(
  input_id = "example_checkbox",
  label = "Checkbox",
  initial_value = TRUE,
  color = "#ef5350"
)

## End(Not run)
```

material_column *Create a column to organize UI content*

Description

UI content can be placed in columns to organize items on a page.

Usage

```
material_column(..., width = 6, offset = 0)
```

Arguments

<code>...</code>	The UI elements to place in the column.
<code>width</code>	Integer. The width of the column. The value should be between 1 and 12.
<code>offset</code>	Integer. The offset to the left of the column. The value should be between 0 and 11.

Examples

```
material_column(
  width = 4,
  shiny::tags$h1("Column Content")
)
```

material_date_picker *Create a shinymaterial date picker*

Description

Build a shinymaterial date picker.

Usage

```
material_date_picker(input_id, label, value = "", color = NULL)
```

Arguments

<code>input_id</code>	String. The input identifier used to access the value.
<code>label</code>	String. The date picker label.
<code>value</code>	String. The starting date (format 'mmm dd, yyyy').
<code>color</code>	String. The date picker color. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors.

See Also

[update_material_date_picker](#)

Examples

```
material_date_picker(
  input_id = "example_date_picker",
  label = "Date Picker",
  value = "Jun 02, 2006"
)
```

material_depth	<i>Add depth to a UI element</i>
----------------	----------------------------------

Description

Give a UI element the perception of depth by creating a shadow.

Usage

```
material_depth(..., depth = 4)
```

Arguments

...	The UI elements to apply the depth.
depth	Integer. The amount of depth. The value should be between 0 and 5. A value of 0 can be used to remove depth from objects that have depth by default.

Examples

```
material_depth(  
  depth = 5,  
  material_card(title = "Example Depth")  
)
```

material_dropdown	<i>Create a shinymaterial dropdown</i>
-------------------	--

Description

Build a shinymaterial dropdown.

Usage

```
material_dropdown(  
  input_id,  
  label,  
  choices = NULL,  
  selected = NULL,  
  multiple = NULL,  
  color = NULL  
)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The dropdown label.
choices	Named vector. The option names and underlying values.
selected	String. The initially selected underlying value.
multiple	Boolean. Can multiple items be selected?
color	String. The color of the dropdown choices. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>

See Also

[update_material_dropdown](#)

Examples

```
material_dropdown(  
  input_id = "example_dropdown",  
  label = "Drop down",  
  choices = c(  
    "Chicken" = "c",  
    "Steak" = "s",  
    "Fish" = "f"  
  ),  
  selected = c("c"),  
  multiple = FALSE,  
  color = "#ef5350"  
)
```

material_file_input *Create a shinymaterial file input*

Description

Build a shinymaterial file input.

Usage

```
material_file_input(input_id, label = "File", color = NULL)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The file input button text.
color	String. The color of the file input. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>

Examples

```
if (interactive()) {  
  
  ui <-  
  material_page(  
    material_row(  
      material_column(  
        width = 12,  
        material_file_input(  
          input_id = "file_1",  
          label = "file"  
        )  
      )  
    ),  
    material_row(  
      material_column(  
        width = 12,  
        tableOutput("contents")  
      )  
    )  
  )  
  
  server <- function(input, output) {  
    output$contents <- renderTable({  
      # input$file_1 will be NULL initially. After the user selects  
      # and uploads a file, it will be a data frame with 'name',  
      # 'size', 'type', and 'datapath' columns. The 'datapath'  
      # column will contain the local filenames where the data can  
      # be found.  
      in_file <- input$file_1  
  
      if (is.null(in_file))  
        return(NULL)  
  
      read.csv(in_file$datapath)  
    })  
  }  
  
  shinyApp(ui, server)  
}
```

`material_floating_button`*Create a shiny material floating button*

Description

Build a shiny material floating button. The initial value is zero, and increases by one on each press.

Usage

```
material_floating_button(  
  input_id,  
  icon = NULL,  
  pulse = FALSE,  
  depth = NULL,  
  color = NULL  
)
```

Arguments

<code>input_id</code>	String. The input identifier used to access the value.
<code>icon</code>	String. The name of the icon. Leave empty for no icon. Visit https://materializecss.com/icons.html for a list of available icons.
<code>pulse</code>	Boolean. Include pulse effect.
<code>depth</code>	Integer. The amount of depth of the floating button. The value should be between 0 and 5. Leave empty for the default depth.
<code>color</code>	String. The color of the floating button. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors.

Examples

```
material_floating_button(  
  input_id = "example_floating_button",  
  icon = "mode_edit",  
  depth = 5,  
  color = "red lighten-3"  
)
```

material_input	<i>Create a shinymaterial input</i>
----------------	-------------------------------------

Description

Build a shinymaterial input.

Usage

```
material_input(type, ...)
```

Arguments

type	String. The type of input to be created.
...	Additional arguments for the input.

Examples

```
##-- switch --##  
material_input(  
  type = "switch",  
  input_id = "example_switch",  
  off_label = "Off",  
  on_label = "On",  
  initial_value = TRUE  
)
```

material_modal	<i>Place UI content in a modal</i>
----------------	------------------------------------

Description

Put any UI object inside of a modal. The modal will open when the button is pressed.

Usage

```
material_modal(  
  modal_id,  
  button_text,  
  title,  
  ...,  
  button_icon = NULL,  
  floating_button = FALSE,  
  button_depth = NULL,  
  button_color = NULL,  
  close_button_label = "Close",  
  display_button = TRUE  
)
```

Arguments

modal_id	String. The ID for the modal. Must be unique per application.
button_text	String. The text displayed on the modal trigger button.
title	String. The title of the modal window.
...	The UI elements to place in the modal
button_icon	String. The name of the icon. Visit https://materializecss.com/icons.html for a list of available icons.
floating_button	Boolean. Should the modal trigger button be a floating button?
button_depth	Integer. The amount of depth of the button. The value should be between 0 and 5. Leave empty for the default depth.
button_color	String. The color of the button. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors.
close_button_label	String. The label of the modal close button.
display_button	Boolean. Should the button be displayed in the app? (If FALSE, open_material_modal() may be used to open the modal).

Examples

```
material_modal(
  modal_id = "example_modal",
  button_text = "Modal",
  title = "Example Modal Title",
  button_color = "red lighten-3",
  shiny::tags$p("Modal Content")
)
```

material_number_box *Create a shiny material number box*

Description

Build a shiny material number box.

Usage

```
material_number_box(
  input_id,
  label,
  min_value,
  max_value,
  step_size = 1,
  initial_value,
  color = NULL
)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The number box label.
min_value	Number. The minimum allowable value.
max_value	Number. The maximum allowable value.
step_size	Number. The step size of the arrow clicks.
initial_value	Number. The initial value.
color	String. The accent color of the number box. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>

See Also

[update_material_number_box](#)

Examples

```
material_number_box(  
  input_id = "example_number_box",  
  label = "number box",  
  min_value = 5,  
  max_value = 15,  
  initial_value = 10,  
  step_size = 2,  
  color = "#ef5350"  
)
```

material_page

Create a shiny material page

Description

Build a shiny material page.

Usage

```
material_page(  
  ...,  
  title = "",  
  nav_bar_fixed = FALSE,  
  nav_bar_color = NULL,  
  background_color = "grey lighten-4",  
  font_color = NULL,  
  include_fonts = FALSE,  
  include_nav_bar = TRUE,
```

```

include_icons = FALSE,
materialize_in_www = FALSE,
primary_theme_color = NULL,
secondary_theme_color = NULL
)

```

Arguments

... The UI elements to place in the page.

title String. The title of the page.

nav_bar_fixed Boolean. Should the nav bar remain fixed on the screen?

nav_bar_color Color of the nav bar. Leave blank for the default color. Visit <https://materializecss.com/color.html> for a list of available colors.

background_color Page background color. Leave blank for the default color. Visit <https://materializecss.com/color.html> for a list of available colors.

font_color String. The title font color. Leave blank for the default color. Visit <https://materializecss.com/color.html> for a list of available colors. *Title color requires using word forms of colors (e.g. "deep-purple"). Also, lighten or darken effects do not work on title colors.*

include_fonts Boolean. Should the material font files be included? (This will place the font sources in a directory 'www', at the same location as the app code.)

include_nav_bar Boolean. Should the material nav bar be included?

include_icons Boolean. Should the material icon files be included? (This will place the font sources in a directory 'www', at the same location as the app code.)

materialize_in_www Boolean. Should the app look for the materialize library in the 'www' folder? E.g. www/css/materialize.min.css & www/js/materialize.min.js (Default to FALSE - which will look in the package library folder)

primary_theme_color Primary theme color (use hex code, e.g. '#e57373'). Visit <https://materializecss.com/color.html> for a list of material hex codes.

secondary_theme_color Secondary theme color (use hex code, e.g. '#26a69a'). Visit <https://materializecss.com/color.html> for a list of material hex codes.

Examples

```

material_page(
  title = "Example Title",
  nav_bar_fixed = TRUE,
  nav_bar_color = "red lighten-2",
  background_color = "blue lighten-4",
  shiny::tags$h1("Page Content")
)

```

material_parallax *Create a parallax image*

Description

Use this function to create a parallax effect in your application.

Usage

```
material_parallax(image_source)
```

Arguments

image_source String. The image file name. Place the image in a folder labeled 'www' at the same level as the application (server.R & ui.R).

Examples

```
material_parallax(  
  image_source = "example_image.jpg"  
)
```

material_password_box *Create a shinymaterial password box*

Description

Build a shinymaterial password box.

Usage

```
material_password_box(input_id, label, color = NULL)
```

Arguments

input_id String. The input identifier used to access the value.
label String. The password box label.
color String. The accent color of the password box. Leave empty for the default color. Visit <https://materializecss.com/color.html> for a list of available colors. *This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".*

See Also

[update_material_password_box](#)

Examples

```
material_password_box(  
  input_id = "example_password_box",  
  label = "password box",  
  color = "#ef5350"  
)
```

material_radio_button *Create a shiny material radio button*

Description

Build a shiny material radio button.

Usage

```
material_radio_button(  
  input_id,  
  label,  
  choices,  
  selected = NULL,  
  color = NULL,  
  with_gap = FALSE  
)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The radio button label.
choices	Named vector. The option names and underlying values.
selected	The initially selected value (if not specified then defaults to the first value).
color	String. The color of the radio buttons. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>
with_gap	Boolean. To create a radio button with a gap.

See Also

[update_material_radio_button](#)

Examples

```
material_radio_button(  
  input_id = "example_radio_button",  
  label = "Radio Button",  
  choices = c(  
    "Cake" = "c",  
    "Pie" = "p",  
    "Brownie" = "b"  
  ),  
  color = "#ef5350"  
)
```

material_row *Create a row to organize UI content*

Description

UI content can be placed in a row to organize items on a page.

Usage

```
material_row(...)
```

Arguments

... The UI elements to place in the row.

Examples

```
material_row(  
  shiny::tags$h1("Row Content")  
)
```

material_side_nav *Create a side-nav that contains UI content*

Description

UI content can be placed in side-nav.

Usage

```
material_side_nav(  
  ...,  
  fixed = FALSE,  
  image_source = NULL,  
  background_color = NULL  
)
```

Arguments

...	The UI elements to place in the side-nav.
fixed	Boolean. Set to TRUE to keep side-nav open on large screens.
image_source	String. The background image file name. Place the image in a folder labeled 'www' at the same level as the application (server.R & ui.R).
background_color	Side-nav background color. Leave blank for the default color. Visit https://materializecss.com/color.html for a list of available colors.

Examples

```
material_side_nav(
  fixed = FALSE,
  image_source = "example_image.jpg",
  background_color = "blue lighten-4",
  shiny::tags$h1("Side-Nav Content")
)
```

material_side_nav_tabs

Place UI content within a side-nav tab

Description

Use this function to create side-nav tabs in your application.

Usage

```
material_side_nav_tabs(
  side_nav_tabs,
  icons = NULL,
  color = NULL,
  font_color = NULL
)
```

Arguments

side_nav_tabs	Named vector. The side-nav tab display names and corresponding side-nav tab ids.
icons	String vector. The names of the icons. Leave blank for no icons, or use "none". The length of the vector must match the length of side_nav_tabs. Visit https://materializecss.com/icons.html for a list of available icons.
color	String. The accent color of the side-nav tab wave animation. Leave blank for the default color. Visit https://materializecss.com/waves.html for a list of available colors. <i>Side-nav tab color requires using word forms of colors (e.g. "purple").</i>

`font_color` String. The side-nav tabs font color. Leave blank for the default color. Visit <https://materializecss.com/color.html> for a list of available colors. *Side-nav tab color requires using word forms of colors (e.g. "deep-purple"). Also, lighten or darken effects do not work on side-nav tab colors.*

See Also

[material_side_nav_tab_content](#)

Examples

```
material_side_nav_tabs(  
  side_nav_tabs = c(  
    "Example Side-Nav Tab 1" = "example_side_nav_tab_1",  
    "Example Side-Nav Tab 2" = "example_side_nav_tab_2"  
  ),  
  icons = c("cloud", "none"),  
  color = "teal"  
)
```

`material_side_nav_tab_content`

Place UI content within a side-nav tab

Description

Use this function to place UI content within a specific side-nav tab.

Usage

```
material_side_nav_tab_content(side_nav_tab_id, ...)
```

Arguments

`side_nav_tab_id` String. The side-nav tab id in which to place the UI content.

`...` The UI elements to place in the side-nav tab.

See Also

[material_side_nav_tabs](#)

Examples

```
material_side_nav_tab_content(  
  side_nav_tab_id = "example_side_nav_tab_1",  
  shiny::tags$h1("Side-Nav Tab Content")  
)
```

material_slider *Create a shiny material slider*

Description

Build a shiny material slider.

Usage

```
material_slider(  
  input_id,  
  label,  
  min_value,  
  max_value,  
  step_size = 1,  
  initial_value,  
  color = NULL  
)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The slider label.
min_value	Number. The minimum value on the slider.
max_value	Number. The maximum value on the slider.
step_size	Number. The size of step in the slider.
initial_value	Number. The initial value of the slider.
color	String. The slider color. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>

See Also

[update_material_slider](#)

Examples

```
material_slider(  
  input_id = "example_slider",  
  label = "slider",  
  min_value = 5,  
  max_value = 15,  
  initial_value = 10,  
  step_size = 3,  
  color = "#ef5350"  
)
```

material_spinner_show *Create a material preloader (spinner)*

Description

Display a preloader (spinner) while server is busy.

Usage

```
material_spinner_show(session, output_id)
```

Arguments

session	The session object passed to function given to shinyServer.
output_id	The output id for which the spinner will be a placeholder for.

Examples

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

  ui <- material_page(
    title = "Spinner Example",
    numericInput(inputId = "n", label = "", value = 10),
    plotOutput("n_plot")
  )

  server <- function(input, output, session) {

    output$n_plot <- renderPlot({

      #--- Show the spinner ---#
      material_spinner_show(session, "n_plot")

      #--- Simulate calculation step ---#
      Sys.sleep(time = 5)

      #--- Hide the spinner ---#
      material_spinner_hide(session, "n_plot")

      plot(1:input$n)
    })

  }
  shinyApp(ui = ui, server = server)
}
```

material_switch	Create a shiny material switch
-----------------	--------------------------------

Description

Build a shiny material switch. The value is a boolean (TRUE if 'on', FALSE if 'off').

Usage

```
material_switch(  
  input_id,  
  off_label = "",  
  on_label = "",  
  initial_value = FALSE,  
  color = NULL  
)
```

Arguments

input_id	String. The input identifier used to access the value.
off_label	String. The label for the 'off' position of the switch.
on_label	String. The label for the 'on' position of the switch.
initial_value	Boolean. Is the switch initially on?
color	String. The color of the switch. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>

See Also

[update_material_switch](#)

Examples

```
material_switch(  
  input_id = "example_switch",  
  off_label = "Off",  
  on_label = "On",  
  initial_value = TRUE,  
  color = "#ef5350"  
)
```

material_tabs *Place UI content within a tab*

Description

Use this function to create tabs in your application.

Usage

```
material_tabs(tabs, color = NULL)
```

Arguments

tabs	Named vector. The tab display names and corresponding tab ids.
color	String. The accent color of the tabs. Leave blank for the default color. Must be valid css color.

See Also

[material_tab_content](#)

Examples

```
material_tabs(  
  tabs = c(  
    "Example Tab 1" = "example_tab_1",  
    "Example Tab 2" = "example_tab_2"  
  ),  
  color = "purple"  
)
```

material_tab_content *Place UI content within a tab*

Description

Use this function to place UI content within a specific tab.

Usage

```
material_tab_content(tab_id, ...)
```

Arguments

tab_id	String. The tab id in which to place the UI content.
...	The UI elements to place in the tab.

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

```
material_tab_content(  
  tab_id = "example_tab_1",  
  shiny::tags$h1("Tab Content")  
)
```

material_text_box *Create a shiny material text box*

Description

Build a shiny material text box.

Usage

```
material_text_box(input_id, label, value = "", color = NULL, icon = NULL)
```

Arguments

input_id	String. The input identifier used to access the value.
label	String. The text box label.
value	String. Initial value.
color	String. The accent color of the text box. Leave empty for the default color. Visit https://materializecss.com/color.html for a list of available colors. <i>This input requires using color hex codes, rather than the word form. E.g., "#ef5350", rather than "red lighten-1".</i>
icon	String. The name of the icon. Leave empty for no icon. Visit https://materializecss.com/icons.html for a list of available icons.

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

```
material_text_box(  
  input_id = "example_text_box",  
  label = "text box",  
  icon = "search",  
  color = "#ef5350"  
)
```

open_material_modal *Open a material modal programmatically.*

Description

Open a material modal programmatically (server side).

Usage

```
open_material_modal(session, modal_id)
```

Arguments

session	The session object passed to function given to shinyServer.
modal_id	String. The ID of the modal to open.

See Also

[close_material_modal](#)

Examples

```
## Not run:  
open_material_modal(session, "example_modal")  
  
## End(Not run)
```

render_material_from_server
Render reactive UI shinymaterial elements

Description

This function is used within a shiny::renderUI(). The corresponding output is referenced using shiny::uiOutput().

Usage

```
render_material_from_server(material_ui)
```

Arguments

material_ui	shinyaterial UI element(s)
-------------	----------------------------

Examples

```
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- material_page(
    uiOutput("renderedButton")
  )

  server <- function(input, output) {
    output$renderedButton <- renderUI({
      render_material_from_server(material_button("example_button", "Button"))
    })
  }
  shinyApp(ui, server)
}
```

side_nav_tabs_info *Query information about the side-nav tabs.*

Description

Query information about the side-nav tabs (e.g. which tab is active).

Usage

```
side_nav_tabs_info(input = NULL)
```

Arguments

input The input object in the shiny session.

Examples

```
## Not run:
side_nav_tabs_info(input)

## End(Not run)
```

`update_material_button`

Change the text, icon of a material_button on the client. Allow to disable.

Description

Change the value text, icon of a material_button on the client. Allow to disable the button and then enable.

Usage

```
update_material_button(  
  session,  
  input_id,  
  label = NULL,  
  icon = NULL,  
  disabled = NULL  
)
```

Arguments

<code>session</code>	The session object passed to function given to shinyServer.
<code>input_id</code>	The input_id of the material_button.
<code>label</code>	The new label of the material_button.
<code>icon</code>	The new icon of the material_button. If not set, icon disappear.
<code>disabled</code>	NULL by default (do nothing), if TRUE the button is disable and if FALSE, enable.

See Also

[material_button](#)

Examples

```
## Not run:  
update_material_button(  
  session,  
  input_id = "example_button",  
  value = "New Text",  
  icon = "stop",  
  disabled = FALSE  
)  
  
## End(Not run)
```

update_material_checkbox

Change the value of a material_checkbox on the client

Description

Change the value of a material_checkbox on the client.

Usage

```
update_material_checkbox(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_checkbox.
value	Boolean. The value to set for the material_checkbox.

See Also

[material_checkbox](#)

Examples

```
## Not run:  
update_material_checkbox(  
  session,  
  input_id = "example_checkbox",  
  value = TRUE  
)  
  
## End(Not run)
```

update_material_date_picker

Change the value of a material_date_picker on the client

Description

Change the value of a material_date_picker on the client.

Usage

```
update_material_date_picker(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_date_picker.
value	The value to set for the material_date_picker (format 'mmm dd, yyyy').

See Also

[material_date_picker](#)

Examples

```
## Not run:
update_material_date_picker(
  session,
  input_id = "example_date_picker",
  value = "Apr 10, 2012"
)

## End(Not run)
```

update_material_dropdown

Change the value of a material_dropdown on the client

Description

Change the value of a material_dropdown on the client.

Usage

```
update_material_dropdown(session, input_id, value = NULL, choices = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_dropdown.
value	The value to set for the material_dropdown.
choices	The choices to set for the material_dropdown.

See Also

[material_dropdown](#)

Examples

```
## Not run:
update_material_dropdown(
  session,
  input_id = "example_dropdown",
  value = "New Text"
)

## End(Not run)
```

update_material_number_box

Change the value of a material_number_box on the client

Description

Change the value of a material_number_box on the client.

Usage

```
update_material_number_box(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_number_box.
value	The value to set for the material_number_box.

See Also

[material_number_box](#)

Examples

```
## Not run:
update_material_number_box(
  session,
  input_id = "example_number_box",
  value = 3
)

## End(Not run)
```

`update_material_password_box`*Change the value of a material_password_box on the client*

Description

Change the value of a material_password_box on the client.

Usage

```
update_material_password_box(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_password_box.
value	The value to set for the material_password_box.

See Also

[material_password_box](#)

Examples

```
## Not run:  
update_material_password_box(  
  session,  
  input_id = "example_password_box",  
  value = "New Password"  
)  
  
## End(Not run)
```

`update_material_radio_button`*Change the value of a material_radio_button on the client*

Description

Change the value of a material_radio_button on the client.

Usage

```
update_material_radio_button(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_radio_button.
value	The value to set for the material_radio_button.

See Also

[material_radio_button](#)

Examples

```
## Not run:  
update_material_radio_button(  
  session,  
  input_id = "example_radio_button",  
  value = "new_value"  
)  
  
## End(Not run)
```

update_material_slider

Change the value of a material_slider on the client

Description

Change the value of a material_slider on the client.

Usage

```
update_material_slider(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_slider.
value	The value to set for the material_slider.

See Also

[material_slider](#)

Examples

```
## Not run:
update_material_slider(
  session,
  input_id = "example_slider",
  value = "new_value"
)

## End(Not run)
```

update_material_switch

Change the value of a material_switch on the client

Description

Change the value of a material_switch on the client.

Usage

```
update_material_switch(session, input_id, value = NULL)
```

Arguments

session	The session object passed to function given to shinyServer.
input_id	The input_id of the material_switch.
value	Boolean. The value to set for the material_switch.

See Also

[material_switch](#)

Examples

```
## Not run:
update_material_switch(
  session,
  input_id = "example_switch",
  value = TRUE
)

## End(Not run)
```

`update_material_text_box`*Change the value of a material_text_box on the client*

Description

Change the value of a material_text_box on the client.

Usage

```
update_material_text_box(session, input_id, value = NULL)
```

Arguments

<code>session</code>	The session object passed to function given to shinyServer.
<code>input_id</code>	The input_id of the material_text_box.
<code>value</code>	The value to set for the material_text_box.

See Also

[material_text_box](#)

Examples

```
## Not run:  
update_material_text_box(  
  session,  
  input_id = "example_text_box",  
  value = "New Text"  
)  
  
## End(Not run)
```

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