

Package ‘leaflet.extras2’

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Type Package

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Description

Several 'leaflet' plugins are integrated, which are available as extension to the 'leaflet' package.

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Imports htmltools, magrittr, utils

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fontawesome, htmlwidgets, grDevices, xfun, covr, curl

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<https://github.com/trafficonese/leaflet.extras2>

BugReports <https://github.com/trafficonese/leaflet.extras2/issues>

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| | |
|------------|--------------------------|
| addAntpath | <i>Add Antpath Lines</i> |
|------------|--------------------------|

Description

Can be used almost exactly like `addPolyLines` but instead of `pathOptions` you can use `antpathOptions` to adapt the Antpath behaviour. See [leaflet-ant-path](#) for further details.

Usage

```
addAntpath(
  map,
  lng = NULL,
  lat = NULL,
  layerId = NULL,
  group = NULL,
  stroke = TRUE,
  color = "#03F",
  weight = 5,
  opacity = 0.5,
  fill = FALSE,
  fillColor = color,
  fillOpacity = 0.2,
  dashArray = NULL,
  smoothFactor = 1,
  noClip = FALSE,
  popup = NULL,
  popupOptions = NULL,
  label = NULL,
  labelOptions = NULL,
  options = antpathOptions(),
  highlightOptions = NULL,
  data = getMapData(map)
)
```

Arguments

| | |
|------------------|--|
| <code>map</code> | a map widget object created from <code>leaflet()</code> |
| <code>lng</code> | a numeric vector of longitudes, or a one-sided formula of the form <code>~x</code> where <code>x</code> is a variable in <code>data</code> ; by default (if not explicitly provided), it will be automatically inferred from <code>data</code> by looking for a column named <code>lng</code> , <code>long</code> , or <code>longitude</code> (case-insensitively) |

| | |
|------------------|---|
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for <code>clearGroup</code> and <code>addLayersControl</code> purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| stroke | whether to draw stroke along the path (e.g. the borders of polygons or circles) |
| color | stroke color |
| weight | stroke width in pixels |
| opacity | stroke opacity (or layer opacity for tile layers) |
| fill | whether to fill the path with color (e.g. filling on polygons or circles) |
| fillColor | fill color |
| fillOpacity | fill opacity |
| dashArray | a string that defines the stroke dash pattern |
| smoothFactor | how much to simplify the polyline on each zoom level (more means better performance and less accurate representation) |
| noClip | whether to disable polyline clipping |
| popup | a character vector of the HTML content for the popups (you are recommended to escape the text using <code>htmlEscape()</code> for security reasons) |
| popupOptions | A Vector of <code>popupOptions</code> to provide popups |
| label | a character vector of the HTML content for the labels |
| labelOptions | A Vector of <code>labelOptions</code> to provide label options for each label. Default NULL |
| options | A named list of options. See <code>antpathOptions</code> |
| highlightOptions | Options for highlighting the shape on mouse over. |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Value

A modified leaflet map, with an 'ant-path' animated polyline

References

<https://github.com/rubenspgcavalcante/leaflet-ant-path>

See Also

Other Antpath Functions: `antpathOptions()`, `clearAntpath()`, `removeAntpath()`

Examples

```
library(leaflet)
leaflet() %>%
  addAntpath(data = atlStorms2005)
```

 addArrowhead

Add Lines with an arrowhead

Description

Can be used almost exactly like `addPolylines` but instead of `pathOptions` you can use `arrowheadOptions`. See [leaflet-arrowheads](#) for further details.

Usage

```
addArrowhead(
  map,
  lng = NULL,
  lat = NULL,
  layerId = NULL,
  group = NULL,
  stroke = TRUE,
  color = "#03F",
  weight = 5,
  opacity = 0.5,
  fill = FALSE,
  fillColor = color,
  fillOpacity = 0.2,
  dashArray = NULL,
  smoothFactor = 1,
  noClip = FALSE,
  popup = NULL,
  popupOptions = NULL,
  label = NULL,
  labelOptions = NULL,
  options = arrowheadOptions(),
  highlightOptions = NULL,
  data = getMapData(map)
)
```

Arguments

| | |
|------------------|--|
| <code>map</code> | a map widget object created from <code>leaflet()</code> |
| <code>lng</code> | a numeric vector of longitudes, or a one-sided formula of the form <code>~x</code> where <code>x</code> is a variable in <code>data</code> ; by default (if not explicitly provided), it will be automatically inferred from <code>data</code> by looking for a column named <code>lng</code> , <code>long</code> , or <code>longitude</code> (case-insensitively) |

| | |
|------------------|---|
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for <code>clearGroup</code> and <code>addLayersControl</code> purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| stroke | whether to draw stroke along the path (e.g. the borders of polygons or circles) |
| color | stroke color |
| weight | stroke width in pixels |
| opacity | stroke opacity (or layer opacity for tile layers) |
| fill | whether to fill the path with color (e.g. filling on polygons or circles) |
| fillColor | fill color |
| fillOpacity | fill opacity |
| dashArray | a string that defines the stroke dash pattern |
| smoothFactor | how much to simplify the polyline on each zoom level (more means better performance and less accurate representation) |
| noClip | whether to disable polyline clipping |
| popup | a character vector of the HTML content for the popups (you are recommended to escape the text using <code>htmlEscape()</code> for security reasons) |
| popupOptions | A Vector of <code>popupOptions</code> to provide popups |
| label | a character vector of the HTML content for the labels |
| labelOptions | A Vector of <code>labelOptions</code> to provide label options for each label. Default NULL |
| options | A named list of options. See <code>arrowheadOptions</code> |
| highlightOptions | Options for highlighting the shape on mouse over. |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Value

A modified leaflet map with a polyline with arrowheads

References

<https://github.com/slutske22/leaflet-arrowheads>

See Also

Other Arrowhead Functions: `arrowheadOptions()`, `clearArrowhead()`, `removeArrowhead()`

Examples

```
library(leaflet)
leaflet() %>%
  addArrowhead(data = at1Storms2005)
```

 addBuildings

Add OSM-Buildings to a Leaflet Map

Description

This function adds 2.5D buildings to a Leaflet map using the OSM Buildings plugin.

Usage

```
addBuildings(
  map,
  buildingURL = "https://{s}.data.osmbuildings.org/0.2/59fcc2e8/tile/{z}/{x}/{y}.json",
  group = NULL,
  eachFn = NULL,
  clickFn = NULL,
  data = NULL
)
```

Arguments

| | |
|-------------|---|
| map | A map widget object created from leaflet . |
| buildingURL | The URL template for the building data. Default is the OSM Buildings tile server: "https://{s}.data.osmbuildings.org/0.2/59fcc2e8/tile/{z}/{x}/{y}.json". |
| group | The name of the group the buildings will be added to. |
| eachFn | A JavaScript function (using JS) that will be called for each building feature. Use this to apply custom logic to each feature. |
| clickFn | A JavaScript function (using JS) that will be called when a building is clicked. Use this to handle click events on buildings. |
| data | A GeoJSON object containing Polygon features representing the buildings. The properties of these polygons can include attributes like height, color, roofColor, and others as specified in the OSM Buildings documentation. |

Details

The 'data' parameter allows you to provide custom building data as a GeoJSON object. The following properties can be used within the GeoJSON:

- **height**
- **minHeight**

- **color/wallColor**
- **material**
- **roofColor**
- **roofMaterial**
- **shape**
- **roofShape**
- **roofHeight**

See the OSM Wiki: [Simple_3D_Buildings](#)

See Also

<https://github.com/kekscom/osmbuildings/> for more details on the OSM Buildings plugin and available properties.

Other OSM-Buildings Plugin: [setBuildingData\(\)](#), [setBuildingStyle\(\)](#), [updateBuildingTime\(\)](#)

Examples

```
library(leaflet)
library(leaflet.extras2)

leaflet() %>%
  addProviderTiles("CartoDB") %>%
  addBuildings(group = "Buildings") %>%
  addLayersControl(overlayGroups = "Buildings") %>%
  setView(lng = 13.4, lat = 52.51, zoom = 15)
```

addClusterCharts *addClusterCharts*

Description

Clusters markers on a Leaflet map and visualizes them using customizable charts, such as pie or bar charts, showing counts by category. When using the "custom" type, a pie chart is rendered with aggregated data, employing methods like sum, min, max, mean, or median.

Usage

```
addClusterCharts(
  map,
  layerId = NULL,
  group = NULL,
  type = c("pie", "bar", "horizontal", "custom"),
  aggregation = c("sum", "min", "max", "mean", "median"),
  valueField = NULL,
  options = clusterchartOptions(),
```

```

    icon = NULL,
    html = NULL,
    popup = NULL,
    popupOptions = NULL,
    label = NULL,
    labelOptions = NULL,
    clusterOptions = NULL,
    clusterId = NULL,
    categoryField,
    categoryMap,
    popupFields = NULL,
    popupLabels = NULL,
    markerOptions = NULL,
    legendOptions = list(title = "", position = "topright"),
    data = getMapData(map)
  )

```

Arguments

| | |
|----------------|---|
| map | a map widget object created from leaflet() |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| type | The type of chart to use for clusters: "pie", "bar", "horizontal", or "custom". |
| aggregation | Aggregation method for "custom" charts (e.g., sum, min, max, mean, median). |
| valueField | Column name with values to aggregate for "custom" charts. |
| options | Additional options for cluster charts (see clusterchartOptions). |
| icon | An icon or set of icons to include, created with makeIcon or iconList . |
| html | The column name containing the HTML content to include in the markers. |
| popup | The column name used to retrieve feature properties for the popup. |
| popupOptions | A Vector of popupOptions to provide popups |
| label | a character vector of the HTML content for the labels |
| labelOptions | A Vector of labelOptions to provide label options for each label. Default NULL |
| clusterOptions | if not NULL, markers will be clustered using Leaflet.markercluster ; you can use markerClusterOptions() to specify marker cluster options |
| clusterId | the id for the marker cluster layer |
| categoryField | Column name for categorizing charts. |
| categoryMap | A data.frame mapping categories to chart properties (e.g., label, color, icons, stroke). |
| popupFields | A string or vector of strings indicating the column names to include in popups. |

| | |
|---------------|---|
| popupLabels | A string or vector of strings indicating the labels for the popup fields. |
| markerOptions | Additional options for markers (see <code>markerOptions::markerOptions()</code>). |
| legendOptions | A list of options for the legend, including the title and position. |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Details

The ‘clusterCharts’ use Leaflet’s ‘L.DivIcon’, allowing you to fully customize the styling of individual markers and clusters using CSS. Each individual marker within a cluster is assigned the CSS class ‘clustermarker’, while the entire cluster is assigned the class ‘clustermarker-cluster’. You can modify the appearance of these elements by targeting these classes in your custom CSS.

See Also

Other clusterCharts: [clusterchartOptions\(\)](#)

Examples

```
# Example usage:
library(sf)
library(leaflet)
library(leaflet.extras2)

data <- sf::st_as_sf(breweries91)
categories <- c("Schwer", "Mäßig", "Leicht", "kein Schaden")
data$category <- sample(categories, size = nrow(data), replace = TRUE)

## Pie Chart
leaflet() %>%
  addProviderTiles("CartoDB.Positron") %>%
  leaflet::addLayersControl(overlayGroups = "clustermarkers") %>%
  addClusterCharts(
    data = data,
    categoryField = "category",
    categoryMap = data.frame(
      labels = categories,
      colors = c("#F88", "#FA0", "#FF3", "#BFB"),
      strokes = "gray"
    ),
    group = "clustermarkers",
    popupFields = c("brewery", "address", "zipcode", "category"),
    popupLabels = c("Brauerei", "Adresse", "PLZ", "Art"),
    label = "brewery"
  )

## Bar Chart
leaflet() %>%
  addProviderTiles("CartoDB.Positron") %>%
  leaflet::addLayersControl(overlayGroups = "clustermarkers") %>%
  addClusterCharts(
```

```

    data = data,
    type = "bar",
    categoryField = "category",
    categoryMap = data.frame(
      labels = categories,
      colors = c("#F88", "#FA0", "#FF3", "#BFB"),
      strokes = "gray"
    ),
    group = "clustermarkers",
    popupFields = c("brewery", "address", "zipcode", "category"),
    popupLabels = c("Brauerei", "Adresse", "PLZ", "Art"),
    label = "brewery"
  )

## Custom Pie Chart with "mean" aggregation on column "value"
data <- sf::st_as_sf(breweries91)
categories <- c("Schwer", "Mäßig", "Leicht", "kein Schaden")
data$category <- sample(categories, size = nrow(data), replace = TRUE)
data$value <- round(runif(nrow(data), 0, 100), 0)

leaflet() %>%
  addProviderTiles("CartoDB.Positron") %>%
  leaflet::addLayersControl(overlayGroups = "clustermarkers") %>%
  addClusterCharts(
    data = data,
    type = "custom",
    valueField = "value",
    aggregation = "mean",
    categoryField = "category",
    categoryMap = data.frame(
      labels = categories,
      colors = c("#F88", "#FA0", "#FF3", "#BFB"),
      strokes = "gray"
    ),
  ),
  options = clusterchartOptions(rmax = 50, digits = 0, innerRadius = 20),
  group = "clustermarkers",
  popupFields = c("brewery", "address", "zipcode", "category", "value"),
  popupLabels = c("Brauerei", "Adresse", "PLZ", "Art", "Value"),
  label = "brewery"
)

## For Shiny examples, please run:
# runApp(system.file("examples/clusterCharts_app.R", package = "leaflet.extras2"))
# runApp(system.file("examples/clustercharts_sum.R", package = "leaflet.extras2"))

```

addContextmenu

Add contextmenu Plugin

Description

Add a contextmenu to the map or markers/vector layers.

Usage

```
addContextmenu(map)
```

Arguments

map a map widget object created from [leaflet](#)

Details

This function is only used to include the required JavaScript and CSS bindings and to set up some Shiny event handlers.

Contextmenu initialization: The contextmenu for

- the **map** must be defined in [leafletOptions](#).
- the **markers/vector layers** must be defined in [markerOptions](#) or [pathOptions](#).

Contextmenu selection: When a contextmenu is selected, a Shiny input with the ID "MAPID_contextmenu_select" is set ('MAPID' refers to the map's id).

If the selected contextmenu item is triggered from:

- the **map**, the returned list contains the text of the item.
- the **markers**, the returned list also contains the layerId, group, lat, lng and label.
- the **vector layers**, the returned list also contains the layerId, group and label.

Value

A leaflet map object

References

<https://github.com/aratcliffe/Leaflet.contextmenu>

See Also

Other Contextmenu Functions: [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

Examples

```
library(leaflet)
leaflet(options = leafletOptions(
  contextmenu = TRUE,
  contextmenuWidth = 200,
  contextmenuItems =
    context_mapmenuItems(
      context_menuItem("Zoom Out", "function(e) {this.zoomOut()}", disabled = FALSE),
      "_",
      context_menuItem("Zoom In", "function(e) {this.zoomIn()}")
    )
)
```

```

    )
  )) %>%
  addTiles(group = "base") %>%
  addContextmenu() %>%
  addMarkers(
    data = breweries91, label = ~brewery,
    layerId = ~founded, group = "marker",
    options = markerOptions(
      contextmenu = TRUE,
      contextmenuWidth = 200,
      contextmenuItems =
        context_markermenuItems(
          context_menuItem(
            text = "Show Marker Coords",
            callback = "function(e) {alert(e.latlng);}",
            index = 1
          )
        )
      )
  )
)
)
)

```

 addDivicon

Add DivIcon Markers to a Leaflet Map

Description

Adds customizable DivIcon markers to a Leaflet map. The function can accept either spatial data (lines or points) in the form of a Simple Feature (sf) object or numeric vectors for latitude and longitude coordinates. It allows for the application of custom HTML content and CSS classes to each marker, providing high flexibility in marker design.

Usage

```

addDivicon(
  map,
  lng = NULL,
  lat = NULL,
  layerId = NULL,
  group = NULL,
  popup = NULL,
  popupOptions = NULL,
  label = NULL,
  labelOptions = NULL,
  className = NULL,
  html = NULL,
  options = markerOptions(),
  clusterOptions = NULL,
  clusterId = NULL,

```

```

    divOptions = list(),
    data = getMapData(map)
  )

```

Arguments

| | |
|----------------|---|
| map | the map to add awesome Markers to. |
| lng | a numeric vector of longitudes, or a one-sided formula of the form $\sim x$ where x is a variable in data; by default (if not explicitly provided), it will be automatically inferred from data by looking for a column named lng, long, or longitude (case-insensitively) |
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for <code>clearGroup</code> and <code>addLayersControl</code> purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| popup | a character vector of the HTML content for the popups (you are recommended to escape the text using <code>htmlEscape()</code> for security reasons) |
| popupOptions | A Vector of <code>popupOptions</code> to provide popups |
| label | a character vector of the HTML content for the labels |
| labelOptions | A Vector of <code>labelOptions</code> to provide label options for each label. Default NULL |
| className | A single CSS class or a vector of CSS classes. |
| html | A single HTML string or a vector of HTML strings. |
| options | a list of extra options for tile layers, popups, paths (circles, rectangles, polygons, ...), or other map elements |
| clusterOptions | if not NULL, markers will be clustered using <code>Leaflet.markercluster</code> ; you can use <code>markerClusterOptions()</code> to specify marker cluster options |
| clusterId | the id for the marker cluster layer |
| divOptions | A list of extra options for Leaflet DivIcon. |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Value

The modified Leaflet map object.

Examples

```

library(sf)
library(leaflet)
library(leaflet.extras2)

```

```

# Sample data
df <- sf::st_as_sf(atlStorms2005)
df <- suppressWarnings(st_cast(df, "POINT"))
df <- df[sample(1:nrow(df), 50, replace = FALSE), ]
df$classes <- sample(x = c("myclass1", "myclass2", "myclass3"), nrow(df), replace = TRUE)
df$ID <- paste0("ID_", 1:nrow(df))

leaflet() %>%
  addTiles() %>%
  addDivicon(
    data = df,
    html = ~ paste0(
      '<div class="custom-html">',
      '<div class="title">', Name, "</div>",
      '<div class="subtitle">MaxWind: ', MaxWind, "</div>",
      "</div>"
    ),
    label = ~Name,
    layerId = ~ID,
    group = "Divicons",
    popup = ~ paste(
      "ID: ", ID, "<br>",
      "Name: ", Name, "<br>",
      "MaxWind:", MaxWind, "<br>",
      "MinPress:", MinPress
    ),
    options = markerOptions(draggable = TRUE)
  )

```

addEasyprint

Add easyPrint Plugin

Description

Add a control, which allows to print or export a map as .PNG.

Usage

```
addEasyprint(map, options = easyprintOptions())
```

Arguments

| | |
|---------|---|
| map | a map widget object created from leaflet |
| options | A named list of options. See easyprintOptions |

Value

A leaflet map object

References

<https://github.com/rowanwins/leaflet-easyPrint>

See Also

Other EasyPrint Functions: [easyprintMap\(\)](#), [easyprintOptions\(\)](#), [removeEasyprint\(\)](#)

Examples

```
library(leaflet)
leaflet() %>%
  addTiles() %>%
  addEasyprint(options = easyprintOptions(
    title = "Print map",
    position = "bottomleft",
    exportOnly = TRUE
  ))
```

addGIBS

Add GIBS Layers

Description

A leaflet plugin for NASA EOSDIS GIBS imagery integration. 154 products are available. The date can be set dynamically for multi-temporal products. No-data pixels of MODIS Multiband Imagery can be made transparent.

Usage

```
addGIBS(
  map,
  layers = NULL,
  group = NULL,
  dates = NULL,
  opacity = 0.5,
  transparent = TRUE
)
```

Arguments

| | |
|--------|---|
| map | a map widget object created from leaflet() |
| layers | A character vector of GIBS-layers. See gibs_layers |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |

| | |
|-------------|--|
| dates | Date object. If multiple layers are added, you can add a Date vector of the same length |
| opacity | Numeric value determining the opacity. If multiple layers are added, you can add a numeric vector of the same length |
| transparent | Should the layer be transparent. If multiple layers are added, you can add a boolean vector of the same length |

Value

the new map object

References

<https://github.com/aparshin/leaflet-GIBS>

See Also

Other GIBS Functions: [setDate\(\)](#), [setTransparent\(\)](#)

Examples

```
library(leaflet)
library(leaflet.extras2)

layers <- gibs_layers$title[c(35, 128, 185)]

leaflet() %>%
  addTiles() %>%
  setView(9, 50, 4) %>%
  addGIBS(
    layers = layers,
    dates = Sys.Date() - 1,
    group = layers
  ) %>%
  addLayersControl(overlayGroups = layers)
```

addHeightgraph

Add a Heightgraph layer

Description

Visualize height information and road attributes of linestring segments. The linestrings must be a Simple Feature LINESTRING Z and are transformed to GeoJSON. The function therefore inherits arguments from [addGeoJSON](#).

Usage

```
addHeightgraph(
  map,
  data = NULL,
  columns = NULL,
  layerId = NULL,
  group = NULL,
  color = "#03F",
  weight = 5,
  opacity = 0.5,
  dashArray = NULL,
  smoothFactor = 1,
  noClip = FALSE,
  pathOpts = leaflet::pathOptions(),
  options = heightgraphOptions()
)
```

Arguments

| | |
|--------------|---|
| map | a map widget object created from leaflet() |
| data | A Simple Feature LINESTRING with Z dimension. |
| columns | A character vector of the columns you want to include in the heightgraph control |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| color | stroke color |
| weight | stroke width in pixels |
| opacity | stroke opacity (or layer opacity for tile layers) |
| dashArray | a string that defines the stroke dash pattern |
| smoothFactor | how much to simplify the polyline on each zoom level (more means better performance and less accurate representation) |
| noClip | whether to disable polyline clipping |
| pathOpts | List of further options for the path. See pathOptions |
| options | List of further plugin options. See heightgraphOptions |

Value

the new map object

Note

When used in Shiny, 3 events update a certain Shiny Input:

1. A click updates `input$MAPID_heightgraph_click`
2. A mouseover updates `input$MAPID_heightgraph_mouseover`
3. A mouseout updates `input$MAPID_heightgraph_mouseout`

If you want to explicitly remove the Heightgraph control, please use `removeControl` with the `layerId = "hg_control"`.

References

<https://github.com/GIScience/Leaflet.Heightgraph>

See Also

Other Heightgraph Functions: `heightgraphOptions()`

Examples

```
library(leaflet)
library(leaflet.extras2)
library(sf)

data <- st_cast(st_as_sf(leaflet::atlStorms2005[4, ]), "LINESTRING")
data <- st_transform(data, 4326)
data <- data.frame(st_coordinates(data))
data$elev <- round(runif(nrow(data), 10, 500), 2)
data$L1 <- NULL
L1 <- round(seq.int(1, 4, length.out = nrow(data)))
data <- st_as_sf(st_sfc(lapply(split(data, L1), function(x) {
  st_linestring(as.matrix(x))
})))
data$steepness <- 1:nrow(data)
data$suitability <- nrow(data):1
data$popup <- apply(data, 1, function(x) {
  sprintf("Steepness: %s<br>Suitability: %s", x$steepness, x$suitability)
})

leaflet() %>%
  addTiles(group = "base") %>%
  addHeightgraph(
    color = "red", columns = c("steepness", "suitability"),
    opacity = 1, data = data, group = "heightgraph",
    options = heightgraphOptions(width = 400)
  )
```

| | |
|-----------|---------------------------|
| addHexbin | <i>Add a Hexbin layer</i> |
|-----------|---------------------------|

Description

Create dynamic hexbin-based heatmaps on Leaflet maps. This plugin leverages the data-binding power of d3 to allow you to dynamically update the data and visualize the transitions.

Usage

```
addHexbin(  
  map,  
  lng = NULL,  
  lat = NULL,  
  radius = 20,  
  layerId = NULL,  
  group = NULL,  
  opacity = 0.5,  
  options = hexbinOptions(),  
  data = getMapData(map)  
)
```

Arguments

| | |
|---------|---|
| map | a map widget object created from leaflet() |
| lng | a numeric vector of longitudes, or a one-sided formula of the form $\sim x$ where x is a variable in data; by default (if not explicitly provided), it will be automatically inferred from data by looking for a column named lng, long, or longitude (case-insensitively) |
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| radius | Radius of the hexbin layer |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| opacity | Opacity of the hexbin layer |
| options | List of further options. See hexbinOptions |
| data | the data object from which the argument values are derived; by default, it is the data object provided to leaflet() initially, but can be overridden |

Value

the new map object

Note

Currently doesn't respect layerId nor group.

References

<https://github.com/bluehalo/leaflet-d3#hexbins-api>

See Also

Other Hexbin-D3 Functions: [clearHexbin\(\)](#), [hexbinOptions\(\)](#), [hideHexbin\(\)](#), [showHexbin\(\)](#), [updateHexbin\(\)](#)

Examples

```
library(leaflet)
library(leaflet.extras2)

n <- 1000
df <- data.frame(
  lat = rnorm(n, 42.0285, .01),
  lng = rnorm(n, -93.65, .01)
)

leaflet() %>%
  addTiles() %>%
  addHexbin(
    lng = df$lng, lat = df$lat,
    options = hexbinOptions(
      colorRange = c("red", "yellow", "blue"),
      radiusRange = c(10, 20)
    )
  )
```

addHistory

Add History Plugin

Description

The plugin enables tracking of map movements in a history similar to a web browser. By default, it is a simple pair of buttons – back and forward.

Usage

```
addHistory(map, layerId = NULL, options = historyOptions())
```

Arguments

| | |
|---------|---|
| map | a map widget object created from leaflet |
| layerId | the control id |
| options | A named list of options. See historyOptions |

Value

the new map object

References

<https://github.com/cscott530/leaflet-history>

See Also

Other History Functions: [clearFuture\(\)](#), [clearHistory\(\)](#), [goBackHistory\(\)](#), [goForwardHistory\(\)](#), [historyOptions\(\)](#)

Examples

```
library(leaflet)
leaflet() %>%
  addTiles() %>%
  addHistory()
```

| | |
|--------------------|---------------------------|
| addItemContextmenu | <i>addItemContextmenu</i> |
|--------------------|---------------------------|

Description

Add a new contextmenu menu item

Usage

```
addItemContextmenu(map, option)
```

Arguments

| | |
|--------|--|
| map | a map widget object created from leaflet |
| option | new menu item to add |

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

`addLabelgun`*Add addLabelgun Plugin*

Description

The plugin allows to avoid cluttering in marker labels and gives priority to labels of your choice (with higher weight).

Usage

```
addLabelgun(map, group = NULL, weight = NULL, entries = NULL)
```

Arguments

| | |
|----------------------|---|
| <code>map</code> | A map widget object created from leaflet |
| <code>group</code> | The group name of the layer/s for which label collisions are to be avoided. To see the effects of this plugin the <code>labelOptions</code> of the markers must be configured with either <code>permanent = TRUE</code> or <code>noHide = TRUE</code> . |
| <code>weight</code> | An optional weight for markers. If a vector is given, the length should match the number of all markers in the corresponding groups. If a numeric value is specified, it is used for each marker and thus no prioritization of the labels takes place. In all other cases a random integer is calculated. |
| <code>entries</code> | A numeric value, a higher value relates to faster insertion and slower search, and vice versa. The default is 10 |

Value

A leaflet map object

Note

It is important to invoke the function after the markers have been added to the map. Otherwise nothing will happen.

References

<https://github.com/Geovation/labelgun>

Examples

```
library(leaflet)
library(leaflet.extras2)

leaflet() %>%
  addTiles() %>%
  addMarkers(
    data = breweries91,
```



```

    label = ~brewery,
    group = "markers",
    labelOptions = labelOptions(permanent = TRUE)
  ) %>%
  addLabelgun("markers", 1)

```

```

addLayerGroupConditional
      addLayerGroupConditional

```

Description

addLayerGroupConditional

Usage

```
addLayerGroupConditional(map, groups = NULL, conditions = NULL)
```

Arguments

| | |
|------------|---|
| map | A map widget object created from leaflet . |
| groups | A character vector of layer group names already added to the map. These layer groups will be conditionally displayed based on the specified conditions. |
| conditions | A named list where: - Each **name** is a JavaScript function (using JS) defining a condition for displaying a layer group. - Each **value** corresponds to a layer group name (or names) from the <code>layers</code> parameter. Example: |

```

condition = list(
  "(zoomLevel) => zoomLevel < 4" = "group1",
  "(zoomLevel) => zoomLevel >= 4 && zoomLevel < 6" = "group2",
  "(zoomLevel) => zoomLevel >= 6" = c("group3", "group4")
)

```

See Also

<https://github.com/Solfisk/Leaflet.LayerGroup.Conditional?tab=readme-ov-file> for more details about the plugin.

Other LayerGroupConditional Plugin: [clearConditionalLayers\(\)](#), [removeConditionalLayer\(\)](#)

Examples

```

library(leaflet)
library(sf)
library(leaflet.extras2)

breweries91 <- st_as_sf(breweries91)
lines <- st_as_sf(atlStorms2005)
polys <- st_as_sf(leaflet::gadmCHE)

```

```

groups <- c("atlStorms", "breweries", "gadmCHE")

leaflet() %>%
  addTiles() %>%
  # leafem::addMouseCoordinates() %>%
  addPolylines(data = lines, label = ~Name, group = groups[1]) %>%
  addCircleMarkers(data = breweries91, label = ~brewery, group = groups[2]) %>%
  addPolygons(data = polys, label = ~NAME_1, group = groups[3]) %>%
  addLayerGroupConditional(
    groups = groups,
    conditions = list(
      "(zoomLevel) => zoomLevel < 4" = groups[1],
      "(zoomLevel) => zoomLevel >= 4 & zoomLevel < 6 " = groups[2],
      "(zoomLevel) => zoomLevel >= 6" = groups[3]
    )
  ) %>%
  hideGroup(groups) %>%
  addLayersControl(
    overlayGroups = groups,
    options = layersControlOptions(collapsed = FALSE)
  )

```

 addLeafletsync

Synchronize multiple Leaflet map

Description

The plugin allows you to synchronize and unsynchronize multiple leaflet maps in a Shiny application. You can pass additional options to `leafletsyncOptions`. For more information see [Leaflet.Sync](#)

Usage

```

addLeafletsync(
  map,
  ids = NULL,
  synclist = "all",
  options = leafletsyncOptions()
)

```

Arguments

| | |
|------------------|--|
| <code>map</code> | the map |
| <code>ids</code> | the map ids to be synced. If you use a <code>synclist</code> , you may leave it <code>NULL</code> . The unique names and values of <code>synclist</code> will be used. |

| | |
|----------|--|
| synclist | The synchronization list. The default is 'all', which creates a list of all possible combinations of ids. For a more detailed control, a named list can be passed in this form <code>list(m1 = c("m2", "m3"), m2 = c("m1", "m3"), m3 = c("m1", "m2"))</code> , where the names and values represent map-ids. The names of the lists serve as a basis and the list values are the maps to be kept in sync with the basemap. |
| options | A named list of options. See leafletsyncOptions . If you want to add different options to multiple maps, you can wrap the options in a named list, with the names being the map-ids. See the example in <code>./inst/examples/offset_continuous.R</code> |

Value

A modified leaflet map

Note

If you synchronize multiple maps, a map may not yet be initialized and therefore cannot be used. Make sure to use `addLeafletsync` after all maps have been rendered.

References

<https://github.com/jieter/Leaflet.Sync>

See Also

Other leafletsync Functions: [addLeafletsyncDependency\(\)](#), [isSynced\(\)](#), [leafletsyncOptions\(\)](#), [unsync\(\)](#)

`addLeafletsyncDependency`

Add the Leaflet Sync JS dependencies

Description

Sometimes it makes sense to include the Leaflet Sync dependencies already before synchronizing maps. For example, if you want to use the 'L.Sync.offsetHelper'. See the example in `./inst/examples/offsetHelper.R`

Usage

```
addLeafletsyncDependency(map)
```

Arguments

map the map

Value

A modified leaflet map

See Also

Other leafletsync Functions: [addLeafletsync\(\)](#), [isSynced\(\)](#), [leafletSyncOptions\(\)](#), [unsync\(\)](#)

addMapkeyMarkers *Add Mapkey Markers*

Description

Add Mapkey Markers

Usage

```
addMapkeyMarkers(
  map,
  lng = NULL,
  lat = NULL,
  layerId = NULL,
  group = NULL,
  icon = NULL,
  popup = NULL,
  popupOptions = NULL,
  label = NULL,
  labelOptions = NULL,
  options = leaflet::markerOptions(),
  clusterOptions = NULL,
  clusterId = NULL,
  data = leaflet::getMapData(map)
)
```

Arguments

| | |
|---------|---|
| map | the map to add mapkey Markers to. |
| lng | a numeric vector of longitudes, or a one-sided formula of the form $\sim x$ where x is a variable in data; by default (if not explicitly provided), it will be automatically inferred from data by looking for a column named lng, long, or longitude (case-insensitively) |
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| icon | the icon(s) for markers; |

| | |
|----------------|---|
| popup | a character vector of the HTML content for the popups (you are recommended to escape the text using <code>htmlEscape()</code> for security reasons) |
| popupOptions | A Vector of <code>popupOptions</code> to provide popups |
| label | a character vector of the HTML content for the labels |
| labelOptions | A Vector of <code>labelOptions</code> to provide label options for each label. Default NULL |
| options | a list of extra options for markers. See <code>markerOptions</code> |
| clusterOptions | if not NULL, markers will be clustered using <code>Leaflet.markercluster</code> ; you can use <code>markerClusterOptions()</code> to specify marker cluster options |
| clusterId | the id for the marker cluster layer |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Value

the new map object

References

<https://github.com/mapshakers/leaflet-mapkey-icon>

See Also

Other Mapkey Functions: [`.leaflet_mapkey_icon_set()`, `makeMapkeyIcon()`, `mapkeyIconList()`, `mapkeyIcons()`]

Examples

```
library(leaflet)

leaflet() %>%
  addTiles() %>%
  addMapkeyMarkers(
    data = breweries91,
    icon = makeMapkeyIcon(
      icon = "mapkey",
      iconSize = 30,
      boxShadow = FALSE,
      background = "transparent"
    ),
    group = "mapkey",
    label = ~state, popup = ~village
  )
```

addMovingMarker *Add Moving Markers*

Description

The function expects either line or point data as spatial data or as Simple Feature. Alternatively, coordinates can also be passed as numeric vectors.

Usage

```
addMovingMarker(
  map,
  lng = NULL,
  lat = NULL,
  layerId = NULL,
  group = NULL,
  duration = 2000,
  icon = NULL,
  popup = NULL,
  popupOptions = NULL,
  label = NULL,
  labelOptions = NULL,
  movingOptions = movingMarkerOptions(),
  options = leaflet::markerOptions(),
  data = leaflet::getMapData(map)
)
```

Arguments

| | |
|----------|---|
| map | the map to add moving markers |
| lng | a numeric vector of longitudes, or a one-sided formula of the form $\sim x$ where x is a variable in data; by default (if not explicitly provided), it will be automatically inferred from data by looking for a column named lng, long, or longitude (case-insensitively) |
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| layerId | In order to be able to address the moving markings individually, a layerId is required. If none is specified, one is created that is derived from the current timestamp. |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| duration | Duration in milliseconds per line segment between 2 points. Can be a vector or a single number. Default is 1000 |

addOpenweatherCurrent *Add current OpenWeatherMap Marker*

Description

Add current OpenWeatherMap Marker

Usage

```
addOpenweatherCurrent(  
  map,  
  apikey = NULL,  
  group = NULL,  
  layerId = NULL,  
  options = openweatherCurrentOptions()  
)
```

Arguments

| | |
|---------|---|
| map | a map widget object created from leaflet() |
| apikey | a valid Openweathermap-API key. |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| layerId | the layer id |
| options | List of further options. See openweatherCurrentOptions |

Value

the new map object

Note

The current weather icons will appear beginning with zoom level 9 and if used in Shiny, a click on an icon will update a Shiny input at `input$MAPID_owm_click`.

References

<https://github.com/trafficonese/leaflet-openweathermap>

See Also

Other Openweathermap Functions: [addOpenweatherTiles\(\)](#), [openweatherCurrentOptions\(\)](#), [openweatherOptions\(\)](#)

Examples

```

## Not run:
library(leaflet)
library(leaflet.extras2)

Sys.setenv("OPENWEATHERMAP" = "Your_API_Key")

leaflet() %>%
  addTiles() %>%
  setView(9, 50, 9) %>%
  addOpenweatherCurrent(options = openweatherCurrentOptions(
    lang = "en", popup = TRUE
  ))

## End(Not run)

```

addOpenweatherTiles *Add OpenWeatherMap Tiles*

Description

Add OpenWeatherMap Tiles

Usage

```

addOpenweatherTiles(
  map,
  apikey = NULL,
  layers = NULL,
  group = NULL,
  layerId = NULL,
  opacity = 0.5,
  options = openweatherOptions()
)

```

Arguments

| | |
|--------|---|
| map | a map widget object created from leaflet() |
| apikey | a valid OpenWeatherMap-API key. |
| layers | character vector of layers you wish to add to the map. The following layers are currently possible c("clouds", "cloudsClassic", "precipitation", "precipitationClassic", "rain", "rainClassic", "snow", "pressure", "pressureContour", "temperature", "wind"). |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |

| | |
|---------|---|
| layerId | the layer id |
| opacity | opacity of the layer |
| options | List of further options. See openweatherOptions |

Value

the new map object

Note

Out of the box a legend image is only available for Pressure, Precipitation Classic, Clouds Classic, Rain Classic, Snow, Temperature and Wind Speed. Please add your own images if you need some more.

References

<https://github.com/trafficonese/leaflet-openweathermap>

See Also

Other Openweathermap Functions: [addOpenweatherCurrent\(\)](#), [openweatherCurrentOptions\(\)](#), [openweatherOptions\(\)](#)

Examples

```
## Not run:
library(leaflet)
library(leaflet.extras2)

Sys.setenv("OPENWEATHERMAP" = "Your_API_Key")

leaflet() %>%
  addTiles() %>%
  setView(9, 50, 6) %>%
  addOpenweatherTiles(layers = "wind")

## End(Not run)
```

addPlayback

Add Playback to Leaflet

Description

The **LeafletPlayback plugin** provides the ability to replay GPS Points in the form of POINT Simple Features. Rather than simply animating a marker along a polyline, the speed of the animation is synchronized to a clock. The playback functionality is similar to a video player; you can start and stop playback or change the playback speed.

Usage

```
addPlayback(
  map,
  data,
  time = "time",
  icon = NULL,
  pathOpts = pathOptions(),
  popup = NULL,
  label = NULL,
  popupOptions = NULL,
  labelOptions = NULL,
  options = playbackOptions(),
  name = NULL
)
```

Arguments

| | |
|--------------|--|
| map | a map widget |
| data | data must be a POINT Simple Feature or a list of POINT Simple Feature's with a time column. |
| time | The column name of the time column. Default is "time". |
| icon | an icon which can be created with makeIcon |
| pathOpts | style the CircleMarkers with pathOptions |
| popup | A formula with the column names for the popup content |
| label | A formula with the column names for the label content |
| popupOptions | A Vector of popupOptions to provide popups |
| labelOptions | A Vector of labelOptions to provide label options for each label. Default NULL |
| options | List of additional options. See playbackOptions |
| name | A formula with the column names for the feature name |

Value

the new map object

Note

If used in Shiny, you can listen to 2 events

- 'map-ID'+ "_pb_mouseover"
- 'map-ID'+ "_pb_click"

References

<https://github.com/hallahan/LeafletPlayback>

See Also

Other Playback Functions: [playbackOptions\(\)](#), [removePlayback\(\)](#)

Examples

```

library(leaflet)
library(leaflet.extras2)
library(sf)

## Single Elements
data <- sf::st_as_sf(leaflet::atlStorms2005[1, ])
data <- st_cast(data, "POINT")
data$time <- as.POSIXct(
  seq.POSIXt(Sys.time() - 1000, Sys.time(), length.out = nrow(data))
)
data$label <- as.character(data$time)

leaflet() %>%
  addTiles() %>%
  addPlayback(
    data = data, label = ~label,
    popup = ~ sprintf(
      "I am a popup for <b>%s</b> and <b>%s</b>",
      Name, label
    ),
    popupOptions = popupOptions(offset = c(0, -35)),
    options = playbackOptions(
      radius = 3,
      tickLen = 36000,
      speed = 50,
      maxInterpolationTime = 1000
    ),
    pathOpts = pathOptions(weight = 5)
  )

## Multiple Elements
data <- sf::st_as_sf(leaflet::atlStorms2005[1:5, ])
data$Name <- as.character(data$Name)
data <- st_cast(data, "POINT")
data$time <- unlist(lapply(rle(data$Name)$lengths, function(x) {
  seq.POSIXt(as.POSIXct(Sys.Date() - 2), as.POSIXct(Sys.Date()), length.out = x)
}))
data$time <- as.POSIXct(data$time, origin = "1970-01-01")
data$label <- paste0("Time: ", data$time)
data$popup <- sprintf(
  "<h3>Customized Popup</h3><b>Name</b>: %s<br><b>Time</b>: %s",
  data$Name, data$time
)
data <- split(data, f = data$Name)

leaflet() %>%

```

```

addTiles() %>%
addPlayback(
  data = data,
  popup = ~popup,
  label = ~label,
  popupOptions = popupOptions(offset = c(0, -35)),
  labelOptions = labelOptions(noHide = TRUE),
  options = playbackOptions(
    radius = 3,
    tickLen = 1000000,
    speed = 5000,
    maxInterpolationTime = 10000,
    transitionpopup = FALSE,
    transitionlabel = FALSE,
    playCommand = "Let's go",
    stopCommand = "Stop it!",
    color = c(
      "red", "green", "blue",
      "orange", "yellow"
    )
  ),
  pathOpts = pathOptions(weight = 5)
)

```

addReachability *Add Isochrones to Leaflet*

Description

A leaflet plugin which shows areas of reachability based on time or distance for different modes of travel using the openrouteservice isochrones API. Based on the [leaflet.reachability plugin](#)

Usage

```
addReachability(map, apikey = NULL, options = reachabilityOptions())
```

Arguments

| | |
|---------|---|
| map | a map widget |
| apikey | a valid Openrouteservice API-key. Can be obtained from Openrouteservice |
| options | A list of further options. See reachabilityOptions |

Value

the new map object

Note

When used in Shiny, 3 events update a certain shiny Input:

1. reachability:displayed updates input\$MAPID_reachability_displayed
2. reachability:delete updates input\$MAPID_reachability_delete
3. reachability:error updates input\$MAPID_reachability_error

References

<https://github.com/traffordDataLab/leaflet.reachability>

See Also

Other Reachability Functions: [reachabilityOptions\(\)](#), [removeReachability\(\)](#)

Examples

```
## Not run:
library(leaflet)
library(leaflet.extras2)

Sys.setenv("OPRS" = "Your_API_Key")

leaflet() %>%
  addTiles() %>%
  setView(8, 50, 10) %>%
  addReachability()

## End(Not run)
```

addSidebar

Add a Sidebar Leaflet Control

Description

The sidebar HTML must be created with [sidebar_tabs](#) and [sidebar_pane](#) before [leafletOutput](#) is called.

Usage

```
addSidebar(map, id = "sidebar", options = list(position = "left"), ns = NULL)
```

Arguments

| | |
|---------|---|
| map | A leaflet map widget |
| id | Id of the sidebar-div. Must match with the id of sidebar_tabs |
| options | A named list with the only option position, which should be either left or right. |
| ns | The namespace function, if used in Shiny modules. |

Value

the new map object

References

<https://github.com/Turbo87/sidebar-v2>

See Also

Other Sidebar Functions: [closeSidebar\(\)](#), [openSidebar\(\)](#), [removeSidebar\(\)](#), [sidebar_pane\(\)](#), [sidebar_tabs\(\)](#)

Examples

```
## Not run:
library(shiny)

# run example app showing a single sidebar
runApp(paste0(
  system.file("examples", package = "leaflet.extras2"),
  "/sidebar_app.R"
))

# run example app showing two sidebars
runApp(paste0(
  system.file("examples", package = "leaflet.extras2"),
  "/multi_sidebar_app.R"
))

## End(Not run)
```

addSidebyside

Add Side by Side View

Description

A Leaflet control to add a split screen to compare two map overlays. The plugin works with Panes, see the example.

Usage

```
addSidebyside(
  map,
  layerId = NULL,
  leftId = NULL,
  rightId = NULL,
  options = list/thumbSize = 42, padding = 0)
)
```

Arguments

| | |
|---------|---|
| map | a map widget |
| layerId | the layer id, needed for removeSidebyside |
| leftId | the layerId of the Tile layer that should be visible on the left side |
| rightId | the layerId of the Tile layer that should be visible on the right side |
| options | A list of options. Currently only thumbSize and padding can be changed. |

Value

the new map object

Note

It is currently not working correctly if the baseGroups are defined in [addLayersControl](#).

References

<https://github.com/digidem/leaflet-side-by-side>

See Also

Other Sidebyside Functions: [removeSidebyside\(\)](#)

Examples

```

library(leaflet)
library(leaflet.extras2)

leaflet(quakes) %>%
  addMapPane("left", zIndex = 0) %>%
  addMapPane("right", zIndex = 0) %>%
  addTiles(
    group = "base", layerId = "baseid",
    options = pathOptions(pane = "right")
  ) %>%
  addProviderTiles(providers$CartoDB.DarkMatter,
    group = "carto", layerId = "cartoid",
    options = pathOptions(pane = "left")
  ) %>%
  addCircleMarkers(
    data = breweries91[1:15, ], color = "blue", group = "blue",
    options = pathOptions(pane = "left")
  ) %>%
  addCircleMarkers(data = breweries91[15:20, ], color = "yellow", group = "yellow") %>%
  addCircleMarkers(
    data = breweries91[15:30, ], color = "red", group = "red",
    options = pathOptions(pane = "right")
  ) %>%
  addLayersControl(overlayGroups = c("blue", "red", "yellow")) %>%
  addSidebyside(

```



```

    layerId = "sidecontrols",
    rightId = "baseid",
    leftId = "cartoid"
  )

```

 addSpinner

Add Spin Plugin

Description

Adds an animated loading spinning over the map.

Usage

```
addSpinner(map)
```

```
startSpinner(map, options = NULL)
```

```
stopSpinner(map)
```

Arguments

map A map widget object created from [leaflet](#)
 options Spin.js options. Named list. See <http://spin.js.org>

Value

A leaflet map object

References

<https://github.com/makinacorp/Leaflet.Spin>

<https://github.com/fgnass/spin.js>

Examples

```

library(leaflet)
library(leaflet.extras2)

leaflet(data = quakes) %>%
  addTiles() %>%
  addSpinner() %>%
  startSpinner(options = list("lines" = 7, "length" = 20)) %>%
  addMarkers(~long, ~lat, popup = ~ as.character(mag), label = ~ as.character(mag)) %>%
  stopSpinner()

```

| | |
|------------|--|
| addTangram | <i>Adds a Tangram layer to a Leaflet map in a Shiny App.</i> |
|------------|--|

Description

Adds a Tangram layer to a Leaflet map in a Shiny App.

Usage

```
addTangram(map, scene = NULL, layerId = NULL, group = NULL, options = NULL)
```

Arguments

| | |
|---------|---|
| map | a map widget object created from <code>leaflet()</code> |
| scene | Path to a required <code>.yaml</code> or <code>.zip</code> file. If the file is within the <code>/www</code> folder of a Shiny-App, only the filename must be given, otherwise the full path is needed. See the Tangram repository or the Tangram docs for further information on how to edit such a <code>.yaml</code> file. |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for <code>clearGroup</code> and <code>addLayersControl</code> purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| options | A list of further options. See the app in the <code>examples/tangram</code> folder or the docs for further information. |

Value

the new map object

Note

Only works correctly in a Shiny-App environment.

References

<https://github.com/tangrams/tangram>

Examples

```
## Not run:  
library(shiny)  
library(leaflet)  
library(leaflet.extras2)  
  
## In the /www folder of a ShinyApp. Must contain the Nextzen API-key
```

```

scene <- "scene.yaml"

ui <- fluidPage(leafletOutput("map"))

server <- function(input, output, session) {
  output$map <- renderLeaflet({
    leaflet() %>%
      addTiles(group = "base") %>%
      addTangram(scene = scene, group = "tangram") %>%
      addCircleMarkers(data = breweries91, group = "brews") %>%
      setView(11, 49.4, 14) %>%
      addLayersControl(
        baseGroups = c("tangram", "base"),
        overlayGroups = c("brews")
      )
  })
}

shinyApp(ui, server)

## End(Not run)

```

addTimeslider

Add Time Slider to Leaflet

Description

The **LeafletSlider** plugin enables you to dynamically add and remove Markers/Lines on a map by using a JQuery UI slider.

Usage

```

addTimeslider(
  map,
  data,
  radius = 10,
  stroke = TRUE,
  color = "#03F",
  weight = 5,
  opacity = 0.5,
  fill = TRUE,
  fillColor = color,
  fillOpacity = 0.2,
  dashArray = NULL,
  popup = NULL,
  popupOptions = NULL,
  label = NULL,
  labelOptions = NULL,
  ordertime = TRUE,

```

```

    options = timesliderOptions()
)

```

Arguments

| | |
|--------------|---|
| map | a map widget |
| data | data must be a Simple Feature collection of type POINT or LINESTRING with a column of class Date or POSIXct. |
| radius | a numeric vector of radii for the circles; it can also be a one-sided formula, in which case the radius values are derived from the data (units in meters for circles, and pixels for circle markers) |
| stroke | whether to draw stroke along the path (e.g. the borders of polygons or circles) |
| color | stroke color |
| weight | stroke width in pixels |
| opacity | stroke opacity (or layer opacity for tile layers) |
| fill | whether to fill the path with color (e.g. filling on polygons or circles) |
| fillColor | fill color |
| fillOpacity | fill opacity |
| dashArray | a string that defines the stroke dash pattern |
| popup | a character vector of the HTML content for the popups (you are recommended to escape the text using <code>htmlEscape()</code> for security reasons) |
| popupOptions | A Vector of <code>popupOptions</code> to provide popups |
| label | a character vector of the HTML content for the labels |
| labelOptions | A Vector of <code>labelOptions</code> to provide label options for each label. Default NULL |
| ordertime | boolean value indicating whether to order the data by the time column. The slider will adopt the order of the timestamps. The default is TRUE. |
| options | List of additional options. See <code>timesliderOptions</code> |

Value

the new map object

References

<https://github.com/dwilhelm89/LeafletSlider>

See Also

Other Timeslider Functions: `removeTimeslider()`, `timesliderOptions()`

Examples

```

library(leaflet)
library(leaflet.extras2)
library(sf)

data <- sf::st_as_sf(leaflet::atlStorms2005[1, ])
data <- st_cast(data, "POINT")
data$time <- as.POSIXct(
  seq.POSIXt(Sys.time() - 1000, Sys.time(), length.out = nrow(data))
)

leaflet() %>%
  addTiles() %>%
  addTimeslider(
    data = data,
    options = timesliderOptions(
      position = "topright",
      timeAttribute = "time",
      range = TRUE
    )
  ) %>%
  setView(-72, 22, 4)

```

addVelocity

Add Velocity Animation

Description

Add velocity animated data to leaflet. Based on the [leaflet-velocity plugin](#)

Usage

```

addVelocity(
  map,
  layerId = NULL,
  group = NULL,
  content = NULL,
  options = velocityOptions()
)

```

Arguments

| | |
|---------|---|
| map | a map widget object created from leaflet() |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for clearGroup and addLayersControl purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |

| | |
|---------|--|
| content | the path or URL to a JSON file representing the velocity data or a data.frame which can be transformed to such a JSON file. Please see the demo files for some example data. |
| options | List of further options. See velocityOptions |

Value

the new map object

References

<https://github.com/onaci/leaflet-velocity>

See Also

Other Velocity Functions: [removeVelocity\(\)](#), [setOptionsVelocity\(\)](#), [velocityOptions\(\)](#)

Examples

```
## Not run:
library(leaflet)
library(leaflet.extras2)
content <- "https://raw.githubusercontent.com/onaci/leaflet-velocity/master/demo/water-gbr.json"
leaflet() %>%
  addTiles(group = "base") %>%
  setView(145, -20, 4) %>%
  addVelocity(content = content, group = "velo", layerId = "veloid") %>%
  addLayersControl(baseGroups = "base", overlayGroups = "velo")

## End(Not run)
```

addWMS

Add Queryable WMS Layer

Description

A Leaflet plugin for working with Web Map services, providing: single-tile/untiled/nontiled layers, shared WMS sources, and **GetFeatureInfo**-powered identify.

You can also use **CQL-Filters** by appending a string to the 'baseUrl'.

Something like 'http://server/wms?qql_filter=attribute=value'

Usage

```
addWMS(
  map,
  baseUrl,
  layerId = NULL,
  group = NULL,
```

```

    options = WMSTileOptions(),
    attribution = NULL,
    layers = NULL,
    popupOptions = NULL,
    checkempty = FALSE,
    data = getMapData(map)
)

```

Arguments

| | |
|--------------|---|
| map | a map widget object created from <code>leaflet()</code> |
| baseUrl | a base URL of the WMS service |
| layerId | the layer id |
| group | the name of the group the newly created layers should belong to (for <code>clearGroup</code> and <code>addLayersControl</code> purposes). Human-friendly group names are permitted—they need not be short, identifier-style names. Any number of layers and even different types of layers (e.g. markers and polygons) can share the same group name. |
| options | a list of extra options for tile layers, popups, paths (circles, rectangles, polygons, ...), or other map elements |
| attribution | the attribution text of the tile layer (HTML) |
| layers | comma-separated list of WMS layers to show |
| popupOptions | List of popup options. See <code>popupOptions</code> . Default is NULL. |
| checkempty | Should the returned HTML-content be checked for emptiness? If the HTML-body is empty no popup is opened. Default is FALSE |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Value

the new map object

References

<https://github.com/heigeo/leaflet.wms>

Examples

```

library(leaflet)
library(leaflet.extras2)

leaflet() %>%
  addTiles(group = "base") %>%
  setView(9, 50, 5) %>%
  addWMS(
    baseUrl = "https://maps.dwd.de/geoserver/dwd/wms",
    layers = "dwd:BRD_1km_winddaten_10m",

```

```

popupOptions = popupOptions(maxWidth = 600),
checkempty = TRUE,
options = WMSTileOptions(
  transparent = TRUE,
  format = "image/png",
  info_format = "text/html"
)
)

```

antpathOptions

Antpath Options

Description

Additional list of options for 'ant-path' animated polylines.

Usage

```

antpathOptions(
  delay = 400,
  paused = FALSE,
  reverse = FALSE,
  hardwareAccelerated = FALSE,
  dashArray = c(10, 20),
  pulseColor = "#ffffff",
  lineCap = NULL,
  lineJoin = NULL,
  interactive = TRUE,
  pointerEvents = NULL,
  className = "",
  ...
)

```

Arguments

| | |
|---------------------|--|
| delay | Add a delay to the animation flux. Default is 400 |
| paused | Should the animation be paused. Default is FALSE |
| reverse | Defines if the flow follows the path order or not. Default is FALSE |
| hardwareAccelerated | Makes the animation run with hardware acceleration. Default is FALSE |
| dashArray | The size of the animated dashes. Default is c(10, 20) |
| pulseColor | Adds a color to the dashed flux. Default is #ffffff |
| lineCap | a string that defines shape to be used at the end of the stroke |
| lineJoin | a string that defines shape to be used at the corners of the stroke |
| interactive | whether the element emits mouse events |

pointerEvents sets the pointer-events attribute on the path if SVG backend is used
 className a CSS class name set on an element
 ... extra options passed to underlying Javascript object constructor.

Value

A list of options for addAntpath animated polylines

See Also

Other Antpath Functions: [addAntpath\(\)](#), [clearAntpath\(\)](#), [removeAntpath\(\)](#)

| | |
|------------------|--------------------------|
| arrowheadOptions | <i>Arrowhead Options</i> |
|------------------|--------------------------|

Description

Additional list of options for polylines with arrowheads. You can also pass options inherited from [L.Path](#)

Usage

```

arrowheadOptions(
  yawn = 60,
  size = "15%",
  frequency = "allvertices",
  proportionalToTotal = FALSE,
  offsets = NULL,
  perArrowheadOptions = NULL,
  ...
)

```

Arguments

| | |
|------|--|
| yawn | Defines the width of the opening of the arrowhead, given in degrees. The larger the angle, the wider the arrowhead. |
| size | Determines the size of the arrowhead. Accepts three types of values: <ul style="list-style-type: none"> • A string with the suffix 'm', i.e. '500m' will set the size of the arrowhead to that number of meters. • A string with the suffix '%', i.e. '15%' will render arrows whose size is that percentage of the size of the parent polyline. If the polyline has multiple segments, it will take the percent of the average size of the segments. • A string the suffix 'px', i.e. '20px' will render an arrowhead whose size stays at a constant pixel value, regardless of zoom level. Will look strange at low zoom levels or for smaller parent vectors. Ideal for larger parent vectors and at higher zoom levels. |

| | |
|---------------------|--|
| frequency | <p>How many arrowheads are rendered on a polyline.</p> <ul style="list-style-type: none"> • 'allvertices' renders an arrowhead on each vertex. • 'endonly' renders only one at the end. • A numeric value renders that number of arrowheads evenly spaced along the polyline. • A string with suffix 'm', i.e. '100m' will render arrowheads spaced evenly along the polyline with roughly that many meters between each one. • A string with suffix 'px', i.e. '30px' will render arrowheads spaced evenly with roughly that many pixels between each, regardless of zoom level. |
| proportionalToTotal | <p>Only relevant when size is given as a percent. Useful when frequency is set to 'endonly'. Will render the arrowheads with a size proportional to the entire length of the multi-segmented polyline, rather than proportional to the average length of all the segments.</p> |
| offsets | <p>Enables the developer to have the arrowheads start or end at some offset from the start and/or end of the polyline. This option can be a list with 'start' and 'end' names. The values must be strings defining the size of the offset in either meters or pixels, i.e. <code>list('start' = '100m', 'end' = '15px')</code>.</p> |
| perArrowheadOptions | <p>Enables the developer to customize arrowheads on a one-by-one basis. Must be in the form of a function of <code>i</code>, which is the index of the arrowhead as it is rendered in the loop through all arrowheads. Must return an options object. Cannot account for frequency or proportionalToTotal from within the perArrowheadOptions callback. See the example for details.</p> |
| ... | <p>Additional options for arrowheads, inherited from L.Path</p> |

Value

A list of options for addArrowhead polylines

References

<https://github.com/slutske22/leaflet-arrowheads#options>

See Also

Other Arrowhead Functions: [addArrowhead\(\)](#), [clearArrowhead\(\)](#), [removeArrowhead\(\)](#)

clearAntpath

clearAntpath

Description

Clear all Antpaths

Usage

clearAntpath(map)

Arguments

map a map widget object, possibly created from [leaflet\(\)](#) but more likely from [leafletProxy\(\)](#)

Value

the new map object

See Also

Other Antpath Functions: [addAntpath\(\)](#), [antpathOptions\(\)](#), [removeAntpath\(\)](#)

clearArrowhead *Remove arrowheads from Lines by group*

Description

Remove arrowheads from Lines by group

Usage

clearArrowhead(map, group)

Arguments

map the map
group A group name

Value

A modified leaflet map

See Also

Other Arrowhead Functions: [addArrowhead\(\)](#), [arrowheadOptions\(\)](#), [removeArrowhead\(\)](#)

clearConditionalLayers
clearConditionalLayers

Description

clearConditionalLayers

Usage

clearConditionalLayers(map)

Arguments

map A map widget object created from [leaflet](#).

See Also

Other LayerGroupConditional Plugin: [addLayerGroupConditional\(\)](#), [removeConditionalLayer\(\)](#)

clearFuture *clearFuture*

Description

Resets the stack of future items.

Usage

clearFuture(map)

Arguments

map a map widget object created from [leafletProxy](#)

Value

the new map object

References

<https://github.com/cscott530/leaflet-history>

See Also

Other History Functions: [addHistory\(\)](#), [clearHistory\(\)](#), [goBackHistory\(\)](#), [goForwardHistory\(\)](#), [historyOptions\(\)](#)

| | |
|-------------|--------------------|
| clearHexbin | <i>clearHexbin</i> |
|-------------|--------------------|

Description

Clears the data of the hexbinLayer.

Usage

```
clearHexbin(map)
```

Arguments

| | |
|-----|----------------|
| map | The map widget |
|-----|----------------|

Value

the new map object

See Also

Other Hexbin-D3 Functions: [addHexbin\(\)](#), [hexbinOptions\(\)](#), [hideHexbin\(\)](#), [showHexbin\(\)](#), [updateHexbin\(\)](#)

| | |
|--------------|---------------------|
| clearHistory | <i>clearHistory</i> |
|--------------|---------------------|

Description

Resets the stack of history items.

Usage

```
clearHistory(map)
```

Arguments

| | |
|-----|---|
| map | a map widget object created from leafletProxy |
|-----|---|

Value

the new map object

References

<https://github.com/cscott530/leaflet-history>

See Also

Other History Functions: [addHistory\(\)](#), [clearFuture\(\)](#), [goBackHistory\(\)](#), [goForwardHistory\(\)](#), [historyOptions\(\)](#)

| | |
|--------------|--------------------------|
| closeSidebar | <i>Close the Sidebar</i> |
|--------------|--------------------------|

Description

Close the Sidebar

Usage

```
closeSidebar(map, sidebar_id = NULL)
```

Arguments

| | |
|------------|--|
| map | A leaflet map widget |
| sidebar_id | The id of the sidebar (per sidebar_tabs). Defaults to NULL such that the first sidebar is used. |

Value

the new map object

See Also

Other Sidebar Functions: [addSidebar\(\)](#), [openSidebar\(\)](#), [removeSidebar\(\)](#), [sidebar_pane\(\)](#), [sidebar_tabs\(\)](#)

| | |
|---------------------|----------------------------|
| clusterchartOptions | <i>clusterchartOptions</i> |
|---------------------|----------------------------|

Description

Adds options for clusterCharts

Usage

```
clusterchartOptions(  
  rmax = 30,  
  size = c(20, 20),  
  width = 40,  
  height = 50,  
  strokeWidth = 1,  
  innerRadius = 10,  
  labelBackground = FALSE,  
  labelFill = "white",  
  labelStroke = "black",  
  labelColor = "black",  
  labelOpacity = 0.9,  
  digits = 2,  
  sortTitlebyCount = TRUE  
)
```

Arguments

| | |
|------------------|---|
| rmax | The maximum radius of the clusters. |
| size | The size of the cluster markers. |
| width | The width of the bar-charts. |
| height | The height of the bar-charts. |
| strokeWidth | The stroke width of the chart. |
| innerRadius | The inner radius of pie-charts. |
| labelBackground | Should the label have a background? Default is 'FALSE' |
| labelFill | The label background color. Default is 'white' |
| labelStroke | The label stroke color. Default is 'black' |
| labelColor | The label color. Default is 'black' |
| labelOpacity | The label color. Default is '0.9' |
| digits | The amount of digits. Default is '2' |
| sortTitlebyCount | Should the svg-title be sorted by count or by the categories. |

See Also

Other clusterCharts: [addClusterCharts\(\)](#)

context_mapmenuItems *context_mapmenuItems*

Description

context_mapmenuItems

Usage

context_mapmenuItems(...)

Arguments

... contextmenu item/s

Value

A list of context_menuItem for the map

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

context_markermenuItems
 context_markermenuItems

Description

context_markermenuItems

Usage

context_markermenuItems(...)

Arguments

... contextmenu item/s

Value

A list of context_menuItem for markers

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|------------------|-------------------------|
| context_menuItem | <i>context_menuItem</i> |
|------------------|-------------------------|

Description

context_menuItem

Usage

```
context_menuItem(text, callback = NULL, ...)
```

Arguments

| | |
|----------|--|
| text | The label to use for the menu item |
| callback | A callback function to be invoked when the menu item is clicked. The callback is passed an object with properties identifying the location the menu was opened at: <code>latlng</code> , <code>layerPoint</code> and <code>containerPoint</code> . The callback-function must be valid JavaScript and will be wrapped in JS. |
| ... | For further options please visit https://github.com/aratcliffe/Leaflet.contextmenu |

Value

A contextmenu item list

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|--------------------|---------------------------|
| disableContextmenu | <i>disableContextmenu</i> |
|--------------------|---------------------------|

Description

Disable the contextmenu

Usage

```
disableContextmenu(map)
```

Arguments

| | |
|-----|--|
| map | a map widget object created from leaflet |
|-----|--|

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|--------------|---------------------|
| easyprintMap | <i>easyprintMap</i> |
|--------------|---------------------|

Description

Print or export a map programmatically (e.g. in a Shiny environment).

Usage

```
easyprintMap(map, sizeModes = "A4Portrait", filename = "map")
```

Arguments

| | |
|-----------|--|
| map | the map widget |
| sizeModes | Must match one of the given sizeMode names in easyprintOptions . The options are: CurrentSize, A4Portrait or A4Landscape. If you want to print the map with a Custom sizeMode you need to pass the Custom className. Default is A4Portrait |
| filename | Name of the file if exportOnly option is TRUE. |

Value

A leaflet map object

See Also

Other EasyPrint Functions: [addEasyprint\(\)](#), [easyprintOptions\(\)](#), [removeEasyprint\(\)](#)

Examples

```
## Only run examples in interactive R sessions
if (interactive()) {
  library(shiny)
  library(leaflet)
  library(leaflet.extras2)

  ui <- fluidPage(
    leafletOutput("map"),
    selectInput("scene", "Select Scene", choices = c("CurrentSize", "A4Landscape", "A4Portrait")),
    actionButton("print", "Print Map")
  )

  server <- function(input, output, session) {
    output$map <- renderLeaflet({
      input$print
      leaflet() %>%
        addTiles() %>%
        setView(10, 50, 9) %>%
        addEasyprint(options = easyprintOptions(
          exportOnly = TRUE
        ))
    })
    observeEvent(input$print, {
      leafletProxy("map") %>%
        easyprintMap(sizeModes = input$scene)
    })
  }

  shinyApp(ui, server)
}
```

easyprintOptions

easyprintOptions

Description

Create a list of further options for the easyprint plugin.

Usage

```

easyprintOptions(
  title = "Print map",
  position = "topleft",
  sizeModes = list("A4Portrait", "A4Landscape", "CurrentSize"),
  defaultSizeTitles = NULL,
  exportOnly = FALSE,
  tileLayer = NULL,
  tileWait = 500,
  filename = "map",
  hidden = FALSE,
  hideControlContainer = TRUE,
  hideClasses = NULL,
  customWindowTitle = NULL,
  spinnerBgColor = "#0DC5C1",
  customSpinnerClass = "epLoader"
)

```

Arguments

| | |
|-----------------------------------|--|
| <code>title</code> | Sets the text which appears as the tooltip of the print/export button |
| <code>position</code> | Positions the print button |
| <code>sizeModes</code> | Either a character vector with one of the following options: <code>CurrentSize</code> , <code>A4Portrait</code> , <code>A4Landscape</code> . If you want to include a Custom size mode you need to pass a named list, with <code>width</code> , <code>height</code> , <code>name</code> and <code>className</code> and assign a background-image in CSS. See the example in <code>./inst/examples/easyprint_app.R</code> . |
| <code>defaultSizeTitles</code> | Button tooltips for the default page sizes |
| <code>exportOnly</code> | If set to <code>TRUE</code> the map is exported to a <code>.png</code> file |
| <code>tileLayer</code> | The group name of one tile layer that you can wait for to draw (helpful when resizing) |
| <code>tileWait</code> | How long to wait for the tiles to draw (helpful when resizing) |
| <code>filename</code> | Name of the file if <code>exportOnly</code> option is <code>TRUE</code> |
| <code>hidden</code> | Set to <code>TRUE</code> if you don't want to display the toolbar. Instead you can create your own buttons or fire print events programmatically. |
| <code>hideControlContainer</code> | Hides the leaflet controls like the zoom buttons and the attribution on the print out |
| <code>hideClasses</code> | Use a character vector or list of CSS-classes to hide on the output image. |
| <code>customWindowTitle</code> | A title for the print window which will get added to the printed paper |
| <code>spinnerBgColor</code> | A valid css colour for the spinner background color |
| <code>customSpinnerClass</code> | A class for a custom css spinner to use while waiting for the print. |

Value

A list of options for the 'easyprint' control

References

<https://github.com/rowanwins/leaflet-easyPrint>

See Also

Other EasyPrint Functions: [addEasyprint\(\)](#), [easyprintMap\(\)](#), [removeEasyprint\(\)](#)

| | |
|-------------------|--------------------------|
| enableContextmenu | <i>enableContextmenu</i> |
|-------------------|--------------------------|

Description

Enable the contextmenu

Usage

```
enableContextmenu(map)
```

Arguments

map a map widget object created from [leaflet](#)

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|-------------|--|
| gibs_layers | <i>The available GIBS layers with attributes</i> |
|-------------|--|

Description

The available GIBS layers with attributes

Usage

```
gibs_layers
```

Format

An object of class `data.frame` with 276 rows and 4 columns.

| | |
|---------------|----------------------|
| goBackHistory | <i>goBackHistory</i> |
|---------------|----------------------|

Description

If possible, will go to previous map extent. Pushes current extent to the "future" stack.

Usage

```
goBackHistory(map)
```

Arguments

`map` a map widget object created from [leafletProxy](#)

Value

the new map object

References

<https://github.com/cscott530/leaflet-history>

See Also

Other History Functions: [addHistory\(\)](#), [clearFuture\(\)](#), [clearHistory\(\)](#), [goForwardHistory\(\)](#), [historyOptions\(\)](#)

goForwardHistory *goForwardHistory*

Description

If possible, will go to next map extent. Pushes current extent to the "back" stack.

Usage

```
goForwardHistory(map)
```

Arguments

map a map widget object created from [leafletProxy](#)

Value

the new map object

References

<https://github.com/cscott530/leaflet-history>

See Also

Other History Functions: [addHistory\(\)](#), [clearFuture\(\)](#), [clearHistory\(\)](#), [goBackHistory\(\)](#), [historyOptions\(\)](#)

heightgraphOptions *heightgraphOptions*

Description

Customize the heightgraph with the following additional options.

Usage

```
heightgraphOptions(  
  position = c("bottomright", "topleft", "topright", "bottomleft"),  
  width = 800,  
  height = 200,  
  margins = list(top = 10, right = 30, bottom = 55, left = 50),  
  expand = TRUE,  
  expandCallback = NULL,  
  mappings = NULL,  
  highlightStyle = list(color = "red"),
```

```

    translation = NULL,
    xTicks = 3,
    yTicks = 3
  )

```

Arguments

| | |
|----------------|--|
| position | position of control: "topleft", "topright", "bottomleft", or "bottomright". Default is bottomright. |
| width | The width of the expanded heightgraph display in pixels. Default is 800. |
| height | The height of the expanded heightgraph display in pixels. Default is 200. |
| margins | The margins define the distance between the border of the heightgraph and the actual graph inside. You are able to specify margins for top, right, bottom and left in pixels. Default is <code>list(top = 10, right = 30, bottom = 55, left = 50)</code> . |
| expand | Boolean value that defines if the heightgraph should be expanded on creation. Default is 200. |
| expandCallback | Function to be called if the heightgraph is expanded or reduced. The state of the heightgraph is passed as an argument. It is TRUE when expanded and FALSE when reduced. Default is NULL. |
| mappings | You may add a mappings object to customize the colors and labels in the height graph. Without adding custom mappings the segments and labels within the graph will be displayed in random colors. Each key of the object must correspond to the summary key in properties within the FeatureCollection. Default is NULL. |
| highlightStyle | You can customize the highlight style when using the horizontal line to find parts of the route above an elevation value. Use any Leaflet Path options as value of the highlightStyle parameter. Default is <code>list(color = "red")</code> . |
| translation | You can change the labels of the heightgraph info field by passing translations for distance, elevation, segment_length, type and legend. Default is NULL. |
| xTicks | Specify the tick frequency in the x axis of the graph. Corresponds approximately to 2 to the power of value ticks. Default is 3. |
| yTicks | Specify the tick frequency in the y axis of the graph. Corresponds approximately to 2 to the power of value ticks. Default is 3. |

Value

A list of further options for `addHeightgraph`

See Also

Other Heightgraph Functions: [addHeightgraph\(\)](#)

| | |
|---------------|----------------------|
| hexbinOptions | <i>hexbinOptions</i> |
|---------------|----------------------|

Description

A list of options for customizing the appearance/behavior of the hexbin layer.

Usage

```
hexbinOptions(
  duration = 200,
  colorScaleExtent = NULL,
  radiusScaleExtent = NULL,
  colorRange = c("#f7fbff", "#08306b"),
  radiusRange = c(5, 15),
  pointerEvents = "all",
  resizetoCount = FALSE,
  tooltip = "Count "
)
```

Arguments

| | |
|-------------------|---|
| duration | Transition duration for the hexbin layer |
| colorScaleExtent | extent of the color scale for the hexbin layer. This is used to override the derived extent of the color values and is specified as a vector of the form <code>c(min= numeric, max= numeric)</code> . Can be a numeric vector or a custom <code>JS</code> array, like <code>(JS("[40, undefined]"))</code> |
| radiusScaleExtent | This is the same exact configuration option as <code>colorScaleExtent</code> , only applied to the radius extent. |
| colorRange | Sets the range of the color scale used to fill the hexbins on the layer. |
| radiusRange | Sets the range of the radius scale used to size the hexbins on the layer. |
| pointerEvents | This value is passed directly to an element-level css style for pointer-events. You should only modify this config option if you want to change the mouse event behavior on hexbins. This will modify when the events are propagated based on the visibility state and/or part of the hexbin being hovered. |
| resizetoCount | Resizes the hexbin to the count. Default is <code>FALSE</code> . If set to <code>TRUE</code> it will resize based on the amount of underlying elements. You can also pass a custom <code>JS</code> function. |
| tooltip | Should tooltips be displayed? If set to <code>TRUE</code> , it will show the amount of underlying elements. If a string is given, it will append the string before the count. To disable tooltips, please pass <code>NULL</code> or <code>FALSE</code> . You can also pass a custom <code>JS</code> function. |

Value

A list of hexbin-specific options

See Also

Other Hexbin-D3 Functions: [addHexbin\(\)](#), [clearHexbin\(\)](#), [hideHexbin\(\)](#), [showHexbin\(\)](#), [updateHexbin\(\)](#)

| | |
|-----------------|------------------------|
| hideContextmenu | <i>hideContextmenu</i> |
|-----------------|------------------------|

Description

Hide the contextmenu

Usage

```
hideContextmenu(map)
```

Arguments

| | |
|-----|--|
| map | a map widget object created from leaflet |
|-----|--|

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|------------|-------------------|
| hideHexbin | <i>hideHexbin</i> |
|------------|-------------------|

Description

Hide the hexbinLayer.

Usage

```
hideHexbin(map)
```

Arguments

| | |
|-----|----------------|
| map | The map widget |
|-----|----------------|

Value

the new map object

See Also

Other Hexbin-D3 Functions: [addHexbin\(\)](#), [clearHexbin\(\)](#), [hexbinOptions\(\)](#), [showHexbin\(\)](#), [updateHexbin\(\)](#)

| | |
|----------------|------------------------|
| historyOptions | <i>History Options</i> |
|----------------|------------------------|

Description

History Options

Usage

```
historyOptions(
  position = c("topright", "topleft", "bottomleft", "bottomright"),
  maxMovesToSave = 10,
  backImage = "fa fa-caret-left",
  forwardImage = "fa fa-caret-right",
  backText = "",
  forwardText = "",
  backTooltip = "Go to Previous Extent",
  forwardTooltip = "Go to Next Extent",
  backImageBeforeText = TRUE,
  forwardImageBeforeText = FALSE,
  orientation = c("horizontal", "vertical"),
  shouldSaveMoveInHistory = NULL
)
```

Arguments

| | |
|----------------|---|
| position | Set the position of the History control. Default is topright. |
| maxMovesToSave | Number of moves in the history to save before clearing out the oldest. Default value is 10, use 0 or a negative number to make unlimited. |
| backImage | The class for the 'back' button icon. Default is "fa fa-caret-left". |
| forwardImage | The class for the 'forward' button icon. Default is "fa fa-caret-right". |
| backText | The text in the buttons. Default is "". |
| forwardText | The text in the buttons. Default is "". |
| backTooltip | Tooltip content. Default is "Go to Previous Extent". |
| forwardTooltip | Tooltip content. Default is "Go to Next Extent". |

| | |
|--------------------------------------|---|
| <code>backImageBeforeText</code> | When both text and image are present, whether to show the image first or the text first (left to right). Default is TRUE |
| <code>forwardImageBeforeText</code> | When both text and image are present, whether to show the image first or the text first (left to right). Default is FALSE |
| <code>orientation</code> | Whether to position the buttons on top of one another or side-by-side. Default is horizontal |
| <code>shouldSaveMoveInHistory</code> | A JS callback you can provide that gets called with every move. return false to not save a move. |

Value

A list of further options for `addHistory`

References

<https://github.com/cscott530/leaflet-history>

See Also

Other History Functions: [addHistory\(\)](#), [clearFuture\(\)](#), [clearHistory\(\)](#), [goBackHistory\(\)](#), [goForwardHistory\(\)](#)

Examples

```
library(leaflet)
leaflet() %>%
  addTiles() %>%
  addHistory(options = historyOptions(
    position = "bottomright",
    maxMovesToSave = 20,
    backText = "Go back",
    forwardText = "Go forward",
    orientation = "vertical"
  ))
```

`insertItemContextmenu` *insertItemContextmenu*

Description

Insert a new contextmenu menu item at a specific index

Usage

```
insertItemContextmenu(map, option, index)
```

Arguments

| | |
|--------|---|
| map | a map widget object created from leaflet |
| option | new menu item to add |
| index | Index of the contextmenu. (NOTE: Since the index is passed to JavaScript, it is zero-based) |

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|----------|-------------------------------|
| isSynced | <i>Is a map synchronized?</i> |
|----------|-------------------------------|

Description

Is a map synchronized with any or a specific map? Invoking this method sets a Shiny input that returns TRUE when the map is synchronized with another map. If syncwith is set, TRUE is returned if the map is synchronized exactly with that other map.

Usage

```
isSynced(map, id = NULL, syncwith = NULL)
```

Arguments

| | |
|----------|---|
| map | the map |
| id | The map id |
| syncwith | Is the map synchronized with one of these maps? |

Details

The Siny input name is combined of the map-id and "_synced". For a map with id map1 the input can be retrieved with `input$map1_synced`.

Value

A map

See Also

Other leafletsync Functions: [addLeafletsync\(\)](#), [addLeafletsyncDependency\(\)](#), [leafletSyncOptions\(\)](#), [unsync\(\)](#)

LayerGroupCollision *Add LayerGroup Collision Plugin*

Description

Integrates the LayerGroup Collision plugin into a Leaflet map, which hides overlapping markers and only displays the first added marker in a collision group. Markers must be static; dynamic changes, dragging, and deletions are not supported. The function transforms spatial data into GeoJSON format and uses 'L.DivIcon', allowing you to pass HTML content and CSS classes to style the markers.

Usage

```
addLayerGroupCollision(  
  map,  
  group = NULL,  
  className = NULL,  
  html = NULL,  
  margin = 5,  
  data = getMapData(map)  
)
```

Arguments

| | |
|-----------|---|
| map | the map to add awesome Markers to. |
| group | the name of the group. It needs to be single string. |
| className | A single CSS class or a vector of CSS classes. |
| html | A single HTML string or a vector of HTML strings. |
| margin | defines the margin between markers, in pixels |
| data | the data object from which the argument values are derived; by default, it is the data object provided to <code>leaflet()</code> initially, but can be overridden |

Value

A leaflet map object with the LayerGroup Collision plugin added.

References

<https://github.com/MazeMap/Leaflet.LayerGroup.Collision>

Examples

```

library(leaflet)
library(sf)
library(leaflet.extras2)

df <- sf::st_as_sf(atlStorms2005)
df <- suppressWarnings(st_cast(df, "POINT"))
df$classes <- sample(x = 1:5, nrow(df), replace = TRUE)

leaflet() %>%
  addProviderTiles("CartoDB.Positron") %>%
  leaflet::addLayersControl(overlayGroups = c("Labels")) %>%
  addPolylines(data = sf::st_as_sf(atlStorms2005), label = ~Name) %>%
  addLayerGroupCollision(
    data = df, margin = 40,
    html = ~ paste0(
      '<div style="width: max-content; background-color: #cbc0c04f" class="custom-html">',
      '<div class="title">', Name, "</div>",
      '<div class="subtitle">MaxWind: ', MaxWind, "</div>",
      "</div>"
    ),
    className = ~ paste0("my-label my-label-", classes),
    group = "Labels"
  )

```

leafletsyncOptions *leafletsync Options*

Description

Additional list of options.

Usage

```

leafletsyncOptions(
  noInitialSync = FALSE,
  syncCursor = TRUE,
  offsetFn = JS("function (center, zoom, refMap, tgtMap) { return center; }")
)

```

Arguments

noInitialSync Setting to TRUE disables initial synchronization of the maps. The default is FALSE.

syncCursor The default TRUE adds a circle marker on the synced map.

offsetFn A JavaScript-function to compute an offset for the center.

Value

A list of options for addLeafletsync

See Also

Other leafletsync Functions: [addLeafletsync\(\)](#), [addLeafletsyncDependency\(\)](#), [isSynced\(\)](#), [unsync\(\)](#)

 makeMapkeyIcon

Make Mapkey Icon

Description

Make Mapkey Icon

Usage

```
makeMapkeyIcon(
  icon = "mapkey",
  color = "#ff0000",
  iconSize = 12,
  background = "#1F7499",
  borderRadius = "100%",
  hoverScale = 1.4,
  hoverEffect = TRUE,
  additionalCSS = NULL,
  hoverCSS = NULL,
  htmlCode = NULL,
  boxShadow = TRUE
)
```

Arguments

| | |
|---------------|--|
| icon | ID of the mapkey Icon you want to use. |
| color | Any CSS color (e.g. 'red', 'rgba(20,160,90,0.5)', '#686868', ...) |
| iconSize | Size of Icon in Pixels. Default is 12 |
| background | Any CSS color or false for no background |
| borderRadius | Any number (for circle size/2, for square 0.001) |
| hoverScale | Any real number (best result in range 1 - 2, use 1 for no effect) |
| hoverEffect | Switch on/off effect on hover |
| additionalCSS | CSS code (e.g. "border:4px solid #aa3838;") |
| hoverCSS | CSS code (e.g. "background-color:#992b00 !important; color:#99defc !important;") |
| htmlCode | e.g. '' |
| boxShadow | Should a shadow be visible |

Value

A list of mapkey-icon data that can be passed to the argument icon

References

<https://github.com/mapshakers/leaflet-mapkey-icon>

See Also

Other Mapkey Functions: [[.leaflet_mapkey_icon_set\(\)](#), [addMapkeyMarkers\(\)](#), [mapkeyIconList\(\)](#), [mapkeyIcons\(\)](#)]

Examples

```
makeMapkeyIcon(  
  icon = "traffic_signal",  
  color = "#0000ff",  
  iconSize = 12,  
  boxShadow = FALSE,  
  background = "transparent"  
)
```

mapkeyIconList

Make Mapkey-icon set

Description

Make Mapkey-icon set

Usage

```
mapkeyIconList(...)
```

Arguments

... icons created from [makeMapkeyIcon\(\)](#)

Value

A list of class "leaflet_mapkey_icon_set"

References

<https://github.com/mapshakers/leaflet-mapkey-icon>

See Also

Other Mapkey Functions: [[.leaflet_mapkey_icon_set\(\)](#), [addMapkeyMarkers\(\)](#), [makeMapkeyIcon\(\)](#), [mapkeyIcons\(\)](#)]

Examples

```

iconSet <- mapkeyIconList(
  red = makeMapkeyIcon(color = "#ff0000"),
  blue = makeMapkeyIcon(color = "#0000ff")
)
iconSet[c("red", "blue")]

```

mapkeyIcons

Create a list of Mapkey icon data

Description

An icon can be represented as a list of the form `list(color, iconSize, ...)`. This function is vectorized over its arguments to create a list of icon data. Shorter argument values will be re-cycled. NULL values for these arguments will be ignored.

Usage

```

mapkeyIcons(
  icon = "mapkey",
  color = "#ff0000",
  iconSize = 12,
  background = "#1F7499",
  borderRadius = "100%",
  hoverScale = 1.4,
  hoverEffect = TRUE,
  hoverCSS = NULL,
  additionalCSS = NULL,
  htmlCode = NULL,
  boxShadow = TRUE
)

```

Arguments

| | |
|----------------------------|--|
| <code>icon</code> | ID of the mapkey Icon you want to use. |
| <code>color</code> | Any CSS color (e.g. 'red', 'rgba(20,160,90,0.5)', '#686868', ...) |
| <code>iconSize</code> | Size of Icon in Pixels. Default is 12 |
| <code>background</code> | Any CSS color or false for no background |
| <code>borderRadius</code> | Any number (for circle size/2, for square 0.001) |
| <code>hoverScale</code> | Any real number (best result in range 1 - 2, use 1 for no effect) |
| <code>hoverEffect</code> | Switch on/off effect on hover |
| <code>hoverCSS</code> | CSS code (e.g. "background-color:#992b00 !important; color:#99defc !important;") |
| <code>additionalCSS</code> | CSS code (e.g. "border:4px solid #aa3838;") |
| <code>htmlCode</code> | e.g. '' |
| <code>boxShadow</code> | Should a shadow be visible |

Value

A list of mapkey-icon data that can be passed to the argument icon

References

<https://github.com/mapshakers/leaflet-mapkey-icon>

See Also

Other Mapkey Functions: [[.leaflet_mapkey_icon_set\(\)](#), [addMapkeyMarkers\(\)](#), [makeMapkeyIcon\(\)](#), [mapkeyIconList\(\)](#)]

Examples

```
## Not run:
library(leaflet)
leaflet() %>%
  addMapkeyMarkers(
    data = breweries91,
    icon = mapkeyIcons(
      color = "red",
      borderRadius = 0,
      iconSize = 25
    )
  )
## End(Not run)
```

mapmenuItem

mapmenuItem

Description

mapmenuItem

Usage

```
mapmenuItem(...)
```

Arguments

... contextmenu item/s

Value

A list of menuItem for the map

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|-----------------|------------------------|
| markermenuItems | <i>markermenuItems</i> |
|-----------------|------------------------|

Description

markermenuItems

Usage

markermenuItems(...)

Arguments

... contextmenu item/s

Value

A list of menuItem for markers

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|----------|-----------------|
| menuItem | <i>menuItem</i> |
|----------|-----------------|

Description

menuItem

Usage

menuItem(text, callback = NULL, ...)

Arguments

| | |
|----------|---|
| text | The label to use for the menu item |
| callback | A callback function to be invoked when the menu item is clicked. The callback is passed an object with properties identifying the location the menu was opened at: latlng, layerPoint and containerPoint. The callback-function must be valid JavaScript and will be wrapped in JS. |
| ... | For further options please visit https://github.com/aratcliffe/Leaflet.contextmenu |

Value

A contextmenu item list

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

movingMarkerOptions *Set options for Moving Markers*

Description

Set options for Moving Markers

Usage

```
movingMarkerOptions({autostart = FALSE, loop = FALSE, pauseOnZoom = FALSE})
```

Arguments

| | |
|-------------|--|
| autostart | If TRUE the marker will start automatically after it is added to map. Default is FALSE |
| loop | if TRUE the marker will start automatically at the beginning of the polyline when the it arrives at the end. Default is FALSE |
| pauseOnZoom | Pause the marker while zooming. While this improves the animation, it is not recommended because the animation time is lost and the marker will not appear at the correct time at the next station. Default is FALSE |

Value

A list of extra options for moving markers

References

<https://github.com/ewoken/Leaflet.MovingMarker>

See Also

Other MovingMarker Functions: [addMovingMarker\(\)](#), [startMoving\(\)](#)

openSidebar

Open the Sidebar by ID

Description

Open the Sidebar by ID

Usage

```
openSidebar(map, id, sidebar_id = NULL, ns = NULL)
```

Arguments

| | |
|------------|--|
| map | A leaflet map widget |
| id | The id of the sidebar_pane to open. |
| sidebar_id | The id of the sidebar (per sidebar_tabs). Defaults to NULL such that the first sidebar is used. |
| ns | The namespace function, if used in Shiny modules. |

Value

the new map object

See Also

Other Sidebar Functions: [addSidebar\(\)](#), [closeSidebar\(\)](#), [removeSidebar\(\)](#), [sidebar_pane\(\)](#), [sidebar_tabs\(\)](#)

openweatherCurrentOptions
openweatherCurrentOptions

Description

openweatherCurrentOptions

Usage

```
openweatherCurrentOptions(lang = "en", minZoom = 7, interval = 10, ...)
```

Arguments

| | |
|----------|---|
| lang | 'en', 'de', 'ru', 'fr', 'es', 'ca'. Language of popup texts. Note: not every translation is finished yet. |
| minZoom | Number (7). Minimal zoom level for fetching city data. Use smaller values only at your own risk. |
| interval | Number (0). Time in minutes to reload city data. Please do not use less than 10 minutes. |
| ... | Further options passed to L.OWM.current. See the full list of options |

Value

A list of options for addOpenweatherCurrent

See Also

Other Openweathermap Functions: [addOpenweatherCurrent\(\)](#), [addOpenweatherTiles\(\)](#), [openweatherOptions\(\)](#)

openweatherOptions *OpenWeatherMap Options*

Description

OpenWeatherMap Options

Usage

```
openweatherOptions(  
  showLegend = TRUE,  
  legendImagePath = NULL,  
  legendPosition = c("bottomleft", "bottomright", "topleft", "topright")  
)
```

Arguments

| | |
|-----------------|---|
| showLegend | If TRUE and option legendImagePath is set there will be a legend image on the map |
| legendImagePath | A URL (is set to a default image for some layers, null for others, see below). URL or relative path to an image which is a legend to this layer |
| legendPosition | Position of the legend images on the map. Must be one of 'bottomleft', 'bottomright', 'topleft', 'topright' |

Value

A list of options for addOpenweatherTiles

See Also

Other Openweathermap Functions: [addOpenweatherCurrent\(\)](#), [addOpenweatherTiles\(\)](#), [openweatherCurrentOptions](#)

| | |
|-----------------|------------------------|
| playbackOptions | <i>playbackOptions</i> |
|-----------------|------------------------|

Description

A list of options for [addPlayback](#). For a full list please visit the [plugin repository](#).

Usage

```

playbackOptions(
  color = "blue",
  radius = 5,
  tickLen = 250,
  speed = 50,
  maxInterpolationTime = 5 * 60 * 1000,
  tracksLayer = TRUE,
  playControl = TRUE,
  dateControl = TRUE,
  sliderControl = TRUE,
  orientIcons = FALSE,
  staleTime = 60 * 60 * 1000,
  transitionpopup = TRUE,
  transitionlabel = TRUE,
  ...
)

```


Arguments

| | |
|----------------------|--|
| color | colors of the CircleMarkers. |
| radius | a numeric value for the radius of the CircleMarkers. |
| tickLen | Set tick length in milliseconds. Increasing this value, may improve performance, at the cost of animation smoothness. Default is 250 |
| speed | Set float multiplier for default animation speed. Default is 50 |
| maxInterpolationTime | Set max interpolation time in milliseconds. Default is 5*60*1000 (5 minutes). |
| tracksLayer | Set TRUE if you want to show layer control on the map. Default is TRUE |
| playControl | Set TRUE if play button is needed. Default is TRUE |
| dateControl | Set TRUE if date label is needed. Default is TRUE |
| sliderControl | Set TRUE if slider control is needed. Default is TRUE |
| orientIcons | Set TRUE if you want icons to orient themselves on each tick based on the bearing towards their next location. Default: FALSE |
| staleTime | Set time before a track is considered stale and faded out. Default is 60*60*1000 (1 hour) |
| transitionpopup | Should the position of the popup move smoothly, like the marker icon? Default: TRUE |
| transitionlabel | Should the position of the label move smoothly, like the marker icon? Default: TRUE |
| ... | Further arguments passed to 'L.Playback' |

Value

A list of options for addPlayback

References

<https://github.com/hallahan/LeafletPlayback>

See Also

Other Playback Functions: [addPlayback\(\)](#), [removePlayback\(\)](#)

reachabilityOptions *reachabilityOptions*

Description

Add extra options. For a full list please visit the [plugin repository](#).

Usage

```
reachabilityOptions(
  collapsed = TRUE,
  pane = "overlayPane",
  position = "topleft",
  ...
)
```

Arguments

| | |
|-----------|--|
| collapsed | Should the control widget start in a collapsed mode. Default is TRUE |
| pane | Leaflet pane to add the isolines GeoJSON to. Default is overlayPane |
| position | Leaflet control pane position. Default is topleft |
| ... | Further arguments passed to 'L.Control.Reachability' |

Value

A list of options for addReachability

References

<https://github.com/traffordDataLab/leaflet.reachability>

See Also

Other Reachability Functions: [addReachability\(\)](#), [removeReachability\(\)](#)

removeallItemsContextmenu
removeallItemsContextmenu

Description

Remove all contextmenu items from the map.

Usage

```
removeallItemsContextmenu(map)
```

Arguments

map a map widget object created from [leaflet](#)

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|---------------|----------------------|
| removeAntpath | <i>removeAntpath</i> |
|---------------|----------------------|

Description

Remove one or more Antpaths from a map, identified by layerId.

Usage

```
removeAntpath(map, layerId = NULL)
```

Arguments

map a map widget object, possibly created from [leaflet\(\)](#) but more likely from [leafletProxy\(\)](#)

layerId character vector; the layer id(s) of the item to remove

Value

the new map object

See Also

Other Antpath Functions: [addAntpath\(\)](#), [antpathOptions\(\)](#), [clearAntpath\(\)](#)

removeArrowhead *Remove arrowheads from Lines by layerId*

Description

Remove arrowheads from Lines by layerId

Usage

```
removeArrowhead(map, layerId)
```

Arguments

| | |
|---------|---|
| map | the map |
| layerId | A single layerId or a vector of layerId's |

Value

A modified leaflet map

See Also

Other Arrowhead Functions: [addArrowhead\(\)](#), [arrowheadOptions\(\)](#), [clearArrowhead\(\)](#)

removeConditionalLayer
removeConditionalLayer

Description

removeConditionalLayer

Usage

```
removeConditionalLayer(map, groups)
```

Arguments

| | |
|--------|---|
| map | A map widget object created from leaflet . |
| groups | A character vector of layer group names already added to the map. These layer groups will be conditionally displayed based on the specified conditions. |

See Also

Other LayerGroupConditional Plugin: [addLayerGroupConditional\(\)](#), [clearConditionalLayers\(\)](#)

| | |
|-----------------|------------------------|
| removeEasyprint | <i>removeEasyprint</i> |
|-----------------|------------------------|

Description

Removes the easyprint control from the map.

Usage

```
removeEasyprint(map)
```

Arguments

| | |
|-----|----------------|
| map | the map widget |
|-----|----------------|

Value

A leaflet map object

See Also

Other EasyPrint Functions: [addEasyprint\(\)](#), [easyprintMap\(\)](#), [easyprintOptions\(\)](#)

| | |
|-----------------------|------------------------------|
| removeItemContextmenu | <i>removeItemContextmenu</i> |
|-----------------------|------------------------------|

Description

Remove a contextmenu item by index.

Usage

```
removeItemContextmenu(map, index)
```

Arguments

| | |
|-------|---|
| map | a map widget object created from leaflet |
| index | Index of the contextmenu. (NOTE: Since the index is passed to JavaScript, it is zero-based) |

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#), [showContextmenu\(\)](#)

| | |
|----------------|-----------------------|
| removePlayback | <i>removePlayback</i> |
|----------------|-----------------------|

Description

Remove the Playback controls and markers.

Usage

```
removePlayback(map)
```

Arguments

| | |
|-----|----------------|
| map | the map widget |
|-----|----------------|

Value

the new map object

See Also

Other Playback Functions: [addPlayback\(\)](#), [playbackOptions\(\)](#)

| | |
|--------------------|---------------------------|
| removeReachability | <i>removeReachability</i> |
|--------------------|---------------------------|

Description

Remove the reachability controls.

Usage

```
removeReachability(map)
```

Arguments

| | |
|-----|-----------------|
| map | the map widget. |
|-----|-----------------|

Value

the new map object

See Also

Other Reachability Functions: [addReachability\(\)](#), [reachabilityOptions\(\)](#)

| | |
|---------------|---------------------------|
| removeSidebar | <i>Remove the Sidebar</i> |
|---------------|---------------------------|

Description

Remove the Sidebar

Usage

```
removeSidebar(map, sidebar_id = NULL)
```

Arguments

| | |
|------------|---|
| map | A leaflet map widget |
| sidebar_id | The id of the sidebar (per sidebar_tabs). Defaults to NULL such that the first sidebar is removed. |

Value

the new map object

See Also

Other Sidebar Functions: [addSidebar\(\)](#), [closeSidebar\(\)](#), [openSidebar\(\)](#), [sidebar_pane\(\)](#), [sidebar_tabs\(\)](#)

| | |
|------------------|-------------------------|
| removeSidebyside | <i>removeSidebyside</i> |
|------------------|-------------------------|

Description

removeSidebyside

Usage

```
removeSidebyside(map, layerId = NULL)
```

Arguments

| | |
|---------|---|
| map | a map widget |
| layerId | the layer id of the addSidebyside layer |

Value

the new map object

See Also

Other Sidebyside Functions: [addSidebyside\(\)](#)

removeTimeslider *removeTimeslider*

Description

Remove the Timeslider controls and markers.

Usage

```
removeTimeslider(map)
```

Arguments

map the map widget

Value

the new map object

See Also

Other Timeslider Functions: [addTimeslider\(\)](#), [timesliderOptions\(\)](#)

removeVelocity *removeVelocity*

Description

removeVelocity

Usage

```
removeVelocity(map, group)
```

Arguments

map the map widget
group the group to remove

Value

the new map object

See Also

Other Velocity Functions: [addVelocity\(\)](#), [setOptionsVelocity\(\)](#), [velocityOptions\(\)](#)

| | |
|-----------------|--------------------------------------|
| setBuildingData | <i>Update the OSM-Buildings Data</i> |
|-----------------|--------------------------------------|

Description

Update the OSM-Buildings Data

Usage

```
setBuildingData(map, data)
```

Arguments

| | |
|------|---|
| map | A map widget object created from leaflet . |
| data | A GeoJSON object containing Polygon features representing the buildings. The properties of these polygons can include attributes like height, color, roofColor, and others as specified in the OSM Buildings documentation. |

See Also

Other OSM-Buildings Plugin: [addBuildings\(\)](#), [setBuildingStyle\(\)](#), [updateBuildingTime\(\)](#)

| | |
|------------------|---------------------------------------|
| setBuildingStyle | <i>Update the OSM-Buildings Style</i> |
|------------------|---------------------------------------|

Description

Update the OSM-Buildings Style

Usage

```
setBuildingStyle(
    map,
    style = list(color = "#ffcc00", wallColor = "#ffcc00", roofColor = "orange", shadows =
    TRUE)
)
```

Arguments

map A map widget object created from [leaflet](#).
 style A named list of styles

See Also

Other OSM-Buildings Plugin: [addBuildings\(\)](#), [setBuildingData\(\)](#), [updateBuildingTime\(\)](#)

Examples

```
library(leaflet)
library(leaflet.extras2)

style <- list(color = "#0000ff", wallColor = "gray", roofColor = "orange", shadows = TRUE)
leaflet() %>%
  addTiles() %>%
  addBuildings() %>%
  setBuildingStyle(style) %>%
  setView(13.40, 52.51836, 15)
```

setDate *Set Date for GIBS Layers*

Description

Set a new date for multi-temporal layers.

Usage

```
setDate(map, layers = NULL, dates = NULL)
```

Arguments

map a map widget object created from [leaflet\(\)](#)
 layers A character vector of GIBS-layers. See [gibs_layers](#)
 dates Date object. If multiple layers are added, you can add a Date vector of the same length

Value

the new map object

See Also

Other GIBS Functions: [addGIBS\(\)](#), [setTransparent\(\)](#)

setDisabledContextmenu *setDisabledContextmenu*

Description

Enable/Disable a contextmenu item by index.

Usage

```
setDisabledContextmenu(map, index, disabled = TRUE)
```

Arguments

| | |
|----------|---|
| map | a map widget object created from leaflet |
| index | Index of the contextmenu. (NOTE: Since the index is passed to JavaScript, it is zero-based) |
| disabled | Set to TRUE to disable the element and FALSE to enable it. Default is TRUE |

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [showContextmenu\(\)](#)

setOptionsVelocity *setOptionsVelocity*

Description

setOptionsVelocity

Usage

```
setOptionsVelocity(map, layerId, options)
```

Arguments

| | |
|---------|-------------------------------------|
| map | the map widget |
| layerId | the layer id |
| options | see velocityOptions |

Value

the new map object

See Also

Other Velocity Functions: [addVelocity\(\)](#), [removeVelocity\(\)](#), [velocityOptions\(\)](#)

| | |
|----------------|---|
| setTransparent | <i>Set Transparency for GIBS Layers</i> |
|----------------|---|

Description

Change the transparency for no-data pixels.

Usage

```
setTransparent(map, layers = NULL, transparent = TRUE)
```

Arguments

| | |
|-------------|--|
| map | a map widget object created from leaflet() |
| layers | A character vector of GIBS-layers. See gibs_layers |
| transparent | Should the layer be transparent. If multiple layers are added, you can add a boolean vector of the same length |

Value

the new map object

See Also

Other GIBS Functions: [addGIBS\(\)](#), [setDate\(\)](#)

| | |
|-----------------|------------------------|
| showContextmenu | <i>showContextmenu</i> |
|-----------------|------------------------|

Description

Open the contextmenu at certain lat/lng-coordinates

Usage

```
showContextmenu(map, lat = NULL, lng = NULL, data = leaflet::getMapData(map))
```

Arguments

| | |
|------|--|
| map | a map widget object created from leaflet() |
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| lng | a numeric vector of longitudes, or a one-sided formula of the form ~x where x is a variable in data; by default (if not explicitly provided), it will be automatically inferred from data by looking for a column named lng, long, or longitude (case-insensitively) |
| data | the data object from which the argument values are derived; by default, it is the data object provided to leaflet() initially, but can be overridden |

Value

A leaflet map object

See Also

Other Contextmenu Functions: [addContextmenu\(\)](#), [addItemContextmenu\(\)](#), [context_mapmenuItems\(\)](#), [context_markermenuItems\(\)](#), [context_menuItem\(\)](#), [disableContextmenu\(\)](#), [enableContextmenu\(\)](#), [hideContextmenu\(\)](#), [insertItemContextmenu\(\)](#), [mapmenuItems\(\)](#), [markermenuItems\(\)](#), [menuItem\(\)](#), [removeItemContextmenu\(\)](#), [removeallItemsContextmenu\(\)](#), [setDisabledContextmenu\(\)](#)

 showHexbin

showHexbin

Description

Show the hexbinLayer.

Usage

```
showHexbin(map)
```

Arguments

| | |
|-----|----------------|
| map | The map widget |
|-----|----------------|

Value

the new map object

See Also

Other Hexbin-D3 Functions: [addHexbin\(\)](#), [clearHexbin\(\)](#), [hexbinOptions\(\)](#), [hideHexbin\(\)](#), [updateHexbin\(\)](#)

`sidebar_pane`*Create a Sidebar Pane*

Description

Create a Sidebar Pane

Usage

```
sidebar_pane(  
  title = "Sidebar Title",  
  id = NULL,  
  icon = icon("caret-right"),  
  ...  
)
```

Arguments

| | |
|--------------------|--|
| <code>title</code> | A title for the sidebar panel |
| <code>id</code> | An id for the sidebar panel |
| <code>icon</code> | An icon for the sidebar panel |
| <code>...</code> | List of elements to include in the panel |

Value

A shiny.tag with sidebar-specific HTML classes

References

<https://github.com/Turbo87/sidebar-v2>, <https://github.com/Turbo87/sidebar-v2/blob/master/doc/usage.md>

See Also

Other Sidebar Functions: [addSidebar\(\)](#), [closeSidebar\(\)](#), [openSidebar\(\)](#), [removeSidebar\(\)](#), [sidebar_tabs\(\)](#)

Examples

```
## Not run:  
library(shiny)  
sidebar_pane(id = "id", icon = icon("cars"), tags$div())  
  
## End(Not run)
```

| | |
|--------------|-------------------------|
| sidebar_tabs | <i>Create a Sidebar</i> |
|--------------|-------------------------|

Description

Create a Sidebar

Usage

```
sidebar_tabs(id = "sidebar", iconList = NULL, ...)
```

Arguments

| | |
|----------|---|
| id | The id of the sidebar, which must match the id of <code>addSidebar</code> . Default is "sidebar" |
| iconList | A list of icons to be shown, when the sidebar is collapsed. The list is required and must match the amount of <code>sidebar_pane</code> . |
| ... | The individual <code>sidebar_pane</code> 's. |

Value

A shiny.tag with individual sidebar panes

References

<https://github.com/Turbo87/sidebar-v2>, <https://github.com/Turbo87/sidebar-v2/blob/master/doc/usage.md>

See Also

Other Sidebar Functions: `addSidebar()`, `closeSidebar()`, `openSidebar()`, `removeSidebar()`, `sidebar_pane()`

Examples

```
## Not run:
library(shiny)

# run example app showing a single sidebar
runApp(paste0(
  system.file("examples", package = "leaflet.extras2"),
  "/sidebar_app.R"
))

# run example app showing two sidebars
runApp(paste0(
  system.file("examples", package = "leaflet.extras2"),
  "/multi_sidebar_app.R"
```

```

))
## End(Not run)

```

| | |
|-------------|---|
| startMoving | <i>Interact with the moving markers</i> |
|-------------|---|

Description

The marker begins its path or resumes if it is paused.

Usage

```

startMoving(map, layerId = NULL)

stopMoving(map, layerId = NULL)

pauseMoving(map, layerId = NULL)

resumeMoving(map, layerId = NULL)

addLatLngMoving(map, layerId = NULL, latLng, duration)

moveToMoving(map, layerId = NULL, latLng, duration)

addStationMoving(map, layerId = NULL, pointIndex, duration)

```

Arguments

| | |
|------------|---|
| map | The leafletProxy object |
| layerId | You can pass a string or a vector of strings for the moving markers that you want to address. If none is specified, the action will be applied to all moving markers. |
| latLng | Coordinates as list (e.g.: <code>list(33, -67)</code> or <code>list(lng=-65, lat=33)</code>) |
| duration | Duration in milliseconds |
| pointIndex | Index of a certain point |

Value

the new map object

Functions

- `stopMoving()`: Manually stops the marker, if you call `start` after, the marker starts again the polyline at the beginning.
- `pauseMoving()`: Pauses the marker
- `resumeMoving()`: The marker resumes its animation

- `addLatLngMoving()`: Adds a point to the polyline. Useful, if we have to set the path one by one.
- `moveToMoving()`: Stop the current animation and make the marker move to `latLng` in duration `ms`.
- `addStationMoving()`: The marker will stop at the `pointIndex` point of the polyline for duration milliseconds. You can't add a station at the first or last point of the polyline.

References

<https://github.com/ewoken/Leaflet.MovingMarker>

See Also

Other MovingMarker Functions: `addMovingMarker()`, `movingMarkerOptions()`

timesliderOptions *timesliderOptions*

Description

A list of options for `addTimeslider`.

Usage

```
timesliderOptions(
  position = c("topright", "bottomleft", "bottomright", "topleft"),
  timeAttribute = "time",
  isEpoch = FALSE,
  startTimeIdx = 0,
  timeStrLength = 19,
  maxValue = -1,
  minValue = 0,
  showAllOnStart = FALSE,
  range = FALSE,
  follow = FALSE,
  alwaysShowDate = FALSE,
  rezoom = NULL,
  sameDate = FALSE
)
```

Arguments

| | |
|----------------------------|--|
| <code>position</code> | position of control: "topleft", "topright", "bottomleft", or "bottomright". Default is topright. |
| <code>timeAttribute</code> | The column name of the time property. Default is "time" |
| <code>isEpoch</code> | whether the time attribute is seconds elapsed from epoch. Default is FALSE |

| | |
|----------------|--|
| startTimeIdx | where to start looking for a timestring Default is 0 |
| timeStrLength | the size of yyyy-mm-dd hh:mm:ss - if milliseconds are present this will be larger. Default is 19 |
| maxValue | Set the maximum value of the slider. Default is -1 |
| minValue | Set the minimum value of the slider. Default is 0 |
| showAllOnStart | Specify whether all markers should be initially visible. Default is FALSE |
| range | To use a range-slider, set to TRUE. Default is FALSE Default is FALSE |
| follow | To display only the markers at the specific timestamp specified by the slider. Specify a value of 1 (or true) to display only a single data point at a time, and a value of null (or false) to display the current marker and all previous markers. The range property overrides the follow property. Default is FALSE |
| alwaysShowDate | Should the Date always be visible. Default is FALSE |
| rezoom | Use the rezoom property to ensure the markers being displayed remain in view. Default is NULL |
| sameDate | Show only data with the current selected time. Default is FALSE |

Value

A list of options for addTimeslider

References

<https://github.com/dwilhelm89/LeafletSlider>

See Also

Other Timeslider Functions: [addTimeslider\(\)](#), [removeTimeslider\(\)](#)

| | |
|---------------|---|
| to_jsonformat | <i>to_jsonformat Transform object to JSON expected format</i> |
|---------------|---|

Description

to_jsonformat Transform object to JSON expected format

Usage

```
to_jsonformat(data, time, popup = NULL, label = NULL, name = NULL)
```

Arguments

| | |
|-------|---------------------------|
| data | The data |
| time | Name of the time column. |
| popup | Name of the popup column. |
| label | Name of the label column. |
| name | Name of the name column. |

Value

A list that is transformed to the expected JSON format

| | |
|-------|---|
| to_ms | <i>to_ms Change POSIX or Date to milliseconds</i> |
|-------|---|

Description

to_ms Change POSIX or Date to milliseconds

Usage

```
to_ms(data, time)
```

Arguments

| | |
|------|--------------------------|
| data | The data |
| time | Name of the time column. |

Value

A data.frame with the time column in milliseconds

| | |
|--------|---------------------------------|
| unsync | <i>Removes synchronization.</i> |
|--------|---------------------------------|

Description

Removes the synchronization of multiple maps from a specific map.

Usage

```
unsync(map, id = NULL, unsyncids = NULL)
```

Arguments

| | |
|-----------|--|
| map | the map |
| id | The map id from which to unsynchronize the maps in unsyncids |
| unsyncids | Unsynchronize the maps with the following IDs |

Value

A map

See Also

Other leafletsync Functions: [addLeafletsync\(\)](#), [addLeafletsyncDependency\(\)](#), [isSynced\(\)](#), [leafletsyncOptions\(\)](#)

| | |
|--------------------|--|
| updateBuildingTime | <i>Update the Shadows OSM-Buildings with a POSIXct timestamp</i> |
|--------------------|--|

Description

Update the Shadows OSM-Buildings with a POSIXct timestamp

Usage

```
updateBuildingTime(map, time)
```

Arguments

| | |
|------|--|
| map | A map widget object created from leaflet . |
| time | a timestamp that can be converted to POSIXct |

See Also

Other OSM-Buildings Plugin: [addBuildings\(\)](#), [setBuildingData\(\)](#), [setBuildingStyle\(\)](#)

Examples

```
library(leaflet)
library(leaflet.extras2)

leaflet() %>%
  addTiles() %>%
  addBuildings() %>%
  updateBuildingTime(as.POSIXct("2024-09-01 19:00:00 CET")) %>%
  setView(13.40, 52.51836, 15)
```

| | |
|--------------|---------------------|
| updateHexbin | <i>updateHexbin</i> |
|--------------|---------------------|

Description

Dynamically change the data and/or the colorRange.

Usage

```
updateHexbin(map, data = NULL, lng = NULL, lat = NULL, colorRange = NULL)
```

Arguments

| | |
|------------|--|
| map | a map widget object created from leaflet() |
| data | the data object from which the argument values are derived; by default, it is the data object provided to leaflet() initially, but can be overridden |
| lng | a numeric vector of longitudes, or a one-sided formula of the form $\sim x$ where x is a variable in data; by default (if not explicitly provided), it will be automatically inferred from data by looking for a column named lng, long, or longitude (case-insensitively) |
| lat | a vector of latitudes or a formula (similar to the lng argument; the names lat and latitude are used when guessing the latitude column from data) |
| colorRange | The range of the color scale used to fill the hexbins |

Value

the new map object

See Also

Other Hexbin-D3 Functions: [addHexbin\(\)](#), [clearHexbin\(\)](#), [hexbinOptions\(\)](#), [hideHexbin\(\)](#), [showHexbin\(\)](#)

| | |
|-----------------|------------------------|
| velocityOptions | <i>velocityOptions</i> |
|-----------------|------------------------|

Description

Define further options for the velocity layer.

Usage

```
velocityOptions(
  speedUnit = c("m/s", "k/h", "kt"),
  minVelocity = 0,
  maxVelocity = 10,
  velocityScale = 0.005,
  colorScale = NULL,
  ...
)
```

Arguments

| | |
|-------------|---|
| speedUnit | Could be 'm/s' for meter per second, 'k/h' for kilometer per hour or 'kt' for knots |
| minVelocity | velocity at which particle intensity is minimum |
| maxVelocity | velocity at which particle intensity is maximum |

velocityScale scale for wind velocity
 colorScale A vector of hex colors or an RGB matrix
 ... Further arguments passed to the Velocity layer and Windy.js. For more information, please visit [leaflet-velocity plugin](#)

Value

A list of further options for addVelocity

See Also

Other Velocity Functions: [addVelocity\(\)](#), [removeVelocity\(\)](#), [setOptionsVelocity\(\)](#)

[.leaflet_mapkey_icon_set
leaflet_mapkey_icon_set

Description

leaflet_mapkey_icon_set

Usage

```
## S3 method for class 'leaflet_mapkey_icon_set'
x[i]
```

Arguments

x icons
 i offset

See Also

Other Mapkey Functions: [addMapkeyMarkers\(\)](#), [makeMapkeyIcon\(\)](#), [mapkeyIconList\(\)](#), [mapkeyIcons\(\)](#)

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