

Package ‘rhandsontable’

May 27, 2021

Type Package

Title Interface to the 'Handsontable.js' Library

Version 0.3.8

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Description An R interface to the 'Handsontable' JavaScript library, which is a minimalist Excel-like data grid editor. See <<https://handsontable.com/>> for details.

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URL <http://jrowen.github.io/rhandsontable/>

BugReports <https://github.com/jrowen/rhandsontable/issues>

Imports jsonlite, htmlwidgets (>= 0.3.3), magrittr, methods, utils

Suggests knitr, rmarkdown, shiny (>= 0.13), miniUI (>= 0.1.1), rstudioapi (>= 0.6), htmltools

VignetteBuilder knitr

RoxygenNote 7.1.1

Encoding UTF-8

NeedsCompilation no

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Repository CRAN

Date/Publication 2021-05-27 11:50:03 UTC

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rhandsontable-package *rhandsontable*

Description

R interface for creating tables using Handsontable, url<https://handsontable.com/>

Details

For full documentation on the package, visit <https://jrowen.github.io/rhandsontable/>

editAddin	<i>Edit a Data Frame.</i>
-----------	---------------------------

Description

Interactively edit a `data.frame` or `data.table`. The resulting code will be emitted as a call to reload the data from a temp RDS file.

Usage

```
editAddin()
```

Details

This addin can be used to interactively edit. The intended way to use this is as follows:

1. Highlight a symbol naming a `data.frame` or `data.table` in your R session, e.g. `mtcars`.
2. Execute this addin, to interactively edit it.

When you're done, the code performing this operation will be emitted at the cursor position.

This function borrows heavily from [rstudio/addinexamples/subsetAddin](#)

hot_cell	<i>Handsontable widget</i>
----------	----------------------------

Description

Configure single cell. See [Handsontable.js](#) for details.

Usage

```
hot_cell(hot, row, col, comment = NULL, readOnly = NULL)
```

Arguments

hot	rhandsontable object
row	numeric row index
col	column name or index
comment	character comment to add to cell
readOnly	logical making the cell read-only

See Also

[hot_cols](#), [hot_rows](#)

Examples

```

library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF) %>%
  hot_cell(1, 1, comment = "Test comment") %>%
  hot_cell(2, 3, readOnly = TRUE)

```

hot_col	<i>Handsontable widget</i>
---------	----------------------------

Description

Configure single column.

Usage

```

hot_col(
  hot,
  col,
  type = NULL,
  format = NULL,
  source = NULL,
  strict = NULL,
  readOnly = NULL,
  validator = NULL,
  allowInvalid = NULL,
  halign = NULL,
  valign = NULL,
  renderer = NULL,
  copyable = NULL,
  dateFormat = NULL,
  default = NULL,
  language = NULL,
  ...
)

```

Arguments

hot	rhandsontable object
col	vector of column names or indices
type	character specify the data type. Options include: numeric, date, checkbox, select, dropdown, autocomplete, password, and handsontable (not implemented yet)

format	character specifying column format. See Cell Types at Handsontable.js for the formatting options for each data type. Numeric columns are formatted using Numbro.js .
source	a vector of choices for select, dropdown and autocomplete column types
strict	logical specifying whether values not in the source vector will be accepted
readOnly	logical making the column read-only
validator	character defining a Javascript function to be used to validate user input. See <code>hot_validate_numeric</code> and <code>hot_validate_character</code> for pre-build validators.
allowInvalid	logical specifying whether invalid data will be accepted. Invalid data cells will be color red.
halign	character defining the horizontal alignment. Possible values are <code>htLeft</code> , <code>htCenter</code> , <code>htRight</code> and <code>htJustify</code>
valign	character defining the vertical alignment. Possible values are <code>htTop</code> , <code>htMiddle</code> , <code>htBottom</code>
renderer	character defining a Javascript function to be used to format column cells. Can be used to implement conditional formatting.
copyable	logical defining whether data in a cell can be copied using Ctrl + C
dateFormat	character defining the date format. See Moment.js for details.
default	default column value for new rows (NA if not specified; shiny only)
language	locale passed to Numbro.js ; default is 'en-US'.
...	passed to handsontable

See Also

[hot_cols](#), [hot_rows](#), [hot_cell](#)

Examples

```
library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF, rowHeaders = NULL) %>%
  hot_col(col = "big", type = "dropdown", source = LETTERS) %>%
  hot_col(col = "small", type = "autocomplete", source = letters,
         strict = FALSE)
```

hot_cols	<i>Handsontable widget</i>
----------	----------------------------

Description

Configure multiple columns.

Usage

```
hot_cols(
  hot,
  colWidths = NULL,
  columnSorting = NULL,
  manualColumnMove = NULL,
  manualColumnResize = NULL,
  fixedColumnsLeft = NULL,
  ...
)
```

Arguments

hot	rhandsontable object
colWidths	a scalar or numeric vector of column widths
columnSorting	logical enabling row sorting. Sorting only alters the table presentation and the original dataset row order is maintained. The sorting will be done when a user click on column name
manualColumnMove	logical enabling column drag-and-drop reordering
manualColumnResize	logical enabling column width resizing
fixedColumnsLeft	a scalar indicating the number of columns to freeze on the left
...	passed to hot_col

See Also

[hot_col](#), [hot_rows](#), [hot_cell](#)

Examples

```
library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF) %>%
  hot_cols(columnSorting = TRUE)
```

hot_context_menu	<i>Handsontable widget</i>
------------------	----------------------------

Description

Configure the options for the right-click context menu

Usage

```
hot_context_menu(
  hot,
  allowRowEdit = TRUE,
  allowColEdit = TRUE,
  allowReadOnly = FALSE,
  allowComments = FALSE,
  allowCustomBorders = FALSE,
  customOpts = NULL,
  ...
)
```

Arguments

hot	rhandsontable object
allowRowEdit	logical enabling row editing
allowColEdit	logical enabling column editing. Note that Handsontable does not support column add/remove when column types are defined (i.e. useTypes == TRUE in rhandsontable).
allowReadOnly	logical enabling read-only toggle
allowComments	logical enabling comments
allowCustomBorders	logical enabling custom borders
customOpts	list
...	ignored

Examples

```
library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF) %>%
  hot_context_menu(allowRowEdit = FALSE, allowColEdit = FALSE)
```

hot_heatmap	<i>Handsontable widget</i>
-------------	----------------------------

Description

Add heatmap to table.

Usage

```
hot_heatmap(hot, cols, color_scale = c("#ED6D47", "#17F556"), renderer = NULL)
```

Arguments

hot	rhandsontable object
cols	numeric vector of columns to include in the heatmap. If missing all columns are used.
color_scale	character vector that includes the lower and upper colors
renderer	character defining a Javascript function to be used to determine the cell colors. If missing, <code>rhandsontable:::renderer_heatmap</code> is used.

Examples

```
MAT = matrix(rnorm(50), nrow = 10, dimnames = list(LETTERS[1:10],
  letters[1:5]))
```

```
rhandsontable(MAT) %>%
  hot_heatmap()
```

hot_row	<i>Handsontable widget</i>
---------	----------------------------

Description

Configure properties of all cells in a given row(s). Note that `hot_row` is not to be confused with [hot_rows](#). See [Handsontable.js](#) for details.

Usage

```
hot_row(hot, row, readOnly = NULL)
```

Arguments

hot	rhandsontable object
row	numeric vector of row indexes
readOnly	logical making the row(s) read-only

See Also

[hot_cols](#), [hot_cell](#), [hot_rows](#)

Examples

```
library(rhandsontable)
MAT = matrix(rnorm(50), nrow = 10, dimnames = list(LETTERS[1:10],
  letters[1:5]))

rhandsontable(MAT, width = 300, height = 150) %>%
  hot_row(c(1,3:5), readOnly = TRUE)
```

hot_rows	<i>Handsontable widget</i>
----------	----------------------------

Description

Configure row settings that pertain to the entire table. Note that `hot_rows` is not to be confused with [hot_row](#). See [Handsontable.js](#) for details.

Usage

```
hot_rows(hot, rowHeights = NULL, fixedRowsTop = NULL)
```

Arguments

hot	rhandsontable object
rowHeights	a scalar or numeric vector of row heights
fixedRowsTop	a scalar indicating the number of rows to freeze on the top

See Also

[hot_cols](#), [hot_cell](#)

Examples

```
library(rhandsontable)
MAT = matrix(rnorm(50), nrow = 10, dimnames = list(LETTERS[1:10],
  letters[1:5]))

rhandsontable(MAT, width = 300, height = 150) %>%
  hot_cols(colWidths = 100, fixedColumnsLeft = 1) %>%
  hot_rows(rowHeights = 50, fixedRowsTop = 1)
```

hot_table	<i>Handsontable widget</i>
-----------	----------------------------

Description

Configure table. See [Handsontable.js](#) for details.

Usage

```
hot_table(  
  hot,  
  contextMenu = TRUE,  
  stretchH = "none",  
  customBorders = NULL,  
  highlightRow = NULL,  
  highlightCol = NULL,  
  enableComments = FALSE,  
  overflow = NULL,  
  rowHeaderWidth = NULL,  
  ...  
)
```

Arguments

hot	rhandsontable object
contextMenu	logical enabling the right-click menu
stretchH	character describing column stretching. Options are 'all', 'right', and 'none'
customBorders	json object
highlightRow	logical enabling row highlighting for the selected cell
highlightCol	logical enabling column highlighting for the selected cell
enableComments	logical enabling comments in the table
overflow	character setting the css overflow behavior. Options are auto (default), hidden and visible
rowHeaderWidth	numeric width (in px) for the rowHeader column
...	passed to Handsontable.js constructor

See Also

[rhandsontable](#)

Examples

```
library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF) %>%
hot_table(highlightCol = TRUE, highlightRow = TRUE)
```

hot_to_r	<i>Handsonable widget</i>
----------	---------------------------

Description

Convert handsontable data to R object. Can be used in a shiny app to convert the input json to an R dataset.

Usage

```
hot_to_r(...)
```

Arguments

... passed to `rhandsontable:::toR`

See Also

[rHandsontableOutput](#)

hot_validate_character	<i>Handsonable widget</i>
------------------------	---------------------------

Description

Add numeric validation to a column

Usage

```
hot_validate_character(hot, cols, choices, allowInvalid = FALSE)
```

Arguments

hot	rhandsontable object
cols	vector of column names or indices
choices	a vector of acceptable numeric choices. It will be evaluated after min and max if specified.
allowInvalid	logical specifying whether invalid data will be accepted. Invalid data cells will be color red.

See Also

[hot_validate_numeric](#)

Examples

```
library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF) %>%
  hot_validate_character(col = "big", choices = LETTERS[1:10])
```

hot_validate_numeric *Handsontable widget*

Description

Add numeric validation to a column

Usage

```
hot_validate_numeric(
  hot,
  cols,
  min = NULL,
  max = NULL,
  choices = NULL,
  exclude = NULL,
  allowInvalid = FALSE
)
```

Arguments

hot	rhandsontable object
cols	vector of column names or indices
min	minimum value to accept
max	maximum value to accept
choices	a vector of acceptable numeric choices. It will be evaluated after min and max if specified.
exclude	a vector of unacceptable numeric values
allowInvalid	logical specifying whether invalid data will be accepted. Invalid data cells will be color red.

See Also

[hot_validate_character](#)

Examples

```
library(rhandsontable)
MAT = matrix(rnorm(50), nrow = 10, dimnames = list(LETTERS[1:10],
  letters[1:5]))

rhandsontable(MAT * 10) %>%
  hot_validate_numeric(col = 1, min = -50, max = 50, exclude = 40)

rhandsontable(MAT * 10) %>%
  hot_validate_numeric(col = 1, choices = c(10, 20, 40))
```

renderRHandsontable *Handsontable widget*

Description

Shiny bindings for rhandsontable

Usage

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

Arguments

expr	an expression that generates an rhandsontable.
env	the environment in which to evaluate expr.
quoted	is expr a quoted expression (with quote())? This is useful if you want to save an expression in a variable.

See Also

[rHandsontableOutput](#), [hot_to_r](#)

rhandsontable *Handsontable widget*

Description

Create a `Handsontable.js` widget.

Usage

```
rhandsontable(
  data,
  colHeaders,
  rowHeaders,
  comments = NULL,
  useTypes = TRUE,
  readOnly = NULL,
  selectCallback = FALSE,
  width = NULL,
  height = NULL,
  digits = 4,
  debug = NULL,
  search = FALSE,
  ...
)
```

Arguments

<code>data</code>	a <code>data.table</code> , <code>data.frame</code> or matrix
<code>colHeaders</code>	a vector of column names. If missing <code>colnames</code> will be used. Setting to <code>NULL</code> will omit.
<code>rowHeaders</code>	a vector of row names. If missing <code>rownames</code> will be used. Setting to <code>NULL</code> will omit.
<code>comments</code>	matrix or <code>data.frame</code> of comments; NA values are ignored
<code>useTypes</code>	logical specifying whether column classes should be mapped to equivalent Javascript types. Note that Handsontable does not support column add/remove when column types are defined (i.e. <code>useTypes == TRUE</code> in <code>rhandsontable</code>).
<code>readOnly</code>	logical specifying whether the table is editable
<code>selectCallback</code>	logical enabling the <code>afterSelect</code> event to return data. This can be used with shiny to tie updates to a selected table cell.
<code>width</code>	numeric table width
<code>height</code>	numeric table height
<code>digits</code>	numeric passed to <code>jsonlite::toJSON</code>
<code>debug</code>	numeric Javascript log level
<code>search</code>	logical specifying if the data can be searched (see https://jrowen.github.io/rhandsontable/#Customizing and Shiny example in <code>inst/examples/rhandsontable_search</code>)
<code>...</code>	passed to <code>hot_table</code> and to the <code>params</code> property of the widget

Details

For full documentation on the package, visit <https://jrowen.github.io/rhandsontable/>

See Also

[hot_table](#), [hot_cols](#), [hot_rows](#), [hot_cell](#)

Examples

```
library(rhandsontable)
DF = data.frame(val = 1:10, bool = TRUE, big = LETTERS[1:10],
               small = letters[1:10],
               dt = seq(from = Sys.Date(), by = "days", length.out = 10),
               stringsAsFactors = FALSE)

rhandsontable(DF, rowHeaders = NULL)
```

rhandsontable-exports *rhandsontable exported operators*

Description

The following functions are imported and then re-exported from the rhandsontable package to enable use of the magrittr pipe operator with no additional library calls

rHandsontableOutput *Handsontable widget*

Description

Shiny bindings for rhandsontable

Usage

```
rHandsontableOutput(outputId, width = "100%", height = "100%")
```

Arguments

outputId	output variable to read from
width, height	must be a valid CSS unit in pixels or a number, which will be coerced to a string and have "px" appended.

See Also

[renderRHandsontable](#)

set_data	<i>Handsontable widget</i>
----------	----------------------------

Description

Set data inside a Handsontable instance without recreating the widget. Send the new values as a vector of rows, a vector of columns, and a vector of values. If different length vectors are supplied then the shorter ones are recycled to match the length of the longest.

Usage

```
set_data(id, row, col, val, session, zero_indexed = F)
```

Arguments

id	The id of the table to interact with.
row	Integer vector of row indexes.
col	Integer vector the column indexes.
val	Vector of values to set at each row-col pair.
session	The session that is associated with your shiny server function. The table is only interactive when used in shiny so we only use set_data when the table is in shiny.
zero_indexed	Default FALSE. Set to TRUE if you are supplying row and col indexes that are already 0-based.

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