Package ‘widgetTools’

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Title Creates an interactive tcltk widget
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Description This packages contains tools to support the construction of tcltk widgets
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Class "basicPW", a basic class for primary widgets

Description

This class defines the behavior shared by primary widget object used to build a GUI type interface

Objects from the Class

Objects can be created by calls of the form `new("basicPW", ...)`. Constructors have been defined to create objects of this class for specific widgets such as buttons, list boxes, ...

Slots

- `wName`: Object of class "character" - a string for the name of the object
- `wType`: Object of class "character" - a string defining the type of the primary widget. (e.g. button)
- `wValue`: Object of class "ANY" - the initial value to be associated with the object
- `wWidth`: Object of class "numeric" - an integer for the width of the object to be rendered (if applicable)
- `wHeight`: Object of class "numeric" - an integer for the height of the object to be rendered (if applicable)
- `wfuns`: Object of class "list" - a list of R functions to be executed before the widget is activated
- `wPreFun`: Object of class "function" - a list of functions to be executed before the value of the widget to be updated
- `wPostFun`: Object of class "function" - a list of functions to be executed before the value of the widget to be retrieved
- `wNotify`: Object of class "list" - a list of functions to be executed each time when the value of the widget changes
- `wEnv`: Object of class "environment" - an R environment object within which the value of the object is stored
- `wView`: Object of class "widgetView" - a object of the class widgetView to which the widget is rendered

Methods

- `wEnv<-` signature(object = "basicPW"): Set the value for `wEnv` slot
- `wEnv` signature(object = "basicPW"): Get the value for `wEnv` slot
- `wfuns<-` signature(object = "basicPW"): Set the value for `wfuns` slot
- `wfuns` signature(object = "basicPW"): Get the value for `wfuns` slot
- `wHeight<-` signature(object = "basicPW"): Set the value for `wHeight` slot
- `wHeight` signature(object = "basicPW"): Get the value for `wHeight` slot
- `wName<-` signature(object = "basicPW"): Set the value for `wName` slot
- `wName` signature(object = "basicPW"): Get the value for `wName` slot
- `wNotify<-` signature(object = "basicPW"): Set the value for `wNotify` slot
- `wNotify` signature(object = "basicPW"): Get the value for `wNotify` slot
All the primary widgets such as button, text box, and so on are objects of basicPW class. The functions are constructors of primary widgets that are subjects of basicPW class with behaviors specific to primary widgets.
**Usage**

button(wName, wEnv, wValue = "", wWidth = 12, wHeight = 0, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView")

drawBox(wName, wEnv, wValue = "", wWidth = 50, wHeight = 0, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView"))

textBox(wName, wEnv, wValue = "", wWidth = 25, wHeight = 12, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView"))

drawBox(wName, wEnv, wValue = "", wWidth = 25, wHeight = 10, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView"))

checkButton(wName, wEnv, wValue, wWidth = 50, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView"))

drawButton(wName, wEnv, wValue, wWidth = 50, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView"))

drawLabel(wName, wEnv, wValue = "", wWidth = 0, wHeight = 0, wFuns = list(), wNotify = list(), wPreFun = function(x) x, wPostFun = function(x) x, wView = new("widgetView"))

drawWidget(wTitle, pWidgets, funs = list(), preFun = function() print("Hello"), postFun = function() print("Bye"), env, defaultNames = c("Finish", "Cancel"))

drawWidgetView(WVTitle, vName, widgetIds = list(), theWidget = new("widget"), winId)

**Arguments**

wName

wName a character string for the name to be associated with a given primary widget

vName

vName same as wName but for a widget object

wEnv

wEnv an R environment object within which the original values for each primary widget will be stored and updating and retrieval of the values will take place

env

eenv same as wEnv but for a widget object

wValue

wValue the initial values to be associated with a given primary widget

wWidth

wWidth an integer for the width of the primary widget (if applicable)

wHeight

wHeight an integer for the height of the primary widget (if applicable)

wFuns

wFuns a list of R functions that will be associated with a primary widget and invoked when an operation (e.g. click, get focus, ...) is applied to the primary widget

funs

funs same as wFuns but for a widget object

wNotify

wNotify a list of functions defining the actions to be performed when the value of the primary widget changes

wPreFun

wPreFun an R function that should be applied when the widget is activated

preFun

preFun same as wPreFun but for a view

wPostFun

wPostFun an R function that will be applied when the widget is inactivated
**Details**

**button** constructs a button widget object.
**button** constructs an entry box widget object.
**textBox** constructs a text box widget object.
**listBox** constructs a list box widget object. Value for a listbox object should be a named vector with names being the content to be shown in the list box and values being TRUE (default value) or FALSE.
**checkButton** constructs a group of check box widget objects. Value for check button objects should be a named vector with names being the content to be shown in the list box and values being TRUE (checked) or FALSE (not checked).
**radioButton** constructs a group of radio button widget objects. Value for radio button objects should be a named vector with names being the content to be shown in the list box and values being TRUE (default) or FALSE.
**label** constructs a text label widget object with the value displayed as the text.
**widget** constructs a widget object to render the primary widgets.
**widgetView** constructs a widgetView object. This class is for internal use by class **widget-class**.
Users trying to create GUI type widget do not need to use this class.

**Value**

Each constructor returns a tkwin object for the primary widget object.

**Author(s)**

Jianhua Zhang

**References**

R tcltk

**See Also**

**widget-class, basicPW-class**
# Create an R environment to store the values of primary widgets
PWEnv <- new.env(hash = TRUE, parent = parent.frame(1))

# Create a label
label1 <- label(wName = "label1", wValue = "File Name: ", wEnv = PWEnv)

# Create an entry box with "Feed me using brows" as the default value
entry1 <- entryBox(wName = "entry1", wValue = "Feed me using browse", wEnv = PWEnv)

# Create a button that will call the function browse2Entry1 when pressed.
browse2Entry1 <- function(){
  tempValue <- tclvalue(tkgetOpenFile())
  temp <- get(wName(entry1), env = PWEnv)
  wValue(temp) <- paste(tempValue, sep = "", collapse = ";")
  assign(wName(entry1), temp, env = PWEnv)
}

button1 <- button(wName = "button1", wValue = "Browse", wFuns = list(command = browse2Entry1), wEnv = PWEnv)

# Create a list box with "Option1", "Option2", and "Option3" as the content and "Option1" selected
list1 <- listBox(wName = "list1", wValue = c(Option1 = TRUE, Option2 = FALSE, Option3 = FALSE), wEnv = PWEnv)

# Create a text box with "Feed me something" displayed
text1 <- textBox(wName = "text1", wValue = "Feed me something", wEnv = PWEnv)

# Create a set of radio buttons with "radio1" as the default
label2 <- label(wName = "label2", wValue = "Select one: ", wEnv = PWEnv)
radios1 <- radioButton(wName = "radios1", wValue = c(radio1 = TRUE, radio2 = FALSE, radio3 = FALSE), wEnv = PWEnv)

# Create a set of check boxes with "check1" selected and "check2" and "check3" not selected
label3 <- label(wName = "label3", wValue = "Select one to many: ", wEnv = PWEnv)
checks1 <- checkButton(wName = "checks1", wValue = c(check1 = TRUE, check22 = FALSE, check3 = FALSE), wEnv = PWEnv)

# Please note that the name of the primary widget object (e.g. checks1) should be the same as the value of the name slot of the object (e.g. name = "checks1")

# Render the widgets
pWidgets <- list(topRow = list(label1 = label1, entry1 = entry1, button1 = button1),
  textRow = list(list1 = list1, text1 = text1), radGroup = list(label2 = label2, radios1 = radios1), chkGroup = list(label3 = label3, checks1 = checks1))

## Not run:
## These cannot be run by examples() but should be OK when pasted into an interactive R session with the widgetTools package loaded
### dropdownList

A widget to mimic a dropdown list

**Description**

The current tcltk library does not support dropdown lists unless an extension is included. The function `dropdownList` provides an alternative.

**Usage**

```r
dropdownList(base, options, textvariable, width = 10, default, editable = FALSE)
g getListOption(targetWidget, options, height, vScroll = FALSE)
```

**Arguments**

- `base`: a `tkwin` object that is the parent frame of the dropdown list to be created.
- `options`: a vector of character strings for the content of the dropdown list.
- `textvariable`: a `tclVar` object to be associated with the selected item of the dropdown list.
- `width`: an integer for the width in number of characters of the selection containing part of the dropdown list.
- `default`: a character string for the default selection that is going to be shown in the selection containing window of the dropdown list.
- `targetWidget`: a `tkwin` object for an entry box to which a button will be associated to make the look of a dropdown list.
- `editable`: a boolean indicating whether the dropdown list will be editable or not.
- `height`: an integer for the height of the dropdown list box. If missing, height will be assigned the length of the options to be shown in the list box.
- `vScroll`: a boolean indicating whether a vertical scroll bar will be associated with the dropdown list box.

**Details**

- `base`: can be a top window or a frame.
- The widget returns a frame that contains a dropdown list. The frame need to be placed using any of the layout methods of tcltk. The value of the selection will be accessed through the `tclVar` object passed to the function.
- `getListOptions` is called by `dropdownList` to get the selected item.
Value

dropdownList returns a tkwin object for the frame that contains a dropdown list
getListOptions returns a character string for the selected item

Author(s)

Jianhua Zhang

References

tcltk

See Also

tooltip

Examples

```r
## Not run:
## These cannot be run by examples() but should be OK when pasted
## into an interactive R session with the widgetTools package loaded

base <- tktoplevel()
selection <- tclVar()
dropdownList(base, c("Option 1", "Option 2", "Option 3"),
             selection, 15, "Option 2")
tclvalue(selection)
# Destroy toplevel widget
# tkdestroy(base)

## End(Not run)
```

makeViewer

Put a Scrollable List Box into a tkWidget.

Description

This function associates a tk listbox with a scroll bar and then puts them into a given tk widget.

Usage

```r
makeViewer(target, vWidth = "", vHeight = "", hScroll = FALSE, vScroll = TRUE, what = "list", side = "left", text = ")
```

Arguments

- **target**: tk widget that can accommodate a list box.
- **vWidth**, **vHeight**: integers giving width and height of the listbox.
- **hScroll**, **vScroll**: logicals indicating whether a horizontal or vertical scroll bar should be associated with the list box.
oneVScrList

what A character string indicating the type of the viewer to be put on a widget. Valid types include "list" for list box, "canvas", and "text" for text box

side A character string for the geometry management of the viewer on the widget. Valid values include "left", "right", "top", and "bottom"

text A character string to be displayed

Details

Tk list boxes (or canvas, text box) and scroll bars are separate widgets. This function provides a common interface to put them together and functionally associated.

Value

This function does not return any value.

Author(s)

Jianhua (John) Zhang

See Also

tklistbox (from the 'tcltk' package).

Examples

```r
## Not run:
## These cannot be run by examples() but should be OK when pasted
## into an interactive R session with the widgetTools package loaded

# Create a top level window and put a list box in it
base <- tktoplevel()
listBox <- makeViewer(base)

# Destroy toplevel widget
# tkdestroy(base)

## End(Not run)
```

---

**oneVScrList**  
A function that creates a groups of list boxes sharing a single vertical scroll bar

Description

This function creates a group of list boxes what share a common vertical scroll bar. Values in all the list boxes scroll up or down when the scroll bar is dragged

Usage

```r
oneVScrList(base, data)
```
safeFileOpen

Arguments

- base: a tkwin object that will be the container of the list boxes to be created
- data: a matrix with data to be put in the list boxes

Details

The matrix should have names for its columns. The names of the list boxes to be created will be the same as the corresponding columns of the matrix.

Data in the list boxes can be sorted based on values in any of the list boxes.

Value

This function returns a list containing the tkwin objects of the list boxes created.

Author(s)

Jianhua Zhang

References

tcltk

See Also

dropdownList, tooltip

Examples

```r
## Not run:
## These cannot be run by examples() but should be OK when pasted
## into an interactive R session with the widgetTools package loaded
testData <- matrix(c(1:50, 100:51), ncol = 2)
colnames(testData) <- c("Column 1", "Column 2")
base <- tktoplevel()
tt <- oneVScrList(base, testData)

# Destroy toplevel widget
# tkdestroy(base)

## End(Not run)
```

safeFileOpen

A function that checks to see if a connection can be made to a given file

Description

This function checks to see if a given file name exists. If so, the function returns a connection to the file. Otherwise, it returns "fileName does not exist".
Usage

safeFileOpen(fileName)

Arguments

fileName fileName a character string for the name of a file to which a connection is to be opened

Details

When this function is used, users have to make sure to check to see if the returned object inherits object "connection". Otherwise, the file does not exist or a connection has not been made.

Value

The function returns a connection object that inherits class "connection" if the file exists and is opened. Otherwise, the string "fileName does not exist"

Note

This function is no placed here to be used by various widgets. May be moved to a more suitable place later

Author(s)

Jianhua Zhang

See Also

file

Examples

write("A test file", "testFile4safeFileOpen")
 tt <- safeFileOpen("testFile4safeFileOpen")
 inherits(tt, "connection")
 unlink("testFile4safeFileOpen")
 tt <- safeFileOpen("testFile4safeFileOpen")
 inherits(tt, "connection")

tooltip

A tcltk widget to mimic a tooltip

Description

Current tcltk library does not support tooltip unless an extension is included. The function tooltip is implemented as an alternative.

Usage

tooltip(text, targetWidget, width = 350)
Arguments

text  text a character string for the content of the tooltip

targetWidget  targetWidget a tkwin object for the target tcltk widget to which a tool tip will be associated

width  width an integer for the width (in pixels) of the tooltip

Details

Given a target tcltk widget, a tooltip will be associated with the widget. The content of the tooltip will be shown when mouse moves over the widget and disappear when mouse moves out of the widget.

Value

This function returns invisible()

Author(s)

Jianhua Zhang

References

tcltk

See Also

dropdownList

Examples

## Not run:
## These cannot be run by examples() but should be OK when pasted
## into an interactive R session with the widgetTools package loaded

base <- tktoplevel()
but <- tkbutton(base, text = "Move Mouse Over Me")
tkpack(but)
tkbind(but, "<Enter>", expression(tooltip("Move mouse off me", but)))

# Destroy toplevel widget
# tkdestroy(base)

## End(Not run)
Class "widget" creates a widget with primary widgets contained in the list pWidgets rendered

**Description**

This class takes a list of primary widgets and then creates a "widgetView" object that renders the primary widgets.

**Objects from the Class**

Objects can be created by calls of the form `new("widget", ...)`. 

**Slots**

- **wTitle**: Object of class "character" - a character string for the title of the widget to be created
- **pWidgets**: Object of class "list" - a list of "basicPW" objects representing widget elements to be rendered
- **env**: Object of class "environment" - an R environment for the object to work within
- **funs**: Object of class "list" - a list of functions that will be associated with buttons on the widget to be rendered. The name of the function in the list will be the text appears on the button and the function will be executed when the button is pressed
- **preFun**: Object of class "function" - a function that will be executed before the widget is constructed
- **postFun**: Object of class "function" - a function that will be executed before the widget is destroyed

**Methods**

- `env<-` signature(object = "widget"): set the value for env
- `wEnv` signature(object = "widget"): get the value for env
- `funs<-` signature(object = "widget"): set the value for funs
- `funs` signature(object = "widget"): get the value for funs
- `postFuns<-` signature(object = "widget"): set the value for postFuns
- `postFun` signature(object = "widget"): get the value for postFuns
- `preFuns<-` signature(object = "widget"): set the value for preFun
- `preFun` signature(object = "widget"): get the value for preFun
- `pWidgets<-` signature(object = "widget"): set the value for pWidgets
- `pWidgets` signature(object = "widget"): get the value for pWidgets
- `updateCheck` signature(object = "widget"): update the value of check buttons of the widget to be rendered
- `updateList` signature(object = "widget"): update the value of list box/entry of the widget to be rendered
- `updateRadio` signature(object = "widget"): update the value of radio buttons of the widget to be rendered
updateText signature(object = "widget"): update the value of text box of the widget to be rendered

wTitle<- signature(object = "widget"): set the value of wTitle

wTitle signature(object = "widget"): get the value of wTitle

Author(s)

Jianhua Zhang

References

Programming with data

See Also

basicPW-class, widgetView-class

Examples

PWEnv <- new.env(hash = TRUE, parent = parent.frame(1))

label1 <- label(wName = "label1", wValue = "File Name: ", wEnv = PWEnv)
entry1 <- entryBox(wName = "entry1", wValue = "Feed me using browse", wEnv = PWEnv)

browse2Entry1 <- function()
{
tempValue <- fileBrowser()
temp <- get(wName(entry1), wEnv = PWEnv)
wValue(temp) <- paste(tempValue, sep = "", collapse = ";")
assign(wName(entry1), temp, env = PWEnv)
}

button1 <- button(wName = "button1", wValue = "Browse", wfuns = list(command = browse2Entry1), wEnv = PWEnv)
list1 <- listBox(wName = "list1", wValue = c(Option1 = TRUE, Option2 = FALSE, Option3 = FALSE), wEnv = PWEnv)
text1 <- textBox(wName = "text1", wValue = "Feed me something", wEnv = PWEnv)

label2 <- label(wName = "label2", wValue = "Select one: ", wEnv = PWEnv)
radios1 <- radioButton(wName = "radios1", wValue = c(radio1 = TRUE, radio2 = FALSE, radio3 = FALSE), wEnv = PWEnv)

label3 <- label(wName = "label3", wValue = "Select one to many: ", wEnv = PWEnv)

checks1 <- checkButton(wName = "checks1", wValue = c(check1 = TRUE, check22 = FALSE, check3 = FALSE), wEnv = PWEnv)
pWidgets <- list(topRow = list(label1 = label1, entry1 = entry1, button1 = button1), textRow = list(list1 = list1, text1 = text1), radGroup = list(label2 = label2, radios1 = radios1), chkGroup = list(label3 = label3, checks1 = checks1))

## Not run:
## These cannot be run by examples() but should be OK when pasted into an interactive R session with the widgetTools package loaded

aWidget <- widget(wTitle = "A test widget", pWidgets, funs = list(), preFun = function() print("Hello"), postFun = function() print("Bye"), env = PWEnv)
## widgetView-class

**Class** "widgetView", a class for a GUI type widget holding widget elements

### Description

"widgetView" renders element widgets

### Objects from the Class

Objects can be created by calls of the form `new("widgetView", ...)`. This class is for internal use by class `widget-class`. Users trying to create GUI type widget do not need to use this class.

### Slots

- **WVTitle**: Object of class "character" - a character string that will be displayed as the title of the widget to be created
- **vName**: Object of class "character" - a character string for the vName of the widget
- **winid**: Object of class "tkwin" - a tkwin object for the id of the top window for the widget
- **widgetids**: Object of class "list" - a list of tkwin ids for element widgets
- **theWidget**: Object of class "widget" - a widget object that creates the widgetView

### Methods

- **killWin** signature (tkWidget = "widgetView"): destroys the window representing the widgetView
- **vName<-** signature (object = "widgetView"): set the value for vName
- **vName** signature (object = "widgetView"): get the value for vName
- **renderWidgets** signature (widgetView = "widgetView", pWidgets = "list"): takes a list of "basicPW" objects (pWidgets) and renders them accordingly
- **renewView** signature (widgetView = "widgetView", pWidgets = "list"): using values contained by the "basicPW" objects of pWidgets to update the values of widget elements displayed
- **theWidget<-** signature (object = "widgetView"): set the value for theWidget
- **theWidget** signature (object = "widgetView"): get the value for theWidget
- **updateDisplay** signature (widgetView = "widgetView"): update the value of list box or text box element widgets
- **widgetids<-** signature (object = "widgetView"): set the value of widgetids
- **widgetids** signature (object = "widgetView"): get the value of widgetids
- **winid<-** signature (object = "widgetView"): set the value of winid
- **winid** signature (object = "widgetView"): get the value of winid
- **winWait** signature (tkWidget = "widgetView"): make widgetView modal
- **WVTitle** signature (object = "widgetView"): get the value for WVTitle
writeText

### Author(s)

Jianhua Zhang

### References

Programming with data

### See Also

`widget-class`, `basicPW-class`

### Examples

```r
## Not run:
## These cannot be run by examples() but should be OK when pasted
## into an interactive R session with the widgetTools package loaded

widgetView <- widgetView(WVTitle = "demo", vName = "widget1")

## End(Not run)
```

writeText

*Functions that read from and write to tcltk widgets*

#### Description

These functions provide some of the common read and write operations for tcltk widgets.

#### Usage

```r
writeText(widget, value, clear = TRUE)
writeList(widget, value, clear = TRUE)
getListValue(which)
getTextValue(which)
getEntryValue(which)
```

#### Arguments

- `widget` widget a tkwin object for the tcltk widget to be read or written to
- `value` value the text of numerical value to be written to a tcltk widget
- `clear` clear a boolean to indicate whether a value will append to the existing one (FALSE)
- `which` which a tkwin object for the tcltk widget whose value will be retrieved

#### Details

- `writeText` writes to a given tcltk text box widget.
- `writeList` writes to a given tcltk list or entry box widget.
- `getListValue` retrieves the selected value in a tcltk list widget.
- `getTextValue` retrieves the value of a text box.
- `getEntryValue` retrieves the value of an entry box.
Value

- **getListView** returns the selected value in a tcltk list widget.
- **getTextValue** returns the value of a text box.
- **getEntryValue** returns the value of an entry box.

Author(s)

Jianhua Zhang

References

R tcltk

See Also

basicPW-class, widget-class

Examples

```r
## Not run:
## These cannot be run by examples() but should be OK when pasted
## into an interactive R session with the widgetTools package loaded

# Create the widgets
base <- tktoplevel()
list <- tklistbox(base, width = 20, height = 5)
entry <- tkentry(base)
text <- tktext(base, width = 20, height = 5)
tkpack(list, entry, text)

# Write and read from the widgets
writeList(list, c("Option1", "Option2", "Option3"))
writeList(entry, "An Entry box")
writeText(text, "A text box")

# Will be NULL if not selected
getListValue(list)
getTextValue(text)
getEntryValue(entry)

# Destroy toplevel widget
# tkdestroy(base)

## End(Not run)
```
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