

Package: shinyHeatmap (via r-universe)

June 1, 2026

Title Usage Heatmap for Shiny apps

Version 0.2.3.9000

Description Have you ever wondered how people are enjoying your Shiny app? This package leverages 'heatmap.js' to provide heatmap of usage. You can seamlessly know where users clicked and how many times. This is useful for regression testing.

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Encoding UTF-8

Roxygen list(markdown = TRUE)

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Imports htmltools, jsonlite, pushbar, shiny, shinyscreenshot

URL <https://github.com/RinterFace/shinyHeatmap>,
<https://rinterface.github.io/shinyHeatmap/>

BugReports <https://github.com/RinterFace/shinyHeatmap/issues>

Suggests knitr, rmarkdown

VignetteBuilder knitr

Config/pak/sysreqs cmake make libuv1-dev zlib1g-dev

Repository <https://cynkra.r-universe.dev>

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RemoteUrl <https://github.com/RinterFace/shinyHeatmap>

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download_heatmap *Show recorded heatmap*

Description

Show and download [record_heatmap](#) data.

Usage

```
download_heatmap(
  trigger = NULL,
  path = "www",
  filename = "heatmap.png",
  timeout = 10,
  show_ui = TRUE,
  options = NULL,
  session = shiny::getDefaultReactiveDomain(),
  ...
)
```

Arguments

trigger	Reactive trigger to initialize the heatmap recording. This is useful if your app contains tabs or navbar.
path	Previously saved heatmap data for persistence.
filename	Screenshot file name.
timeout	Necessary if the page needs time to load. Expressed in milliseconds.
show_ui	Whether to show the download UI. Default to TRUE.
options	Slot for heatmap options. Expect a (nested) list. See https://www.patrick-wied.at/static/heatmapjs/docs.html#heatmap-configure .
session	Shiny session object. Useful to store heatmap data.
...	Internal. Don't use.

process_heatmap *Either record or show heatmap data*

Description

By default, [process_heatmap](#) records the heatmap. However, if you browse to the app url and add `?get_heatmap` query string, the function will run in display mode to see the heatmap data.

Usage

```
process_heatmap(...)
```

Arguments

... Pass in parameters for [record_heatmap](#) and [download_heatmap](#).

Note

Specify `options("shinyHeatmap.debug" = TRUE)` to get useful debugging messages, particularly when setting up your heatmap.

record_heatmap	<i>Record heatmap data to a file</i>
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Description

On the JS side, Shiny creates a `input$heatmap_data` containing the current click data to be recorded to the file

Usage

```
record_heatmap(
  trigger = NULL,
  path = "www",
  target = ".container-fluid",
  type = c("click", "move"),
  timeout = 10,
  session = shiny::getDefaultReactiveDomain(),
  ...
)
```

Arguments

trigger	Reactive trigger to initialize the heatmap recording. This is useful if your app contains tabs or navbar.
path	Previously saved heatmap data for persistence.
target	Container selector hosting the heatmap canvas. Default to Shiny fluidPage container. Be careful to change it if you use another template.
type	Event type: click or mouse move. Default to click.
timeout	Necessary if the page needs time to load. Expressed in milliseconds.
session	Shiny session object. Useful to store heatmap data.
...	Internal. Don't use.

with_heatmap	<i>Heatmap container for shiny app</i>
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Description

Include necessary dependencies.

Usage

```
with_heatmap(...)
```

Arguments

... Shiny UI code.

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