

Package: igraplayout (via r-universe)

May 8, 2026

Title Manual Layout Editor for 'igraph' Objects

Version 0.1

Description Manually edit the layout of 'igraph' objects using an interactive Shiny application. Provides a user-friendly interface to adjust node positions in graph visualizations and apply various layout algorithms from the 'igraph' package with a user-defined seed.

License Apache License (>= 2)

Imports config, golem, htmlwidgets, igraph, shiny

Encoding UTF-8

LazyData true

RoxygenNote 7.3.3

Suggests spelling, testthat (>= 3.0.0)

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Language en-US

Config/pak/sysreqs cmake libglpk-dev make libuv1-dev libxml2-dev zlib1g-dev

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

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d3graph	<i>D3 Graph Interactive Widget</i>
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Description

Create an interactive D3.js graph visualization

Usage

```
d3graph(g, width = NULL, height = NULL, elementId = NULL, show_labels = TRUE)
```

Arguments

g	An igraph object
width	Width of the widget
height	Height of the widget
elementId	Element ID for the widget
show_labels	Logical, whether to show node labels

d3graph-shiny	<i>Shiny bindings for d3graph</i>
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Description

Output and render functions for using d3graph within Shiny applications and interactive Rmd documents.

Usage

```
d3graphOutput(outputId, width = "100%", height = "600px")
```

```
renderD3graph(expr, env = parent.frame(), quoted = FALSE)
```

Arguments

outputId	output variable to read from
width, height	Must be a valid CSS unit (like '100%', '400px', 'auto') or a number, which will be coerced to a string and have 'px' appended.
expr	An expression that generates a d3graph
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.

Description

Edit a Graph Layout Shiny Application

Usage

```
edit_layout(  
  g = NULL,  
  onStart = NULL,  
  options = list(),  
  enableBookmarking = NULL,  
  uiPattern = "/",  
  ...  
)
```

Arguments

<code>g</code>	An igraph object to visualize and edit the layout. If NULL, a random graph will be generated.
<code>onStart</code>	A function that will be called before the app is actually run. This is only needed for shinyAppObj, since in the shinyAppDir case, a global .R file can be used for this purpose.
<code>options</code>	Named options that should be passed to the runApp call (these can be any of the following: "port", "launch.browser", "host", "quiet", "display.mode" and "test.mode"). You can also specify width and height parameters which provide a hint to the embedding environment about the ideal height/width for the app.
<code>enableBookmarking</code>	Can be one of "url", "server", or "disable". The default value, NULL, will respect the setting from any previous calls to enableBookmarking() . See enableBookmarking() for more information on bookmarking your app.
<code>uiPattern</code>	A regular expression that will be applied to each GET request to determine whether the ui should be used to handle the request. Note that the entire request path must match the regular expression in order for the match to be considered successful.
<code>...</code>	arguments to pass to golem_opts. See <code>'?golem::get_golem_options'</code> for more details.

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