Package 'glasstabs'

October 30, 2026

Title Animated Glass-Style Tabs and Select Inputs for 'Shiny'

Version 0.4.1

Description Tools for creating animated glassmorphism-style tab navigation and select filter widgets in 'Shiny' applications. Provides a tab navigation component with a sliding glass halo animation, a searchable multi-select dropdown, and a single-select dropdown - all with multiple colour themes and server-side update helpers. Tabs support icons, numeric badges, disable/enable toggling, runtime append/remove, reactive rendering via 'renderGlassTabs()', URL bookmarking, responsive overflow modes, optional touch gestures, reduced-motion support, and compact mode for dashboard card layouts. 'glassTabCondition()' generates 'conditionalPanel()' condition strings without needing to recall the internal input key pattern. 'glasstabs_news()' displays the release notes from the R console. Built-in example apps can be launched with 'runGlassExample()'. All widgets are compatible with standard 'Shiny' layouts and 'bs4Dash' dashboards and 'bslib' themed applications. An experimental 'glassPage()' helper provides a thin wrapper around a fillable 'bslib' page when 'bslib' is installed. For full documentation and examples see Arthur (2026) <https://prigasg.github.io/glasstabs/>.

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URL https://github.com/PrigasG/glasstabs, https://prigasg.github.io/glasstabs/

BugReports https://github.com/PrigasG/glasstabs/issues

Imports cli, htmltools (>= 0.5.0), jsonlite, shiny (>= 1.7.0)

Suggests bs4Dash, bslib (>= 0.5.0), chromote, covr, knitr, lintr, mockery, pkgload, rmarkdown, shinytest2, spelling, styler, testthat (>= 3.0.0), withr

VignetteBuilder knitr

Config/testthat/edition 3

Encoding UTF-8

Language en-US

RoxygenNote 7.3.3

NeedsCompilation no

Author George Arthur [aut, cre]

Maintainer George Arthur <prigasgenthian48@gmail.com>

Repository CRAN

Date/Publication 2026-10-30 15:30:13 UTC

Contents

appendGlassTab . . . 3
closeGlassSelect . . . 4
disableGlassTab . . . 5
glassFilterTags . . . 6
glassMultiSelect . . . 7
glassMultiSelectServer . . . 10
glassMultiSelectValue . . . 12
glassPage . . . 13
glassSelect . . . 14
glassSelectServer . . . 17
glassSelectValue . . . 19
glassTabCondition . . . 20
glassTabPanel . . . 21
glassTabsOutput . . . 22
glassTabsServer . . . 23
glassTabsUI . . . 25
glasstabs_news . . . 27
glass_select_theme . . . 28
glass_tab_theme . . . 29
renderGlassTabs . . . 31
runGlassExample . . . 32
showGlassTab . . . 33
updateGlassMultiSelect . . . 34
updateGlassSelect . . . 36
updateGlassTabBadge . . . 37
updateGlassTabsUI . . . 38
useGlassTabs . . . 39

Index **41**

appendGlassTab *Append or remove a glass tab at runtime*

Description

appendGlassTab() adds a new glassTabPanel() to an existing glassTabsUI() at runtime. removeGlassTab() removes a tab by value. If the removed tab was active, the first remaining tab is activated.

Usage

```
appendGlassTab(session, id, tab, select = FALSE)

removeGlassTab(session, id, value)
```

Arguments

session	Shiny session object.
id	Module id matching the id passed to glassTabsUI().
tab	A glassTabPanel() object (for appendGlassTab() only).
select	Logical. If TRUE, the new tab is immediately activated. Defaults to FALSE.
value	Value of the tab to remove (for removeGlassTab() only).

Value

Called for its side effect; returns NULL invisibly.

See Also

Other glass tabs: disableGlassTab(), glassTabCondition(), glassTabPanel(), glassTabsOutput(), glassTabsServer(), glassTabsUI(), renderGlassTabs(), showGlassTab(), updateGlassTabBadge(), updateGlassTabsUI()

Examples

```
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "tabs",
      glassTabPanel("home", "Home", p("Home content"), selected = TRUE)
    ),
    actionButton("add",    "Add tab"),
    actionButton("remove", "Remove tab")
  )
  server <- function(input, output, session) {
    observeEvent(input$add, {
```

```
      appendGlassTab(session, "tabs",
        glassTabPanel("new", "New Tab", p("Dynamic content")),
        select = TRUE
      )
    })
    observeEvent(input$remove, {
      removeGlassTab(session, "tabs", "new")
    })
  }
  shinyApp(ui, server)
}
```

`closeGlassSelect` *Close open glass select dropdowns*

Description

Programmatically closes one `glassSelect()` dropdown, one `glassMultiSelect()` dropdown, or every open glasstabs select dropdown in the current Shiny session.

Usage

```
closeGlassSelect(session = shiny::getDefaultReactiveDomain(), inputId)

closeGlassMultiSelect(session = shiny::getDefaultReactiveDomain(), inputId)

closeAllGlassSelects(session = shiny::getDefaultReactiveDomain())
```

Arguments

`session`	Shiny session. Defaults to the current reactive domain.
`inputId`	Input id of the widget.

Details

These helpers are useful before switching tabs, opening modals, rebuilding UI, or changing layouts that can otherwise leave a dropdown visually open after its trigger moved or disappeared.

Value

No return value. Called for the side effect of closing dropdowns in the browser.

Examples

```
if (interactive()) {
  library(shiny)

  ui <- fluidPage(
    useGlassTabs(),
```

```
    actionButton("close", "Close dropdowns"),
    glassSelect("region", c(North = "north", South = "south")),
    glassMultiSelect("filters", c(A = "a", B = "b"))
  )

  server <- function(input, output, session) {
    observeEvent(input$close, {
      closeAllGlassSelects(session)
    })
  }

  shinyApp(ui, server)
}
```

`disableGlassTab` *Disable or enable a glass tab*

Description

`disableGlassTab()` grays out a tab and prevents the user from clicking it without removing it from the navigation bar. `enableGlassTab()` reverses this. Unlike `hideGlassTab()`, a disabled tab remains visible.

Usage

```
disableGlassTab(session, id, value)

enableGlassTab(session, id, value)
```

Arguments

`session`	Shiny session object.
`id`	Module id matching the `id` passed to `glassTabsUI()`.
`value`	Value of the tab to disable or enable.

Value

Called for its side effect; returns `NULL` invisibly.

See Also

Other glass tabs: `appendGlassTab()`, `glassTabCondition()`, `glassTabPanel()`, `glassTabsOutput()`, `glassTabsServer()`, `glassTabsUI()`, `renderGlassTabs()`, `showGlassTab()`, `updateGlassTabBadge()`, `updateGlassTabsUI()`

Examples

```
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "tabs",
      glassTabPanel("a", "A", p("Tab A"), selected = TRUE),
      glassTabPanel("b", "B", p("Tab B")),
      glassTabPanel("locked", "Locked", p("Locked content"))
    ),
    checkboxInput("unlocked", "Unlock tab", FALSE)
  )
  server <- function(input, output, session) {
    # Start with "locked" tab disabled
    observe({
      if (input$unlocked) enableGlassTab(session, "tabs", "locked")
      else                disableGlassTab(session, "tabs", "locked")
    })
  }
  shinyApp(ui, server)
}
```

`glassFilterTags` *Shiny tag helper for a filter-tags display area tied to a glassMultiSelect*

Description

Renders a that the JS engine will populate with colored tag pills whenever the corresponding `glassMultiSelect()` selection changes.

Usage

```
glassFilterTags(inputId, class = NULL)
```

Arguments

`inputId`	The `inputId` of the `glassMultiSelect()` this display should reflect.
`class`	Additional CSS classes for the container.

Value

An `htmltools` tag (`shiny.tag`). A container that renders the current selection of the paired `glassMultiSelect()` as dismissible pill tags, kept in sync with the widget automatically via JavaScript.

`glassMultiSelect` *Animated glass multi-select dropdown filter*

Description

A stylized multi-select Shiny input with optional search, style switching, select-all behavior, and programmatic updates via `updateGlassMultiSelect()`.

Usage

```
glassMultiSelect(
  inputId,
  choices,
  selected = NULL,
  label = NULL,
  placeholder = "Filter by Category",
  all_label = "All categories",
  check_style = c("checkbox", "check-only", "filled"),
  show_style_switcher = TRUE,
  show_select_all = TRUE,
  show_clear_all = TRUE,
  theme = "dark",
  shape = c("rounded", "square"),
  width = NULL,
  disabled = FALSE,
  disabled_choices = NULL,
  hues = NULL,
  dark_selector = NULL,
  server = FALSE,
  server_limit = 50L,
  server_min_chars = 0L,
  searchable = TRUE,
  search_threshold = 15L,
  selection_display = c("auto", "count", "summary", "labels"),
  selection_max_items = 2L,
  dropdown_max_height = "260px",
  no_matches_text = "No matches",
  tongue = TRUE,
  label_bold = TRUE,
  fill_colors = c("single", "multi"),
  label_size = "14px",
  search_focus_ring = FALSE,
  overflow_tooltip = c("auto", "never")
)
```

Arguments

`inputId`	Shiny input id.

choices — Named or unnamed character vector of choices, or a named list for grouped choices (selectInput()-style). A one-element named list such as `list(Group = "x")` is treated as a flat, ungrouped choice, mirroring `shiny::selectInput()`.

selected — Initially selected values. Defaults to all choices when `NULL`.

label — Optional field label shown above the widget.

placeholder — Trigger label when nothing is selected.

all_label — Label shown when all choices are selected.

check_style — One of `"checkbox"` (default), `"check-only"`, or `"filled"`.

show_style_switcher — Show the Check / Box / Fill switcher row inside the dropdown? Default `TRUE`.

show_select_all — Show the "Select all" row? Default `TRUE`.

show_clear_all — Show the "Clear all" footer link? Default `TRUE`.

theme — Color theme. One of `"dark"` (default), `"light"`, `"auto"`, or a `glass_select_theme()` object. `"auto"` uses the light preset by default and switches to the dark preset when an ancestor carries `data-bs-theme="dark"`.

shape — Corner style for the trigger and dropdown. One of `"rounded"` (default) for the signature glass look, or `"square"` for crisp, selectize-style corners so the widget sits neatly alongside native Shiny `selectizeInput()` controls.

width — Optional widget width passed to `shiny::validateCssUnit()`, e.g. `100%` or `240px`. When `NULL` (default) the trigger uses a stable compact width of `160px`. Explicit widths continue to be capped by the container.

disabled — Logical. When `TRUE` the whole widget is greyed out and non-interactive. Default `FALSE`.

disabled_choices — Optional character vector of choice values to render as disabled (non-selectable) rows. Default `NULL`.

hues — Optional named integer vector of HSL hue angles (0 to 360) for the `"filled"` style when `fill_colors = "multi"`. Auto-assigned if `NULL`.

dark_selector — Optional CSS selector that signals dark mode (e.g. `"body.dark-mode"` for bs4Dash). When provided, emits an extra scoped `<style>` block that reverts colors to the dark-mode defaults whenever that selector is active.

server — Logical. If `TRUE`, render only an initial slice of choices and use `glassMultiSelectServer()` to search the full choice set from the Shiny server. Default `FALSE`.

server_limit — Maximum number of choices rendered initially. Search results are bounded separately by the `limit` argument of the `*Server()` helper. Default `50`. Explicitly selected values that fall outside the initial slice are still rendered as extra rows so they stay visible and checked.

server_min_chars — Minimum search characters required before server-side matching filters choices. Default `0`.

searchable — Search visibility. Use `TRUE` (default) to always show search, `FALSE` to hide it, or `"auto"` to show it only when the choice count reaches `search_threshold`.

search_threshold
: Choice count at which searchable = "auto" shows the search field. Default 15.

selection_display
: How partial selections are summarized in the trigger: "auto" (the existing behavior), "count", "summary", or "labels".

selection_max_items
: Number of labels shown by selection_display = "summary" before the remaining count is shown.

dropdown_max_height
: Maximum height of the scrolling option area as a CSS unit, such as "18rem" or "320px". The default is "260px".

no_matches_text
: Text shown when a search matches no choices. Default "No matches".

tongue
: Logical. When TRUE (default), the dropdown attaches to the trigger and uses the signature tongue unfurl/retract animation. Set to FALSE for a detached panel with a short fade that sits more naturally beside native Shiny inputs.

label_bold
: Logical. Use a semibold field label, matching native Shiny inputs, when TRUE (default). Set to FALSE for regular-weight label text.

fill_colors
: Color treatment for check_style = "filled". "single" (default) uses the theme accent for every selected row; "multi" keeps the categorical per-option colors.

label_size
: CSS size for the field label. The default, "14px", keeps the title visually distinct from the dropdown options.

search_focus_ring
: Logical. When TRUE, focusing the dropdown search field adds the accent-colored outline. The default, FALSE, uses a quieter background and border change without the outer ring.

overflow_tooltip
: Tooltip behavior for long option text inside the open dropdown. "auto" (default) shows one tooltip for the truncated option currently under the pointer; "never" disables it. The multi-value trigger keeps its complete accessible label without showing a combined visual tooltip for every selection.

Details

The widget registers two Shiny inputs:

- input$<inputId> : character vector of selected values
- input$<inputId>_style : active style string ("checkbox", "check-only", or "filled")

By default, when selected = NULL, all choices are initially selected. This preserves the existing package behavior.

Value

An htmltools::tagList containing the trigger button, dropdown panel, and scoped <style> block.

See Also

Other glass select widgets: glassMultiSelectServer(), glassMultiSelectValue(), glassSelect(), glassSelectServer(), glassSelectValue(), updateGlassMultiSelect(), updateGlassSelect()

Examples

```
fruits <- c(Apple = "apple", Banana = "banana", Cherry = "cherry")

# Minimal
fruit_filter <- glassMultiSelect("f", fruits)

# Lock style, hide extra controls
locked_filter <- glassMultiSelect(
  "f",
  fruits,
  check_style = "check-only",
  show_style_switcher = FALSE,
  show_select_all = FALSE,
  show_clear_all = FALSE
)

# Light theme
light_filter <- glassMultiSelect("f", fruits, theme = "light")
```

---

glassMultiSelectServer

Register server-side search for a glassMultiSelect widget

Description

Use this with `glassMultiSelect(..., server = TRUE)` when the choice set is large. The browser sends search queries to Shiny and the server returns a bounded list of matching choices.

Usage

```
glassMultiSelectServer(
  inputId,
  choices,
  session = shiny::getDefaultReactiveDomain(),
  limit = 50L,
  ignore_case = TRUE,
  disabled_choices = NULL
)
```

Arguments

inputId	Input id used in glassMultiSelect().
choices	Named or unnamed character vector of choices, or a named list for grouped choices (selectInput()-style). A one-element named list such as list(Group = "x") is treated as a flat, ungrouped choice, mirroring shiny::selectInput().
session	Shiny session. Defaults to the current reactive domain.
limit	Maximum number of matching choices returned per search. Default 50.
ignore_case	Logical. Match labels and values case-insensitively. Default TRUE.
disabled_choices	Optional character vector of choice values to render as disabled in search responses. Default NULL, which leaves previously loaded disabled state unchanged. A disabled value need not appear in any rendered page yet; it takes effect when it first arrives in a response.

Value

An observer created by shiny::observeEvent().

See Also

Other glass select widgets: glassMultiSelect(), glassMultiSelectValue(), glassSelect(), glassSelectServer(), glassSelectValue(), updateGlassMultiSelect(), updateGlassSelect()

Examples

```
if (interactive()) {
  library(shiny)

  choices <- stats::setNames(
    sprintf("value-%04d", 1:1000),
    sprintf("Choice %04d", 1:1000)
  )

  ui <- fluidPage(
    useGlassTabs(),
    glassMultiSelect("pick", choices, server = TRUE)
  )

  server <- function(input, output, session) {
    glassMultiSelectServer("pick", choices, session = session)
  }

  shinyApp(ui, server)
}
```

`glassMultiSelectValue` *Reactive helpers for glassMultiSelect values*

Description

Convenience helper for extracting a multi-select widget's value and style from Shiny's `input` object without using modules.

Usage

```
glassMultiSelectValue(
  input,
  inputId,
  choices = NULL,
  empty_behavior = c("none", "all", "null")
)
```

Arguments

`input`	Shiny `input` object.
`inputId`	Input id used in `glassMultiSelect()`.
`choices`	Optional choices used to resolve an empty selection when `empty_behavior = "all"`. This may be a static choice object or a zero-argument reactive/function that returns choices.
`empty_behavior`	Meaning of an empty selection for `resolved`: `"none"` keeps `character(0)`, `"all"` returns every choice value, and `"null"` returns `NULL`. The raw `selected` reactive is never changed.

Value

A named list with four reactives:

`selected` Reactive character vector of selected values

`resolved` Reactive value after applying empty behavior

`is_empty` Reactive logical indicating an empty selection

`style` Reactive string for the active style

See Also

Other glass select widgets: `glassMultiSelect()`, `glassMultiSelectServer()`, `glassSelect()`, `glassSelectServer()`, `glassSelectValue()`, `updateGlassMultiSelect()`, `updateGlassSelect()`

Examples

```
if (interactive()) {
  library(shiny)

  ui <- fluidPage(
    useGlassTabs(),
    glassMultiSelect("cats", c(A = "a", B = "b", C = "c"))
  )

  server <- function(input, output, session) {
    ms <- glassMultiSelectValue(input, "cats")
    observe({
      message("Selected: ", paste(ms$selected(), collapse = ", "))
      message("Style: ", ms$style())
    })
  }

  shinyApp(ui, server)
}
```

`glassPage` *Experimental fillable page for glasstabs apps*

Description

`glassPage()` is a small convenience wrapper around `bslib::page_fillable()`. It adds `useGlassTabs()` automatically and uses a Bootstrap 5 theme by default. The function is experimental: its arguments may change during the 0.4.x development cycle as it is used in more apps.

Usage

```
glassPage(
  ...,
  title = NULL,
  lang = "en",
  theme = NULL,
  padding = NULL,
  gap = NULL,
  fillable_mobile = FALSE
)
```

Arguments

`...`	UI elements placed on the page.
`title`	Optional browser-window title.
`lang`	Language of the page content, such as `"en"` or `"en-GB"`. This becomes the `lang` attribute on the page's `<html>` element.

theme	A bslib::bs_theme() object. When NULL, a Bootstrap 5 theme is created for the page.
padding	Optional page padding passed to bslib::page_fillable().
gap	Optional spacing between page children passed to bslib::page_fillable().
fillable_mobile	Whether the page should use fillable sizing on mobile browsers as well as desktop browsers.

Value

A fillable Bootstrap 5 page containing the glasstabs dependency.

Examples

```
if (interactive() && requireNamespace("bslib", quietly = TRUE)) {
  library(shiny)

  ui <- glassPage(
    title = "Team review",
    glassTabsUI(
      "review",
      glassTabPanel("queue", "Queue", p("Work waiting for review")),
      glassTabPanel("done", "Done", p("Completed work")),
      theme = "auto"
    )
  )

  shinyApp(ui, function(input, output, session) {})
}
```

---

glassSelect *Animated glass single-select dropdown*

Description

A stylized single-select Shiny input with optional search, clear control, selection-marker styling, and programmatic updates via updateGlassSelect().

Usage

```
glassSelect(
  inputId,
  choices,
  selected = NULL,
  label = NULL,
  placeholder = "Select an option",
  searchable = TRUE,
```

```
  clearable = FALSE,
  include_all = FALSE,
  all_choice_label = "All categories",
  all_choice_value = "__all__",
  check_style = c("checkbox", "check-only", "filled"),
  theme = "dark",
  shape = c("rounded", "square"),
  width = NULL,
  disabled = FALSE,
  disabled_choices = NULL,
  server = FALSE,
  server_limit = 50L,
  server_min_chars = 0L,
  no_matches_text = "No matches",
  tongue = TRUE,
  label_bold = TRUE,
  label_size = "14px",
  search_focus_ring = FALSE,
  overflow_tooltip = c("auto", "never"),
  search_threshold = 15L,
  dark_selector = NULL
)
```

Arguments

`inputId`	Shiny input id.
`choices`	Named or unnamed character vector of choices, or a named list for grouped choices (selectInput()-style). A one-element named list such as `list(Group = "x")` is treated as a flat, ungrouped choice, mirroring `shiny::selectInput()`.
`selected`	Initially selected value. Defaults to `NULL`.
`label`	Optional field label shown above the widget.
`placeholder`	Trigger label when nothing is selected.
`searchable`	Search visibility. Use `TRUE` (default) to always show search, `FALSE` to hide it, or `"auto"` to show it only when the choice count reaches `search_threshold`.
`clearable`	Logical. Show clear control for removing the current selection? Default `FALSE`.
`include_all`	Logical. Prepend an explicit "All" option. Default `FALSE`.
`all_choice_label`	Label used for the explicit "All" option.
`all_choice_value`	Value used for the explicit "All" option.
`check_style`	One of `"checkbox"` (default), `"check-only"`, or `"filled"`.
`theme`	Color theme. One of `"dark"` (default), `"light"`, `"auto"`, or a `glass_select_theme()` object. `"auto"` uses the light preset by default and switches to the dark preset when an ancestor carries `data-bs-theme="dark"`.

shape — Corner style for the trigger and dropdown. One of "rounded" (default) for the signature glass look, or "square" for crisp, selectize-style corners so the widget sits neatly alongside native Shiny selectizeInput() controls.

width — Optional widget width passed to shiny::validateCssUnit(), e.g. 100% or 240px. When NULL (default) the trigger uses a stable compact width of 160px. Explicit widths continue to be capped by the container.

disabled — Logical. When TRUE the whole widget is greyed out and non-interactive. Default FALSE.

disabled_choices — Optional character vector of choice values to render as disabled (non-selectable) rows. Default NULL.

server — Logical. If TRUE, render only an initial slice of choices and use glassSelectServer() to search the full choice set from the Shiny server. Default FALSE.

server_limit — Maximum number of choices rendered initially. Search results are bounded separately by the limit argument of the *Server() helper. Default 50. Explicitly selected values that fall outside the initial slice are still rendered as extra rows so they stay visible and checked.

server_min_chars — Minimum search characters required before server-side matching filters choices. Default 0.

no_matches_text — Text shown when a search matches no choices. Default "No matches".

tongue — Logical. When TRUE (default), the dropdown attaches to the trigger and uses the signature tongue unfurl/retract animation. Set to FALSE for a detached panel with a short fade that sits more naturally beside native Shiny inputs.

label_bold — Logical. Use a semibold field label, matching native Shiny inputs, when TRUE (default). Set to FALSE for regular-weight label text.

label_size — CSS size for the field label. The default, "14px", keeps the title visually distinct from the dropdown options.

search_focus_ring — Logical. When TRUE, focusing the dropdown search field adds the accent-colored outline. The default, FALSE, uses a quieter background and border change without the outer ring.

overflow_tooltip — Tooltip behavior for trigger text that is visually truncated with an ellipsis. "auto" (default) shows the complete text on pointer hover or keyboard focus only when truncation is detected; "never" disables it. On touch devices, opening the dropdown remains the primary way to inspect the full, wrapped option text.

search_threshold — Choice count at which searchable = "auto" shows the search field. Default 15.

dark_selector — Optional CSS selector that signals dark mode (e.g. "body.dark-mode" for bs4Dash). When provided, emits an extra scoped <style> block that reverts colors to the dark-mode defaults whenever that selector is active.

Details

The widget registers one Shiny input:

- `input$<inputId>` : selected value as a length-1 character string, or `NULL` when nothing is selected

Value

An `htmltools::tagList` containing the single-select trigger, dropdown panel, and scoped `<style>` block.

See Also

Other glass select widgets: `glassMultiSelect()`, `glassMultiSelectServer()`, `glassMultiSelectValue()`, `glassSelectServer()`, `glassSelectValue()`, `updateGlassMultiSelect()`, `updateGlassSelect()`

Examples

```
fruits <- c(Apple = "apple", Banana = "banana", Cherry = "cherry")

fruit_select <- glassSelect("fruit", fruits)

selected_fruit <- glassSelect(
  "fruit",
  fruits,
  selected = "banana",
  clearable = TRUE
)

all_fruits <- glassSelect(
  "fruit",
  fruits,
  include_all = TRUE,
  all_choice_label = "All fruits",
  all_choice_value = "__all__"
)

filled_fruit <- glassSelect(
  "fruit",
  fruits,
  check_style = "filled"
)
```

`glassSelectServer` *Register server-side search for a glassSelect widget*

Description

Use this with `glassSelect(..., server = TRUE)` when the choice set is large. The browser sends search queries to Shiny and the server returns a bounded list of matching choices.

Usage

```
glassSelectServer(
  inputId,
  choices,
  session = shiny::getDefaultReactiveDomain(),
  limit = 50L,
  ignore_case = TRUE,
  disabled_choices = NULL
)
```

Arguments

`inputId`	Input id used in `glassSelect()`.
`choices`	Named or unnamed character vector of choices.
`session`	Shiny session. Defaults to the current reactive domain.
`limit`	Maximum number of matching choices returned per search. Default `50`.
`ignore_case`	Logical. Match labels and values case-insensitively. Default `TRUE`.
`disabled_choices`	Optional character vector of choice values to render as disabled in search responses. Default `NULL`, which leaves previously loaded disabled state unchanged. A disabled value need not appear in any rendered page yet; it takes effect when it first arrives in a response.

Value

An observer created by `shiny::observeEvent()`.

See Also

Other glass select widgets: `glassMultiSelect()`, `glassMultiSelectServer()`, `glassMultiSelectValue()`, `glassSelect()`, `glassSelectValue()`, `updateGlassMultiSelect()`, `updateGlassSelect()`

Examples

```
if (interactive()) {
  library(shiny)

  choices <- stats::setNames(
    sprintf("value-%04d", 1:1000),
    sprintf("Choice %04d", 1:1000)
  )

  ui <- fluidPage(
```

```
  useGlassTabs(),
  glassSelect("pick", choices, server = TRUE)
)

server <- function(input, output, session) {
  glassSelectServer("pick", choices, session = session)
}

shinyApp(ui, server)
}
```

`glassSelectValue` *Reactive helper for glassSelect values*

Description

Convenience helper for extracting a single-select widget's value from Shiny's `input` object without using modules.

Usage

```
glassSelectValue(input, inputId)
```

Arguments

`input`	Shiny `input` object.
`inputId`	Input id used in `glassSelect()`.

Value

A reactive expression returning the current selected value as a character scalar, or `NULL` when nothing is selected.

See Also

Other glass select widgets: `glassMultiSelect()`, `glassMultiSelectServer()`, `glassMultiSelectValue()`, `glassSelect()`, `glassSelectServer()`, `updateGlassMultiSelect()`, `updateGlassSelect()`

Examples

```
if (interactive()) {
  library(shiny)

  ui <- fluidPage(
    useGlassTabs(),
    glassSelect("fruit", c(Apple = "apple", Banana = "banana"))
  )
```

```
  server <- function(input, output, session) {
    fruit <- glassSelectValue(input, "fruit")
    observe({
      print(fruit())
    })
  }

  shinyApp(ui, server)
}
```

`glassTabCondition` *Build a conditionalPanel condition for a glasstabs widget*

Description

Returns a JavaScript condition string that evaluates to `TRUE` when the specified glasstabs widget has a given active tab. Pass the result directly to the `condition` argument of `shiny::conditionalPanel()`.

Usage

```
glassTabCondition(id, value)
```

Arguments

`id`	The `id` passed to `glassTabsUI()`. **Inside a Shiny module** use `ns("tabs")` here (same id you passed to `glassTabsUI()`), NOT the bare id you pass to `glassTabsServer()`.
`value`	The tab value string (the `value` argument of the target `glassTabPanel()`) that should trigger the condition.

Value

A single character string for use in `shiny::conditionalPanel()`.

See Also

Other glass tabs: `appendGlassTab()`, `disableGlassTab()`, `glassTabPanel()`, `glassTabsOutput()`, `glassTabsServer()`, `glassTabsUI()`, `renderGlassTabs()`, `showGlassTab()`, `updateGlassTabBadge()`, `updateGlassTabsUI()`

Examples

```
# Returns a plain JS condition string - no Shiny session needed:
glassTabCondition("main", "details")

# Inside a module - use ns() for the id:
# UI:   glassTabCondition(ns("tabs"), "details")
# This produces: "input['mymod-tabs-active_tab'] === 'details'"
```

```
# Full app example showing conditionalPanel usage:
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "main",
      glassTabPanel("overview", "Overview", selected = TRUE,
        p("Always visible.")),
      glassTabPanel("details", "Details",
        p("Detail pane."))
    ),
    conditionalPanel(
      condition = glassTabCondition("main", "details"),
      wellPanel("This panel only shows on the Details tab.")
    )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

`glassTabPanel` *Define a single glass tab panel*

Description

Used as child arguments inside `glassTabsUI()`. Each call defines one tab button and its associated content pane.

Usage

```
glassTabPanel(value, label, ..., icon = NULL, selected = FALSE)
```

Arguments

`value`	A unique string identifier for this tab (e.g. `"A"`).
`label`	The text shown on the tab button.
`...`	UI elements for the pane content.
`icon`	Optional icon shown to the left of the tab label. Accepts any htmltools-compatible tag, e.g. `shiny::icon("table")` or `fontawesome::fa("house")`. Pass `NULL` (default) for no icon.
`selected`	Logical. Whether this tab starts selected. Only the first `selected = TRUE` tab takes effect; defaults to `FALSE`.

Value

A list of class `"glassTabPanel"` consumed by `glassTabsUI()`.

See Also

Other glass tabs: appendGlassTab(), disableGlassTab(), glassTabCondition(), glassTabsOutput(), glassTabsServer(), glassTabsUI(), renderGlassTabs(), showGlassTab(), updateGlassTabBadge(), updateGlassTabsUI()

Examples

```
# Plain text label
overview_tab <- glassTabPanel("overview", "Overview",
  shiny::h3("Welcome"),
  shiny::p("This is the overview tab.")
)

# With a Shiny icon
data_tab <- glassTabPanel("data", "Data",
  icon = shiny::icon("table"),
  shiny::p("Data content here.")
)
```

---

glassTabsOutput *Dynamic glass tab UI output*

Description

A drop-in replacement for shiny::uiOutput() that pairs with renderGlassTabs(). It creates a placeholder that Shiny fills with a fully reactive glassTabsUI() when the server-side render function runs. The JavaScript engine is automatically (re-)initialised after each render.

Usage

```
glassTabsOutput(outputId, ...)
```

Arguments

outputId	The output id used in the paired renderGlassTabs() call.
...	Additional arguments forwarded to shiny::uiOutput().

Value

A shiny.tag suitable for use in a Shiny UI.

See Also

Other glass tabs: appendGlassTab(), disableGlassTab(), glassTabCondition(), glassTabPanel(), glassTabsServer(), glassTabsUI(), renderGlassTabs(), showGlassTab(), updateGlassTabBadge(), updateGlassTabsUI()

Examples

```
# Creates a UI placeholder tag - no Shiny session needed:
tabs_placeholder <- glassTabsOutput("my_tabs")

# Full dynamic-tab app example:
if (interactive()) {
  library(shiny)

  tab_data <- list(
    list(value = "a", label = "Alpha"),
    list(value = "b", label = "Beta"),
    list(value = "c", label = "Gamma")
  )

  ui <- fluidPage(
    useGlassTabs(),
    selectInput("n", "Show tabs", choices = 2:3, selected = 2),
    glassTabsOutput("dynamic_tabs")
  )

  server <- function(input, output, session) {
    output$dynamic_tabs <- renderGlassTabs({
      panels <- lapply(
        head(tab_data, as.integer(input$n)),
        function(t) glassTabPanel(t$value, t$label, p(t$label))
      )
      do.call(glassTabsUI, c(list("dyn"), panels))
    })
  }

  shinyApp(ui, server)
}
```

---

glassTabsServer *Server logic for glass tabs*

Description

Tracks the active tab and exposes it as a reactive value. Optionally integrates with Shiny's bookmarking system so the active tab is preserved in bookmarked URLs.

Usage

```
glassTabsServer(id, bookmark = TRUE)
```

Arguments

id	Module id matching the id passed to glassTabsUI(). Do **not** wrap this in ns() - glassTabsServer() handles namespacing internally via shiny::moduleServer().

bookmark — Logical. When TRUE (default), registers shiny::onBookmark() and shiny::onRestored() hooks so the active tab is saved and restored automatically when Shiny bookmarking is enabled. Set to FALSE to opt out.

Details

glassTabsServer() follows the same calling convention as all Shiny module server functions: pass the **bare** module id, not a namespaced one. Inside a parent module, pair it with glassTabsUI(ns("tabs"), ...) in the UI, and call glassTabsServer("tabs") (without ns()) in the server.

Value

A reactive expression returning the active tab value.

See Also

Other glass tabs: appendGlassTab(), disableGlassTab(), glassTabCondition(), glassTabPanel(), glassTabsOutput(), glassTabsUI(), renderGlassTabs(), showGlassTab(), updateGlassTabBadge(), updateGlassTabsUI()

Examples

```
# --- Standalone app ---
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "tabs",
      glassTabPanel("a", "A", p("Tab A"), selected = TRUE),
      glassTabPanel("b", "B", p("Tab B"))
    )
  )
  server <- function(input, output, session) {
    active <- glassTabsServer("tabs")
    observe(print(active()))
  }
  shinyApp(ui, server)
}

# --- Bookmarking ---
if (interactive()) {
  library(shiny)
  ui <- function(request) {
    fluidPage(
      useGlassTabs(),
      bookmarkButton(),
      glassTabsUI(
        "tabs",
        glassTabPanel("a", "A", p("Tab A"), selected = TRUE),
        glassTabPanel("b", "B", p("Tab B"))
      )
```

```
    )
  }
  server <- function(input, output, session) {
    active <- glassTabsServer("tabs", bookmark = TRUE)
  }
  shinyApp(ui, server, enableBookmarking = "url")
}

# --- Inside a Shiny module ---
# UI side: use ns() to namespace the widget id
my_module_ui <- function(id) {
  ns <- shiny::NS(id)
  shiny::tagList(
    useGlassTabs(),
    glassTabsUI(
      ns("tabs"),                          # <-- ns() wraps the id here
      glassTabPanel("a", "A", p("Tab A"), selected = TRUE),
      glassTabPanel("b", "B", p("Tab B"))
    )
  )
}

# Server side: pass the bare id - NOT ns("tabs")
my_module_server <- function(id) {
  shiny::moduleServer(id, function(input, output, session) {
    active <- glassTabsServer("tabs")     # <-- bare id, no ns()
    shiny::observe(print(active()))
  })
}
```

`glassTabsUI` *Animated glass-style tab navigation UI*

Description

Animated glass-style tab navigation UI

Usage

```
glassTabsUI(
  id,
  ...,
  selected = NULL,
  wrap = TRUE,
  compact = FALSE,
  content_min_height = NULL,
  style = c("floating", "attached"),
  transition = c("fade", "slide"),
  shape = c("rounded", "square"),
```

```
  indicator = c("glass", "solid", "underline"),
  orientation = c("horizontal", "vertical"),
  tab_align = c("center", "left", "right"),
  text_align = c("center", "left", "right"),
  overflow = c("scroll", "multiline", "menu"),
  swipe = FALSE,
  extra_ui = NULL,
  theme = NULL,
  dark_selector = NULL
)
```

Arguments

id	Module namespace id.
...	One or more glassTabPanel() objects.
selected	Value of the initially selected tab.
wrap	Logical. When TRUE wraps everything in a div.gt-container.
compact	Logical. When TRUE applies reduced padding and spacing via the .gt-compact CSS modifier - useful inside dashboard cards or tight layouts (e.g. bs4Dash).
content_min_height	Minimum height of the tab content area as a CSS length, e.g. "120px". Stabilizes the layout when tabs hold different amounts of content. Use "0" for no minimum. When NULL (the default), no inline height is set: the default is 120px, or 60px when compact = TRUE. An explicitly supplied value always wins.
style	Visual relationship between the tab bar and the content box. "floating" (default) renders them as two separate floating pieces. "attached" docks the tab bar directly onto the content box: they share one border and read as a single unified card.
transition	How panes animate when switching tabs. "fade" (default) fades and rises the incoming pane. "slide" slides panes horizontally in the direction of travel, following tab order.
shape	Corner style for the tab bar and content. One of "rounded" (default) for the signature glass look, or "square" for crisp, selectize-style corners that match glassSelect() and glassMultiSelect() when shape = "square".
indicator	Style of the sliding active-tab indicator. One of: • "glass" (default) - the signature frosted-glass halo with backdrop blur, shimmer, and transfer particle. • "solid" - a flat, opaque sliding pill. No backdrop-filter or shimmer; lighter on the GPU and better suited to plain or enterprise-style dashboards. Colors still follow the theme's halo_bg / halo_border. • "underline" - a slim sliding bar under the active tab; tab buttons lose their pill background for a classic tabbed look. The bar color follows the theme's halo_border.
orientation	One of "horizontal" (default) or "vertical". In vertical mode the tab buttons stack in a left-hand rail and the content pane sits beside them. The sliding halo follows automatically, arrow-key navigation switches to Up/Down, and

	`indicator = "underline"` renders as a slim bar on the edge of the active tab adjacent to the content.
`tab_align`	Alignment of the tab group within the available navigation area in either orientation. One of `"center"` (default), `"left"`, or `"right"`.
`text_align`	Alignment of text and icons inside each tab button. One of `"center"` (default), `"left"`, or `"right"`.
`overflow`	How the tab strip behaves when labels no longer fit. One of `"scroll"` (the default), `"multiline"`, or `"menu"`. Scroll mode keeps a single touch-friendly row and brings the active tab into view. Multiline mode allows more than one row. Menu mode uses a compact native chooser and is available only when `orientation = "horizontal"`.
`swipe`	Whether a horizontal touch swipe over non-interactive panel content should move to the previous or next available tab. The default is `FALSE` so maps, plots, tables, and other interactive content keep their normal gestures.
`extra_ui`	Optional additional UI placed to the right of the tab bar (below the tab rail when `orientation = "vertical"`).
`theme`	One of `"dark"`, `"light"`, `"auto"`, or a `glass_tab_theme()` object. `"auto"` bridges to Bootstrap 5 / bslib color modes: light-theme variables apply by default and dark-theme variables apply whenever an ancestor carries `data-bs-theme="dark"` (e.g. `bslib::toggle_dark_mode()` or `input_dark_mode()`), with the switch handled live in the browser - no server round-trip.
`dark_selector`	Optional CSS selector for a parent element that signals dark mode (e.g. `"body.dark-mode"` for bs4Dash, `"[data-bs-theme=dark]"` for Bootstrap 5). When provided and `theme = "light"`, a second scoped `<style>` block overrides the CSS variables back to the dark-mode defaults whenever that selector is active - so the tabs stay readable after a dark-mode toggle without any server-side intervention.

Value

An `htmltools::tagList` ready to use in a Shiny UI.

See Also

Other glass tabs: `appendGlassTab()`, `disableGlassTab()`, `glassTabCondition()`, `glassTabPanel()`, `glassTabsOutput()`, `glassTabsServer()`, `renderGlassTabs()`, `showGlassTab()`, `updateGlassTabBadge()`, `updateGlassTabsUI()`

`glasstabs_news` *Display the glasstabs changelog*

Description

Prints the package NEWS to the R console. Useful for quickly checking what changed between versions without leaving your R session.

Usage

```
glasstabs_news()
```

Value

Called for its side effect; returns NULL invisibly.

Examples

```
if (interactive()) {
  glasstabs_news()
}
```

---

glass_select_theme *Create a custom color theme for glass select widgets*

Description

All color arguments accept any valid CSS color string (hex, rgb(), rgba(), named colors). Unset fields inherit from the mode base preset.

Usage

```
glass_select_theme(
  mode = c("dark", "light"),
  bg_color = NULL,
  border_color = NULL,
  text_color = NULL,
  accent_color = NULL,
  focus_ring = NULL,
  label_color = NULL
)
```

Arguments

mode	Base preset. One of "dark" (default) or "light". Custom colors are layered on top.
bg_color	Background of the trigger button and dropdown panel.
border_color	Border color of the trigger and dropdown.
text_color	Main text color for options and the trigger label.
accent_color	Highlight color for checkmarks, badges, and selected states.
focus_ring	Keyboard focus indicator color. Choose a color with at least 3:1 contrast against the trigger and dropdown surfaces.
label_color	Widget label color. Defaults to text_color when NULL.

Value

A named list of class "glass_select_theme" for passing to the theme argument of glassMultiSelect() or glassSelect().

Examples

```
# Teal accent on a dark base
teal_theme <- glass_select_theme(
  mode         = "dark",
  accent_color = "#2dd4bf",
  bg_color     = "rgba(9, 20, 42, 0.97)"
)

# Light mode with a custom purple accent
purple_light <- glass_select_theme(
  mode         = "light",
  accent_color = "#7c3aed",
  border_color = "rgba(124, 58, 237, 0.35)"
)

if (interactive()) {
  library(shiny)
  choices <- c(Revenue = "rev", Orders = "ord", Returns = "ret")
  ui <- fluidPage(
    useGlassTabs(),
    glassMultiSelect("metric", choices, theme = teal_theme),
    glassSelect("region", c(All = "all", North = "n", South = "s"),
                theme = purple_light)
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

---

glass_tab_theme *Create a custom color theme for glassTabsUI*

Description

All arguments accept any valid CSS color string (hex, rgb(), rgba(), named colors). Pass only the fields you want to override - unset fields fall back to the dark-mode defaults, or the light-mode defaults when mode = "light".

Usage

```
glass_tab_theme(
  tab_text = NULL,
  tab_active_text = NULL,
  halo_bg = NULL,
```

```
  halo_border = NULL,
  focus_ring = NULL,
  content_bg = NULL,
  content_border = NULL,
  card_bg = NULL,
  card_text = NULL,
  mode = c("dark", "light")
)
```

Arguments

tab_text	Inactive tab text color.
tab_active_text	Active tab text color (and headings inside cards).
halo_bg	Background fill of the animated glass halo.
halo_border	Border color of the glass halo.
focus_ring	Keyboard focus indicator color. Choose a color with at least 3:1 contrast against the tab surface.
content_bg	Tab content area background.
content_border	Tab content area border.
card_bg	Inner .gt-card background.
card_text	Inner .gt-card text color.
mode	Base preset that unset fields inherit from. One of "dark" (default) or "light". Use "light" when building a light-mode theme so unset fields fall back to the light defaults and the tab container receives the structural theme-light class.

Value

A named list of class "glass_tab_theme" for passing to the theme argument of glassTabsUI().

Note

Light mode color accessibility: When building a light-mode theme, ensure tab_text is dark enough to read on a white background (e.g. at least "#374151") and tab_active_text provides strong contrast (e.g. "#1d4ed8" or darker). Light-grey or near-white values that look fine on dark backgrounds become invisible on light ones.

Examples

```
# Amber / warm accent on a dark base
amber <- glass_tab_theme(
  halo_bg         = "rgba(251, 191, 36, 0.15)",
  halo_border     = "rgba(251, 191, 36, 0.40)",
  tab_active_text = "#fef3c7"
)

if (interactive()) {
```

```
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "demo",
      glassTabPanel("a", "Alpha", selected = TRUE, p("Alpha content")),
      glassTabPanel("b", "Beta",  p("Beta content")),
      theme = amber
    )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

`renderGlassTabs` *Render a reactive glass tab UI*

Description

Server-side render function that pairs with `glassTabsOutput()`. The expression should return a `glassTabsUI()` call. After each render the glasstabs JavaScript engine is automatically reinitialised so animations and event handlers are correctly attached to the new DOM nodes.

Usage

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

Arguments

`expr`	An expression that returns a `glassTabsUI()` tag object.
`env`	The environment in which to evaluate `expr`.
`quoted`	Logical. Whether `expr` is already quoted.

Value

A render function suitable for assigning to an `output` slot.

See Also

Other glass tabs: `appendGlassTab()`, `disableGlassTab()`, `glassTabCondition()`, `glassTabPanel()`, `glassTabsOutput()`, `glassTabsServer()`, `glassTabsUI()`, `showGlassTab()`, `updateGlassTabBadge()`, `updateGlassTabsUI()`

Examples

```
if (interactive()) {
  library(shiny)

  ui <- fluidPage(
    useGlassTabs(),
    radioButtons("theme", "Theme", c("dark", "light"), inline = TRUE),
    glassTabsOutput("tabs_out")
  )

  server <- function(input, output, session) {
    output$tabs_out <- renderGlassTabs({
      glassTabsUI(
        "themed",
        glassTabPanel("x", "X", selected = TRUE, p("X content")),
        glassTabPanel("y", "Y", p("Y content")),
        theme = input$theme
      )
    })
  }

  shinyApp(ui, server)
}
```

`runGlassExample` *Run a built-in glasstabs example app*

Description

Launches one of the example Shiny apps that ship with the package. A list of available examples is printed when called with no arguments. Example apps are launched only in interactive sessions.

Usage

```
runGlassExample(example = NULL, ...)
```

Arguments

`example`	Name of the example to run, such as `"basic"`, `"bs4dash"`, `"bslib"`, `"connect-workflow"`, `"dashboard"`, `"indicators"`, `"light-mode"`, `"native-comparison"`, `"server-select"`, `"smoke-test"`, `"square-corners"`, `"stress-test"`, or `"theme-switcher"`. When `NULL` (default), lists all available examples.
`...`	Additional arguments passed to `shiny::runApp()`.

Value

Called for its side-effect (launches a Shiny app).

Examples

```
# List available examples
runGlassExample()

# Run an example interactively
if (interactive()) {
  runGlassExample("bslib")
  runGlassExample("connect-workflow")
  runGlassExample("native-comparison")
  runGlassExample("smoke-test")
  runGlassExample("server-select")
}
```

---

showGlassTab *Show or hide a glass tab*

Description

`showGlassTab()` makes a hidden tab visible again. `hideGlassTab()` hides a tab from the navigation bar. If the hidden tab is currently active, the first remaining visible tab is activated automatically.

Usage

```
showGlassTab(session, id, value)

hideGlassTab(session, id, value)
```

Arguments

`session`	Shiny session object.
`id`	Module id matching the `id` passed to `glassTabsUI()`.
`value`	Value of the tab to show or hide.

Value

Called for its side effect; returns `NULL` invisibly.

See Also

Other glass tabs: `appendGlassTab()`, `disableGlassTab()`, `glassTabCondition()`, `glassTabPanel()`, `glassTabsOutput()`, `glassTabsServer()`, `glassTabsUI()`, `renderGlassTabs()`, `updateGlassTabBadge()`, `updateGlassTabsUI()`

Examples

```
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "tabs",
      glassTabPanel("a", "A", p("Tab A"), selected = TRUE),
      glassTabPanel("b", "B", p("Tab B")),
      glassTabPanel("admin", "Admin", p("Admin only"))
    ),
    checkboxInput("is_admin", "Admin mode", FALSE)
  )
  server <- function(input, output, session) {
    observeEvent(input$is_admin, {
      if (input$is_admin) showGlassTab(session, "tabs", "admin")
      else                hideGlassTab(session, "tabs", "admin")
    }, ignoreInit = FALSE)
  }
  shinyApp(ui, server)
}
```

---

updateGlassMultiSelect

Update a glassMultiSelect widget

Description

Update the available choices and/or current selection of an existing `glassMultiSelect()` input.

Usage

```
updateGlassMultiSelect(
  session,
  inputId,
  choices = NULL,
  selected = NULL,
  check_style = NULL,
  shape = NULL,
  disabled = NULL,
  disabled_choices = NULL,
  preserve_selection = TRUE,
  drop_invalid = TRUE,
  notify = c("changed", "always", "never"),
  searchable = NULL,
  search_threshold = NULL,
  selection_display = NULL,
  selection_max_items = NULL,
```

```
  dropdown_max_height = NULL
)
```

Arguments

session	Shiny session.
inputId	Input id of the widget.
choices	New choices, or NULL to keep current choices.
selected	New selected values, or NULL to keep current selection. Use character(0) to clear.
check_style	Optional new style string. One of "checkbox", "check-only", or "filled". Defaults to NULL, which keeps the current style unchanged.
shape	Optional new corner style. One of "rounded" or "square". Defaults to NULL, which keeps the current shape unchanged.
disabled	Optional logical. TRUE/FALSE toggles the whole-widget disabled state. Defaults to NULL, which leaves it unchanged.
disabled_choices	Optional character vector of choice values to render as disabled. Defaults to NULL, which leaves disabled choices unchanged.
preserve_selection	Keep the current selection when choices change. Default TRUE. Ignored when selected is supplied.
drop_invalid	Drop selected values that are absent from new choices. Default TRUE. Set to FALSE for server-backed or staged choice updates where selected values may be temporarily absent.
notify	When to notify Shiny after the transaction: "changed" (default), "always", or "never".
searchable	Optional new search visibility: TRUE, FALSE, or "auto". NULL keeps the current setting.
search_threshold	Optional new threshold used by automatic search.
selection_display	Optional new trigger summary mode.
selection_max_items	Optional new summary label limit.
dropdown_max_height	Optional new option-area maximum height as a CSS unit. NULL keeps the current height.

Details

This function now follows Shiny-style update semantics more closely:

- choices = NULL leaves choices unchanged
- selected = NULL leaves selection unchanged

- `selected = character(0)` clears the selection

When `choices` is supplied and `selected` is not, the browser side keeps the intersection of the current selection and the new set of choices.

Value

No return value. Called for its side effect of updating the client-side widget.

See Also

Other glass select widgets: `glassMultiSelect()`, `glassMultiSelectServer()`, `glassMultiSelectValue()`, `glassSelect()`, `glassSelectServer()`, `glassSelectValue()`, `updateGlassSelect()`

`updateGlassSelect` *Update a glassSelect widget*

Description

Update the available choices, current selection, and/or selection-marker style of an existing `glassSelect()` input.

Usage

```
updateGlassSelect(
  session,
  inputId,
  choices = NULL,
  selected = NULL,
  check_style = NULL,
  shape = NULL,
  disabled = NULL,
  disabled_choices = NULL,
  searchable = NULL,
  search_threshold = NULL
)
```

Arguments

`session`	Shiny session.
`inputId`	Input id of the widget.
`choices`	New choices, or `NULL` to keep current choices.
`selected`	New selected value, or `NULL` to keep the current selection. Use `character(0)` to clear.
`check_style`	Optional new style string. One of `"checkbox"`, `"check-only"`, or `"filled"`. Defaults to `NULL`, which keeps the current style unchanged.

shape — Optional new corner style. One of "rounded" or "square". Defaults to NULL, which keeps the current shape unchanged.

disabled — Optional logical. TRUE/FALSE toggles the whole-widget disabled state. Defaults to NULL, which leaves it unchanged.

disabled_choices — Optional character vector of choice values to render as disabled. Defaults to NULL, which leaves disabled choices unchanged.

searchable — Optional new search visibility: TRUE, FALSE, or "auto". NULL keeps the current setting.

search_threshold — Optional new choice-count threshold used when searchable = "auto". NULL keeps the current threshold.

Details

This function follows Shiny-style update semantics:

- choices = NULL leaves choices unchanged
- selected = NULL leaves selection unchanged
- selected = character(0) clears the selection
- check_style = NULL leaves the current style unchanged

When choices is supplied and selected is not, the browser side keeps the current selection if it is still present in the new choices.

Value

No return value. Called for its side effect of updating the client-side widget.

See Also

Other glass select widgets: glassMultiSelect(), glassMultiSelectServer(), glassMultiSelectValue(), glassSelect(), glassSelectServer(), glassSelectValue(), updateGlassMultiSelect()

---

updateGlassTabBadge *Update the badge count on a glass tab*

Description

Adds or updates a small numeric badge on a tab button - useful for surfacing counts such as unread items, pending rows, or notification totals. Set count to 0 or NA to hide the badge.

Usage

```
updateGlassTabBadge(session, id, value, count)
```

Arguments

session	Shiny session object.
id	Module id matching the id passed to glassTabsUI().
value	Value of the tab to update.
count	Integer count to display. Values above 99 are shown as "99+". 0, NA, or NULL hides the badge. Fractional values are truncated toward zero.

Value

Called for its side effect; returns NULL invisibly.

See Also

Other glass tabs: appendGlassTab(), disableGlassTab(), glassTabCondition(), glassTabPanel(), glassTabsOutput(), glassTabsServer(), glassTabsUI(), renderGlassTabs(), showGlassTab(), updateGlassTabsUI()

Examples

```
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "tabs",
      glassTabPanel("inbox",  "Inbox",  p("Messages here"), selected = TRUE),
      glassTabPanel("sent",   "Sent",   p("Sent items")),
      glassTabPanel("drafts", "Drafts", p("Draft items"))
    ),
    actionButton("refresh", "Refresh counts")
  )
  server <- function(input, output, session) {
    observeEvent(input$refresh, {
      updateGlassTabBadge(session, "tabs", "inbox",  count = sample(1:20, 1))
      updateGlassTabBadge(session, "tabs", "drafts", count = sample(0:5, 1))
    })
  }
  shinyApp(ui, server)
}
```

---

updateGlassTabsUI *Programmatically switch the active glass tab*

Description

Server-side equivalent of Shiny's updateTabsetPanel(). Sends a message to the browser to animate the tab switch just as if the user had clicked the tab button.

Usage

```
updateGlassTabsUI(session, id, selected)
```

Arguments

session	Shiny session object.
id	Module id matching the id passed to glassTabsUI().
selected	Value of the tab to activate.

Value

Called for its side effect; returns NULL invisibly.

See Also

Other glass tabs: appendGlassTab(), disableGlassTab(), glassTabCondition(), glassTabPanel(), glassTabsOutput(), glassTabsServer(), glassTabsUI(), renderGlassTabs(), showGlassTab(), updateGlassTabBadge()

Examples

```
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI(
      "tabs",
      glassTabPanel("a", "A", p("Tab A"), selected = TRUE),
      glassTabPanel("b", "B", p("Tab B"))
    ),
    actionButton("go", "Go to B")
  )
  server <- function(input, output, session) {
    observeEvent(input$go, {
      updateGlassTabsUI(session, "tabs", selected = "b")
    })
  }
  shinyApp(ui, server)
}
```

---

useGlassTabs *Attach glasstabs CSS and JS dependencies*

Description

Call this once in your UI - either inside fluidPage(), bs4DashPage(), or any other Shiny page wrapper. It injects the required CSS and JS as proper htmltools dependencies so they are deduplicated automatically.

Usage

```
useGlassTabs()
```

Value

An `htmltools::htmlDependency` object (invisible to the user, consumed by Shiny's renderer).

Examples

```
# Returns an htmlDependency object - no Shiny session needed:
deps <- useGlassTabs()

# Typical usage inside a Shiny UI:
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    useGlassTabs(),
    glassTabsUI("demo",
      glassTabPanel("A", "Tab A", p("Content A")),
      glassTabPanel("B", "Tab B", p("Content B"))
    )
  )
  server <- function(input, output, session) {}
  shinyApp(ui, server)
}
```

Index

∗ **glass select widgets**
  glassMultiSelect, 7
  glassMultiSelectServer, 10
  glassMultiSelectValue, 12
  glassSelect, 14
  glassSelectServer, 17
  glassSelectValue, 19
  updateGlassMultiSelect, 34
  updateGlassSelect, 36
∗ **glass tabs**
  appendGlassTab, 3
  disableGlassTab, 5
  glassTabCondition, 20
  glassTabPanel, 21
  glassTabsOutput, 22
  glassTabsServer, 23
  glassTabsUI, 25
  renderGlassTabs, 31
  showGlassTab, 33
  updateGlassTabBadge, 37
  updateGlassTabsUI, 38
∗ **setup**
  glassPage, 13

appendGlassTab, 3, *5*, *20*, *22*, *24*, *27*, *31*, *33*, *38*, *39*

bslib::bs_theme(), *14*
bslib::page_fillable(), *13*, *14*

closeAllGlassSelects *(*closeGlassSelect*)*, 4
closeGlassMultiSelect *(*closeGlassSelect*)*, 4
closeGlassSelect, 4

disableGlassTab, *3*, 5, *20*, *22*, *24*, *27*, *31*, *33*, *38*, *39*

enableGlassTab *(*disableGlassTab*)*, 5

glass_select_theme, 28
glass_select_theme(), *8*, *15*
glass_tab_theme, 29
glass_tab_theme(), *27*
glassFilterTags, 6
glassMultiSelect, 7, *11*, *12*, *17–19*, *36*, *37*
glassMultiSelect(), *6*, *11*, *12*, *26*, *29*, *34*
glassMultiSelectServer, *10*, 10, *12*, *17–19*, *36*, *37*
glassMultiSelectServer(), *8*
glassMultiSelectValue, *10*, *11*, 12, *17–19*, *36*, *37*
glassPage, 13
glassSelect, *10–12*, 14, *18*, *19*, *36*, *37*
glassSelect(), *18*, *19*, *26*, *29*, *36*
glassSelectServer, *10–12*, *17*, 17, *19*, *36*, *37*
glassSelectServer(), *16*
glassSelectValue, *10–12*, *17*, *18*, 19, *36*, *37*
glassTabCondition, *3*, *5*, 20, *22*, *24*, *27*, *31*, *33*, *38*, *39*
glassTabPanel, *3*, *5*, *20*, 21, *22*, *24*, *27*, *31*, *33*, *38*, *39*
glassTabPanel(), *3*, *20*, *26*
glasstabs_news, 27
glassTabsOutput, *3*, *5*, *20*, *22*, 22, *24*, *27*, *31*, *33*, *38*, *39*
glassTabsOutput(), *31*
glassTabsServer, *3*, *5*, *20*, *22*, 23, *27*, *31*, *33*, *38*, *39*
glassTabsServer(), *20*
glassTabsUI, *3*, *5*, *20*, *22*, *24*, 25, *31*, *33*, *38*, *39*
glassTabsUI(), *3*, *5*, *20–23*, *30*, *31*, *33*, *38*, *39*

hideGlassTab *(*showGlassTab*)*, 33
hideGlassTab(), *5*

removeGlassTab *(*appendGlassTab*)*, 3
renderGlassTabs, *3*, *5*, *20*, *22*, *24*, *27*, 31, *33*, *38*, *39*

renderGlassTabs(), *22*
runGlassExample, 32

shiny::conditionalPanel(), *20*
shiny::moduleServer(), *23*
shiny::observeEvent(), *11*, *18*
shiny::onBookmark(), *24*
shiny::onRestored(), *24*
shiny::runApp(), *32*
shiny::selectInput(), *8*, *11*, *15*
shiny::uiOutput(), *22*
showGlassTab, *3*, *5*, *20*, *22*, *24*, *27*, *31*, 33, *38*, *39*

updateGlassMultiSelect, *10–12*, *17–19*, 34, *37*
updateGlassMultiSelect(), *7*
updateGlassSelect, *10–12*, *17–19*, *36*, 36
updateGlassSelect(), *14*
updateGlassTabBadge, *3*, *5*, *20*, *22*, *24*, *27*, *31*, *33*, 37, *39*
updateGlassTabsUI, *3*, *5*, *20*, *22*, *24*, *27*, *31*, *33*, *38*, 38
useGlassTabs, 39
useGlassTabs(), *13*