

# Package ‘annotator’

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**Title** Image Annotation and Polygon Outlining using Free Drawing

**Version** 0.0.3.2

**Description** Provides functions to create image annotations through polygon outlining. Annotator has the same function as 'graphics::locator()' but achieves its purpose through drawing, rather than multiple mouse clicks. It is based on the 'htmlwidgets' package and 'fabric.js' JavaScript library <<https://fabricjs.com/>>.

**License** GPL (>= 3)

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**URL** <https://github.com/valcu/annotator>

**BugReports** <https://github.com/valcu/annotator/issues>

**Depends** R (>= 4.1.0),

**Imports** methods, utils, shiny, htmlwidgets, xfun

**Suggests** testthat (>= 3.0.0), stringr, glue, bslib, sf, terra, keys, colourpicker, spelling

**Config/testthat/edition** 3

**Language** en-US

**NeedsCompilation** no

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**Repository** CRAN

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annotate	<i>Create an annotation widget</i>
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### Description

This function creates an annotation using `htmlwidgets`. The widget can be rendered on HTML pages generated from Shiny or other applications.

### Usage

```
annotate(  
  im,  
  resultId = "annot_id",  
  brushWidth = 4,  
  brushColor = "red",  
  opacity = 0.5,  
  fill = "grey"  
)
```

### Arguments

<code>im</code>	the input image. If missing, a transparent 800x600 png is used.
<code>resultId</code>	the id of the div in the UI where the annotation (the drawn polygon) is stored. Only relevant when the widget is used in shiny. Defaults to "annot_id".
<code>brushWidth</code>	default to 3 pixels.
<code>brushColor</code>	Any valid CSS color. For example "red", "rgba(255,93,0,1)", or "#1c4564".
<code>opacity</code>	default to 0.5.
<code>fill</code>	default to 'gray'

### Value

An object generated by `createWidget()`.

### Examples

```
if (interactive()) {  
  require(annotator)  
  im = system.file("sample_images", "aves", "5.png", package = "annotator")  
  annotate(im)  
}
```

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annotatorOutput	<i>Widget output function for use in Shiny</i>
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**Description**

Widget output function for use in Shiny

**Usage**

```
annotatorOutput(outputId, width = "auto", height = "auto", ...)
```

**Arguments**

outputId	The name of the input.
width	in CSS units, default to "auto".
height	in CSS units, default to "auto".
...	further arguments to pass to <a href="#">htmlwidgets::shinyWidgetOutput()</a> e.g. inline.

**Value**

An object generated by [htmlwidgets::shinyWidgetOutput\(\)](#).

**See Also**

[runExample\(\)](#)

**Examples**

```
# Print the directory containing the code for all examples to see this function in use.  
system.file("examples", package = "annotator")
```

---

empty_png	<i>this is an 800x600 transparent png</i>
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**Description**

this is an 800x600 transparent png

**Usage**

```
empty_png()
```

renderAnnotator      *Widget render function for use in Shiny*

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### Description

Widget render function for use in Shiny

### Usage

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

### Arguments

expr	An annotator expression.
env	A environment. Default to <code>parent.frame()</code> .
quoted	A boolean value.

### Value

An object generated by `htmlwidgets::shinyRenderWidget()`.

### See Also

[runExample\(\)](#)

### Examples

```
# Print the directory containing the code for all examples to see this function in use.
system.file("examples", package = "annotator")
```

---

runExample      *Run Shiny Examples*

---

### Description

Launch Shiny example applications bundled in annotator.

### Usage

```
runExample(example, ...)
```

### Arguments

example	The name of the example to run. Available are: 01_hello, 02_pipeline
...	further arguments to pass to <code>shiny::runApp()</code>

**Value**

No return value, called for its side effects.

**Examples**

```
## Only run this example in interactive R sessions
if (interactive()) {
  annotator::runExample("01_hello")
  annotator::runExample("02_pipeline")

  # Print the directory containing the code for all examples
  system.file("examples", package = "annotator")
}
```

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