

Package ‘shinyAce’

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Type Package

Title Ace Editor Bindings for Shiny

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Description Ace editor bindings to enable a rich text editing environment within Shiny.

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Depends R (>= 2.15.0)

Imports shiny (>= 0.7.0)

Suggests testthat, dplyr (>= 0.3.0)

BugReports <https://github.com/trestletech/shinyAce/issues>

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NeedsCompilation no

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aceAutocomplete *Enable Code Completion for an Ace Code Input*

Description

This function dynamically auto complete R code pieces using built-in function `utils::.win32consoleCompletion`. Please see [rcompgen](#) for details.

Usage

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

Arguments

`inputId` The id of the input object
`session` The session object passed to function given to shinyServer

Details

You can implement your own code completer by listening to `input$shinyAce_<editorId>_hint` where `<editorId>` is the aceEditor id. The input contains

- `linebuffer`: Code/Text at current editing line
- `cursorPosition`: Current cursor position at this line

Value

An observer reference class object that is responsible for offering code completion. See [observe](#) for more details. You can use `suspend` or `destroy` to pause or stop dynamic code completion.

aceEditor *Render Ace*

Description

Render an Ace editor on an application page.

Usage

```
aceEditor(outputId, value, mode, theme, vimKeyBinding = FALSE,
  readOnly = FALSE, height = "400px", fontSize = 12, debounce = 1000,
  wordWrap = FALSE, showLineNumbers = TRUE, highlightActiveLine = TRUE,
  selectionId = NULL, cursorId = NULL, hotkeys = NULL,
  autoComplete = c("disabled", "enabled", "live"), autoCompleteList = NULL)
```

Arguments

outputId	The ID associated with this element
value	The initial text to be contained in the editor.
mode	The Ace mode to be used by the editor. The mode in Ace is often the programming or markup language that you're using and determines things like syntax highlighting and code folding. Use the getAceModes function to enumerate all the modes available.
theme	The Ace theme to be used by the editor. The theme in Ace determines the styling and coloring of the editor. Use getAceThemes to enumerate all the themes available.
vimKeyBinding	If set to TRUE, Ace will enable vim-keybindings. Default value is FALSE.
readOnly	If set to TRUE, Ace will disable client-side editing. If FALSE (the default), it will enable editing.
height	A number (which will be interpreted as a number of pixels) or any valid CSS dimension (such as "50%", "200px", or "auto").
fontSize	Defines the font size (in px) used in the editor and should be an integer. The default is 12.
debounce	The number of milliseconds to debounce the input. This will cause the client to withhold update notifications until the user has stopped typing for this amount of time. If 0, the server will be notified of every keystroke as it happens.
wordWrap	If set to TRUE, Ace will enable word wrapping. Default value is FALSE.
showLineNumbers	If set to TRUE, Ace will show line numbers.
highlightActiveLine	If set to TRUE, Ace will highlight the active line.
selectionId	The ID associated with a change of selected text
cursorId	The ID associated with a cursor change.
hotkeys	A list whose names are ID names and whose elements are the shortcuts of keys. Shortcuts can either be a simple string or a list with elements 'win' and 'mac' that that specifies different shortcuts for win and mac (see example).
autoComplete	Enable/Disable auto code completion. Must be one of the following: "disabled" Disable Code Autocomplete "enabled" Enable Basic Code Autocomplete. Autocomplete can be triggered using Ctrl-Space, Ctrl-Shift-Space, or Alt-Space. "live" Enable Live Code Autocomplete. In addition to Basic Autocomplete, it will automatically trigger at each key stroke. By default, only local completer is used where all aforementioned code pieces will be considered as candidates. Use <code>autoCompleteList</code> for static completions and aceAutocomplete for dynamic R code completions.
autoCompleteList	A named list that contains static code completions candidates. This can be especially useful for Non-Standard Evaluation (NSE) functions such as those in <code>dplyr</code> and <code>ggvis</code> . Each element in list should be a character array whose words will be listed under the element key. For example, to suggest column names from <code>mtcars</code> and <code>airquality</code> , you can use <code>list(mtcars = colnames(mtcars), airquality = colnames(airquality))</code> .

Author(s)

Jeff Allen <jeff@trestletech.com>

Examples

```
## Not run:
aceEditor("myEditor", "Initial text for editor here", mode="r",
  theme="ambiance")

aceEditor("myCodeEditor", "# Enter code", mode="r",
  hotkeys = list(helpKey="F1",
    runKey=list(win="Ctrl-R|Ctrl-Shift-Enter",
      mac="CMD-ENTER|CMD-SHIFT-ENTER")
  ),
  wordWrap=TRUE, debounce=10)

aceEditor("mySmartEditor", "plot(wt ~ mpg, data=mtcars)", mode="r",
  autoComplete="live",
  autoCompleteList=list(mtcars=colnames(mtcars)))

## End(Not run)
```

getAceModes

Get available modes

Description

Gets all of the available modes available in the installed version of shinyAce. Modes are often the programming or markup language which will be used in the editor and determine things like syntax highlighting and code folding.

Usage

```
getAceModes()
```

Author(s)

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getAceThemes	<i>Get available themes</i>
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Description

Gets all of the available themes available in the installed version of shinyAce. Themes determine the styling and colors used in the editor.

Usage

```
getAceThemes()
```

Author(s)

Jeff Allen <jeff@trestletech.com>

jsQuote	<i>Escape a JS String</i>
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Description

Escape a String to be sent to JavaScript

Usage

```
jsQuote(text)
```

Arguments

text	The text to escape
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Author(s)

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updateAceEditor	<i>Update Ace Editor</i>
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Description

Update the styling or mode of an aceEditor component.

Usage

```
updateAceEditor(session, editorId, value, theme, readOnly, mode, fontSize,  
  wordWrap, border = c("normal", "alert", "flash"),  
  autoComplete = c("disabled", "enabled", "live"), autoCompleteList = NULL)
```

Arguments

session	The Shiny session to whom the editor belongs
editorId	The ID associated with this element
value	The initial text to be contained in the editor.
theme	The Ace theme to be used by the editor. The theme in Ace determines the styling and coloring of the editor. Use getAceThemes to enumerate all the themes available.
readOnly	If set to TRUE, Ace will disable client-side editing. If FALSE (the default), it will enable editing.
mode	The Ace mode to be used by the editor. The mode in Ace is often the programming or markup language that you're using and determines things like syntax highlighting and code folding. Use the getAceModes function to enumerate all the modes available.
fontSize	If set, will update the font size (in px) used in the editor. Should be an integer.
wordWrap	If set to TRUE, Ace will enable word wrapping. Default value is FALSE.
border	Set the border 'normal', 'alert', or 'flash'.
autoComplete	Enable/Disable code completion. See aceEditor for details.
autoCompleteList	If set to NULL, existing static completions list will be unset. See aceEditor for details.

Author(s)

Jeff Allen <jeff@trestletech.com>

Examples

```
## Not run:
shinyServer(function(input, output, session) {
  observe({
    updateAceEditor(session, "myEditor", "Updated text for editor here",
      mode="r", theme="ambiance")
  })
})

## End(Not run)
```

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