Package 'shinyobjects'

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Title Access Reactive Data Interactively

Version 0.1.1

Description Troubleshooting reactive data in 'shiny' can be difficult. These functions will convert reactive data frames into functions and load all assigned objects into your local environment. If you create a dummy input object, as the function will suggest, you will be able to test your server and ui functions interactively.

BugReports https://github.com/rjake/shinyobjects/issues

License GPL-3

Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

Imports dplyr, glue, knitr, magrittr, pander, readr, rstudioapi, shiny, stringr, styler, tibble, tidyr

VignetteBuilder knitr

Suggests rmarkdown, testthat, mockery, spelling, covr

Language en-US

NeedsCompilation no

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convert_selection *Convert and load the highlighted assignment to your environment*

Description

After highlighting the assignment in the source editor, go to the console and run this function. The selected code will be run and if it is reactive, it will be loaded as a function.

Usage

```
convert_selection(envir = NULL)
```

Arguments

envir	the environment shinyobjects should the load the objects into.

load_reactive_objects *Load inputs and convert reactive functions from an R/Rmd script to your environment*

Description

This function will run all assignments of your R or Rmd. file In the process, this function will encourage the creation of a dummy `input` list that will mimic user input and allow your code to run. Lastly, reactive objects are converted to functions so they can still be called as `df()` etc.

Usage

```
load_reactive_objects(
  file,
  restart = FALSE,
  envir = NULL,
  clear_environment = FALSE,
  keep = NULL
)
```

Arguments

file	Rmd to be evaluated and loaded into your environment
restart	When `TRUE`, will restart the current R session. If you have R default to restore RData by default, you will need to use the `clear_environment` argument as well
envir	the environment shinyobjects should the load the objects into.
clear_environment	When `TRUE`, will remove objects not named in `...`
keep	a regular expression of objects to keep when `clear_environment = TRUE`

Warning

This function has the ability to overwrite your objects in your environment. Make sure you understand how this function works before moving forward.

Examples

```
if (interactive()) {
  system.file(package = "shinyobjects", "Rmd/test_dashboard.Rmd") %>%
    load_reactive_objects()

  system.file(package = "shinyobjects", "Rmd/test_dashboard_no_inputs.Rmd") %>%
    load_reactive_objects()

  system.file(package = "shinyobjects", "Rmd/test_dashboard_missing_inputs.Rmd") %>%
    load_reactive_objects()
}
```

---

view_ui *Show UI output in viewer pane*

Description

Show UI output in viewer pane

Usage

```
view_ui(x, close_after = 5)
```

Arguments

x	ui content (actionButton, selectInput, valueBox), if x is not provided, `view_ui()` will look for selected text in the source pane or the last output from running the UI code. In the latter case, it expects an object with class "shiny.tag" or "shiny.tag.list"
close_after	number of seconds to display UI in Viewer panel. If NULL, app must be stopped manually before more code can be run.

Examples

```
if (interactive()) {
# run this line
shiny::selectInput(
  "state",
  "Choose a state:",
  list(
    `East Coast` = list("NY", "NJ", "CT"),
    `West Coast` = list("WA", "OR", "CA"),
    `Midwest` = list("MN", "WI", "IA")
```

```
  )
)
# the output will automatically be used here
view_ui(close_after = 6)
}
```

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