

Package: shiny.react (via r-universe)

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Title Tools for Using React in Shiny

Version 0.4.0

URL <https://appsilon.github.io/shiny.react/>,
<https://github.com/Appsilon/shiny.react>

Description A toolbox for defining React component wrappers which can be used seamlessly in Shiny apps.

License LGPL (>= 3)

Encoding UTF-8

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VignetteBuilder knitr

Imports glue, htmltools, jsonlite, logger, methods, purrr, rlang,
shiny, stringi

Suggests chromote, covr, knitr, leaflet, lintr (>= 3.0.0), rcmdcheck,
rmarkdown, shinytest2, styler, testthat, withr

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RemoteUrl <https://github.com/appsilon/shiny.react>

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asProps	<i>Parse arguments as props</i>
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Description

Converts arguments to a list which can be passed as the props argument to `reactElement()`. Unnamed arguments become children and named arguments become attributes for the element.

Usage

```
asProps(...)
```

Arguments

... Arguments to prepare for passing as props to a 'React' component

Value

A list of the arguments structured suitably for `reactElement()`.

See Also

[reactElement](#)

enableReactDebugMode	<i>Enable 'React' debug mode</i>
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Description

Sets the `shiny.react_DEBUG` option to `TRUE`. In debug mode, 'shiny.react' will load a dev version of 'React', which is useful for debugging. It will also set the logging level to `DEBUG`. Call this function before running the app to enable the debugging mode.

Usage

```
enableReactDebugMode()
```

Value

Nothing. This function is called for its side effects.

JS	<i>Mark character strings as literal JavaScript code</i>
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Description

Copied verbatim from the `htmlwidgets` package to avoid adding a dependency just for this single function.

Usage

```
JS(...)
```

Arguments

... Character vectors as the JavaScript source code (all arguments will be pasted into one character string).

Value

The input character vector marked with a special class.

ReactContext	<i>React context</i>
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Description

Render children with React.

Usage

```
ReactContext(...)
```

Arguments

... Children to render.

Examples

```
if (interactive()) shinyApp(  
  ui = shiny.react::ReactContext(  
    "This text is rendered by React"  
  ),  
  server = function(input, output) {}  
)
```

reactDependency *'React' library dependency*

Description

'React' library dependency

Usage

```
reactDependency(useCdn = FALSE)
```

Arguments

useCdn If TRUE, 'React' will be loaded from a CDN instead of being served locally.

Value

An htmlDependency object which can be used to attach the 'React' library.

reactElement *Create a 'React' element*

Description

Creates a shiny.tag which can be rendered just like other 'Shiny' tags as well as passed in props to other 'React' elements. Typically returned from a wrapper ("component") function, which parses its arguments with asProps() and fills in the other arguments.

Usage

```
reactElement(module, name, props, deps = NULL)
```

Arguments

module JavaScript module to import the component from.
name Name of the component.
props Props to pass to the component.
deps HTML dependencies to attach.

Value

A shiny.tag object representing the 'React' element.

See Also

[asProps](#)

Examples

```
Component <- function(...) reactElement(  
  module = "@module", name = "Component", props = asProps(...)  
)
```

reactOutput	<i>'React' output</i>
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Description

Creates a 'Shiny' output which can be used analogously to `shiny::uiOutput()` but preserves 'React' state on re-renders.

Usage

```
reactOutput(outputId)
```

Arguments

`outputId` Id that can be used to render React on the server

Value

A shiny.tag object which can be placed in the UI.

See Also

[renderReact](#)

Examples

```
# This example uses some unexported test components. The components are not exported,  
# as shiny.react is designed to only provide the machinery for building React-based packages.  
# See shiny.fluent for a large number of examples.
```

```
if (interactive()) {  
  colors <- list("Gold", "Lavender", "Salmon")  
  
  shinyApp(  
    ui = bootstrapPage(  
      reactOutput("ui"),  
      selectInput("color", label = "Background color", choices = colors)  
    ),  
    server = function(input, output) {  
      output$ui <- renderReact(  
        shiny.react::Box(  
          style = list(backgroundColor = input$color),  
          shiny.react::Pinger()  
        )  
      )  
    }  
  )  
}
```

```

    }
  }
)
}

```

renderReact	<i>Render 'React'</i>
-------------	-----------------------

Description

Renders HTML and/or 'React' in outputs created with `reactOutput()` (analogously to `shiny::renderUI()`).

Usage

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

Arguments

<code>expr</code>	Expression returning the HTML / 'React' to render.
<code>env</code>	Environment in which to evaluate <code>expr</code> .
<code>quoted</code>	Is <code>expr</code> a quoted expression?

Value

A function which can be assigned to an output in a Shiny server function.

See Also

[reactOutput](#)

setInput	<i>Set input</i>
----------	------------------

Description

Creates a handler which can be used for `onChange` and similar props of 'React' components to set the value of a 'Shiny' input to one of the arguments passed to the handler.

Usage

```
setInput(inputId, jsAccessor)

## S4 method for signature 'character,missing'
setInput(inputId)

## S4 method for signature 'character,numeric'
setInput(inputId, jsAccessor)

## S4 method for signature 'character,character'
setInput(inputId, jsAccessor)
```

Arguments

inputId	'Shiny' input ID to set the value on.
jsAccessor	Index (numeric 0-based index) or accessor (JavaScript string) of the argument to use as value.

Details

The argument `jsAccessor` can be empty (assumes `jsAccessor = 0`) or take one of the following types:

- A valid JavaScript accessor string to be applied to the object (example: `jsAccessor = "[0].target.checked"`).
- A valid JavaScript 0-based index.

As an example, calling `setInput("some_index", 1)` is equivalent to `setInput("some_index", "[1]")`

Value

A `ReactData` object which can be passed as a prop to 'React' components.

Methods (by class)

- `setInput(inputId = character, jsAccessor = missing)`: Uses as index `jsAccessor = 0`
- `setInput(inputId = character, jsAccessor = numeric)`: Gets the value via index (see examples).
- `setInput(inputId = character, jsAccessor = character)`: Gets value via accessor (see examples).

Examples

```
# Same as `setInput("some_id", 0)`.  
setInput("some_id")  
  
# Equivalent to `(...args) => Shiny.setInputValue('some_id', args[1])` in JS.  
setInput("some_id", 1)
```

```
# Same as `setInput("some_id", 1)`.
setInput("some_id", "[1]")

# Equivalent to `(...args) => Shiny.setInputValue('some_id', args[0].target.value)` in JS.
setInput("some_id", "[0].target.value")
```

shinyReactDependency *'shiny.react' JavaScript dependency*

Description

'shiny.react' JavaScript dependency

Usage

```
shinyReactDependency()
```

Value

An htmlDependency object which can be used attach the JavaScript code required by 'shiny.react'.

triggerEvent *Trigger event*

Description

Creates a handler which can be used for onClick and similar props of 'React' components to trigger an event in 'Shiny'.

Usage

```
triggerEvent(inputId)
```

Arguments

inputId 'Shiny' input ID to trigger the event on.

Value

A ReactData object which can be passed as a prop to 'React' components.

updateReactInput	<i>Update 'React' input</i>
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Description

Updates inputs created with the help of InputAdapter function (part of the JavaScript interface). Analogous to `shiny::updateX()` family of functions, but generic.

Usage

```
updateReactInput(session = shiny::getDefaultReactiveDomain(), inputId, ...)
```

Arguments

<code>session</code>	Session object passed to function given to <code>shinyServer</code> .
<code>inputId</code>	Id of the input object.
<code>...</code>	Props to modify.

Details

If you're creating a wrapper package for a 'React' library, you'll probably want to provide a dedicated update function for each input to imitate 'Shiny' interface.

Value

Nothing. This function is called for its side effects.

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