Package ‘shiny’

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Type Package

Title Web Application Framework for R

Version 1.8.1.1

Description Makes it incredibly easy to build interactive web applications with R. Automatic `reactive` binding between inputs and outputs and extensive prebuilt widgets make it possible to build beautiful, responsive, and powerful applications with minimal effort.

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Depends R (>= 3.0.2), methods

Imports utils, grDevices, httr (>= 1.5.2), mime (>= 0.3), jsonlite (>= 0.9.16), xtable, fontawesome (>= 0.4.0), htmltools (>= 0.5.4), R6 (>= 2.0), source tools, later (>= 1.0.0), promises (>= 1.1.0), tools, crayon, rlang (>= 0.4.10), fastmap (>= 1.1.1), withr, commonmark (>= 1.7), glue (>= 1.3.2), bslib (>= 0.3.0), cachem, lifecycle (>= 0.2.0)

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BugReports https://github.com/rstudio/shiny/issues

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'viewer.R'

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Description

Shiny makes it incredibly easy to build interactive web applications with R. Automatic "reactive" binding between inputs and outputs and extensive prebuilt widgets make it possible to build beautiful, responsive, and powerful applications with minimal effort.

Details

The Shiny tutorial at https://shiny.rstudio.com/tutorial/ explains the framework in depth, walks you through building a simple application, and includes extensive annotated examples.

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See Also

shiny-options for documentation about global options.
absolutePanel  Panel with absolute positioning

Description

Creates a panel whose contents are absolutely positioned.

Usage

```r
absolutePanel(
  ...,
  top = NULL,
  left = NULL,
  right = NULL,
  bottom = NULL,
  width = NULL,
  height = NULL,
  draggable = FALSE,
  fixed = FALSE,
  cursor = c("auto", "move", "default", "inherit")
)
```

```r
fixedPanel(
  ...,
  top = NULL,
  left = NULL,
  right = NULL,
  bottom = NULL,
  width = NULL,
  height = NULL,
  draggable = FALSE,
  cursor = c("auto", "move", "default", "inherit")
)
```

Arguments

<table>
<thead>
<tr>
<th>...</th>
<th>Attributes (named arguments) or children (unnamed arguments) that should be included in the panel.</th>
</tr>
</thead>
<tbody>
<tr>
<td>top</td>
<td>Distance between the top of the panel, and the top of the page or parent container.</td>
</tr>
<tr>
<td>left</td>
<td>Distance between the left side of the panel, and the left of the page or parent container.</td>
</tr>
<tr>
<td>right</td>
<td>Distance between the right side of the panel, and the right of the page or parent container.</td>
</tr>
<tr>
<td>bottom</td>
<td>Distance between the bottom of the panel, and the bottom of the page or parent container.</td>
</tr>
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</table>
**Details**

The `absolutePanel` function creates a `<div>` tag whose CSS position is set to absolute (or fixed if `fixed = TRUE`). The way absolute positioning works in HTML is that absolute coordinates are specified relative to its nearest parent element whose position is not set to static (which is the default), and if no such parent is found, then relative to the page borders. If you’re not sure what that means, just keep in mind that you may get strange results if you use `absolutePanel` from inside of certain types of panels.

The `fixedPanel` function is the same as `absolutePanel` with `fixed = TRUE`.

The position (`top`, `left`, `right`, `bottom`) and size (`width`, `height`) parameters are all optional, but you should specify exactly two of `top`, `bottom`, and `height` and exactly two of `left`, `right`, and `width` for predictable results.

Like most other distance parameters in Shiny, the position and size parameters take a number (interpreted as pixels) or a valid CSS size string, such as "100px" (100 pixels) or "25%".

For arcane HTML reasons, to have the panel fill the page or parent you should specify 0 for `top`, `left`, `right`, and `bottom` rather than the more obvious `width = "100%"` and `height = "100%"`.

**Value**

An HTML element or list of elements.

---

<table>
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<tr>
<th><strong>ActionButton</strong></th>
<th><strong>Action button/link</strong></th>
</tr>
</thead>
</table>

**Description**

Creates an action button or link whose value is initially zero, and increments by one each time it is pressed.

**Usage**

```
actionButton(inputId, label, icon = NULL, width = NULL, disabled = FALSE, ...)  
actionLink(inputId, label, icon = NULL, ...)  
```
Arguments

inputId The input slot that will be used to access the value.
label The contents of the button or link—usually a text label, but you could also use any other HTML, like an image.
icon An optional icon() to appear on the button.
width The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
disabled If TRUE, the button will not be clickable. Use updateActionButton() to dynamically enable/disable the button.

... Named attributes to be applied to the button or link.

Server value

An integer of class "shinyActionButtonValue". This class differs from ordinary integers in that a value of 0 is considered "falsy". This implies two things:

- Event handlers (e.g., observeEvent(), eventReactive()) won’t execute on initial load.
- Input validation (e.g., req(), need()) will fail on initial load.

See Also

observeEvent() and eventReactive()

Other input elements: checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), numericInput(), passwordInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textAreaInput(), textInput(), varSelectInput()

Examples

## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sliderInput("obs", "Number of observations", 0, 1000, 500),
  actionButton("goButton", "Go!", class = "btn-success"),
  plotOutput("distPlot")
)

server <- function(input, output) {
  output$distPlot <- renderPlot({
    # Take a dependency on input$goButton. This will run once initially,
    # because the value changes from NULL to 0.
    input$goButton

    # Use isolate() to avoid dependency on input$obs
    dist <- isolate(rnorm(input$obs))
    hist(dist)
  })
}

shinyApp(ui, server)
### Example of adding extra class values

```r
actionButton("largeButton", "Large Primary Button", class = "btn-primary btn-lg")
actionLink("infoLink", "Information Link", class = "btn-info")
```

## addResourcePath

### Resource Publishing

**Description**

Add, remove, or list directory of static resources to Shiny’s web server, with the given path prefix. Primarily intended for package authors to make supporting JavaScript/CSS files available to their components.

**Usage**

```r
addResourcePath(prefix, directoryPath)
resourcePaths()
removeResourcePath(prefix)
```

**Arguments**

- **prefix**
  - The URL prefix (without slashes). Valid characters are a-z, A-Z, 0-9, hyphen, period, and underscore. For example, a value of 'foo' means that any request paths that begin with '/foo' will be mapped to the given directory.

- **directoryPath**
  - The directory that contains the static resources to be served.

**Details**

Shiny provides two ways of serving static files (i.e., resources):

1. Static files under the `www/` directory are automatically made available under a request path that begins with `/`.
2. `addResourcePath()` makes static files in a `directoryPath` available under a request path that begins with `prefix`.

The second approach is primarily intended for package authors to make supporting JavaScript/CSS files available to their components.

**Tools for managing static resources published by Shiny’s web server:**

- `addResourcePath()` adds a directory of static resources.
- `resourcePaths()` lists the currently active resource mappings.
- `removeResourcePath()` removes a directory of static resources.
See Also

singleton()

Examples

```r
addResourcePath('datasets', system.file('data', package='datasets'))
resourcePaths()
removeResourcePath('datasets')
resourcePaths()

# make sure all resources are removed
lapply(names(resourcePaths()), removeResourcePath)
```

### Description

bindCache() adds caching reactive() expressions and render* functions (like renderText(), renderTable(), ...).

Ordinary reactive() expressions automatically cache their most recent value, which helps to avoid redundant computation in downstream reactives. bindCache() will cache all previous values (as long as they fit in the cache) and they can be shared across user sessions. This allows bindCache() to dramatically improve performance when used correctly.

### Usage

```r
bindCache(x, ..., cache = "app")
```

### Arguments

- **x** The object to add caching to.
- **...** One or more expressions to use in the caching key.
- **cache** The scope of the cache, or a cache object. This can be "app" (the default), "session", or a cache object like a cachem::cache_disk(). See the Cache Scoping section for more information.

### Details

bindCache() requires one or more expressions that are used to generate a cache key, which is used to determine if a computation has occurred before and hence can be retrieved from the cache. If you’re familiar with the concept of memoizing pure functions (e.g., the memoise package), you can think of the cache key as the input(s) to a pure function. As such, one should take care to make sure the use of bindCache() is pure in the same sense, namely:

1. For a given key, the return value is always the same.
2. Evaluation has no side-effects.
In the example here, the `bindCache()` key consists of `input$x` and `input$y` combined, and the value is `input$x * input$y`. In this simple example, for any given key, there is only one possible returned value.

```r
r <- reactive({
  input$x * input$y
}) %>%
  bindCache(input$x, input$y)
```

The largest performance improvements occur when the cache key is fast to compute and the reactive expression is slow to compute. To see if the value should be computed, a cached reactive evaluates the key, and then serializes and hashes the result. If the resulting hashed key is in the cache, then the cached reactive simply retrieves the previously calculated value and returns it; if not, then the value is computed and the result is stored in the cache before being returned.

To compute the cache key, `bindCache()` hashes the contents of `...`, so it’s best to avoid including large objects in a cache key since that can result in slow hashing. It’s also best to avoid reference objects like environments and R6 objects, since the serialization of these objects may not capture relevant changes.

If you want to use a large object as part of a cache key, it may make sense to do some sort of reduction on the data that still captures information about whether a value can be retrieved from the cache. For example, if you have a large data set with timestamps, it might make sense to extract the most recent timestamp and return that. Then, instead of hashing the entire data object, the cached reactive only needs to hash the timestamp.

```r
r <- reactive({
  compute(bigdata())
}) %>%
  bindCache({
    extract_most_recent_time(bigdata())
  })
```

For computations that are very slow, it often makes sense to pair `bindCache()` with `bindEvent()` so that no computation is performed until the user explicitly requests it (for more, see the Details section of `bindEvent()`).

### Cache keys and reactivity

Because the `value` expression (from the original `reactive()`)) is cached, it is not necessarily re-executed when someone retrieves a value, and therefore it can’t be used to decide what objects to take reactive dependencies on. Instead, the `key` is used to figure out which objects to take reactive dependencies on. In short, the key expression is reactive, and value expression is no longer reactive.

Here’s an example of what not to do: if the key is `input$x` and the value expression is from `reactive({input$x + input$y})`, then the resulting cached reactive will only take a reactive dependency on `input$x` – it won’t recompute `{input$x + input$y}` when just `input$y` changes. Moreover, the cache won’t use `input$y` as part of the key, and so it could return incorrect values in the future when it retrieves values from the cache. (See the examples below for an example of this.)

A better cache key would be something like `input$x, input$y`. This does two things: it ensures that a reactive dependency is taken on both `input$x` and `input$y`, and it also makes sure that both values are represented in the cache key.

In general, key should use the same reactive inputs as value, but the computation should be simpler. If there are other (non-reactive) values that are consumed, such as external data sources, they should be used in the key as well. Note that if the key is large, it can make sense to do some sort of reduction on it so that the serialization and hashing of the cache key is not too expensive.
Remember that the key is reactive, so it is not re-executed every single time that someone accesses the cached reactive. It is only re-executed if it has been invalidated by one of the reactives it depends on. For example, suppose we have this cached reactive:

\[
r <- \text{reactive}((\text{input}$x \times \text{input}$y)) \%>\% 
\text{bindCache(input}$x, \text{input}$y)
\]

In this case, the key expression is essentially reactive(list(input}$x, \text{input}$y)) (there’s a bit more to it, but that’s a good enough approximation). The first time \(r()\) is called, it executes the key, then fails to find it in the cache, so it executes the value expression, \(\{ \text{input}$x + \text{input}$y \}\). If \(r()\) is called again, then it does not need to re-execute the key expression, because it has not been invalidated via a change to input}$x or input}$y; it simply returns the previous value. However, if input}$x or input}$y changes, then the reactive expression will be invalidated, and the next time that someone calls \(r()\), the key expression will need to be re-executed.

Note that if the cached reactive is passed to bindEvent(), then the key expression will no longer be reactive; instead, the event expression will be reactive.

**Cache scope**

By default, when bindCache() is used, it is scoped to the running application. That means that it shares a cache with all user sessions connected to the application (within the R process). This is done with the cache parameter’s default value, “app”.

With an app-level cache scope, one user can benefit from the work done for another user’s session. In most cases, this is the best way to get performance improvements from caching. However, in some cases, this could leak information between sessions. For example, if the cache key does not fully encompass the inputs used by the value, then data could leak between the sessions. Or if a user sees that a cached reactive returns its value very quickly, they may be able to infer that someone else has already used it with the same values.

It is also possible to scope the cache to the session, with cache=”session”. This removes the risk of information leaking between sessions, but then one session cannot benefit from computations performed in another session.

It is possible to pass in caching objects directly to bindCache(). This can be useful if, for example, you want to use a particular type of cache with specific cached reactives, or if you want to use a cachem::cache_disk() that is shared across multiple processes and persists beyond the current R session.

To use different settings for an application-scoped cache, you can call shinyOptions() at the top of your app.R, server.R, or global.R. For example, this will create a cache with 500 MB of space instead of the default 200 MB:

\[
\text{shinyOptions(cache = cachem::cache_mem(max_size = 500e6))}
\]

To use different settings for a session-scoped cache, you can set session$cache at the top of your server function. By default, it will create a 200 MB memory cache for each session, but you can replace it with something different. To use the session-scoped cache, you must also call bindCache() with cache=”session”. This will create a 100 MB cache for the session:
function(input, output, session) {
    session$cache <- cachem::cache_mem(max_size = 100e6)
    ...
}

If you want to use a cache that is shared across multiple R processes, you can use a `cachem::cache_disk()`. You can create a application-level shared cache by putting this at the top of your app.R, server.R, or global.R:

```r
shinyOptions(cache = cachem::cache_disk(file.path(dirname(tempdir()), "myapp-cache"))
```

This will create a subdirectory in your system temp directory named `myapp-cache` (replace `myapp-cache` with a unique name of your choosing). On most platforms, this directory will be removed when your system reboots. This cache will persist across multiple starts and stops of the R process, as long as you do not reboot.

To have the cache persist even across multiple reboots, you can create the cache in a location outside of the temp directory. For example, it could be a subdirectory of the application:

```r
shinyOptions(cache = cachem::cache_disk("./myapp-cache"))
```

In this case, resetting the cache will have to be done manually, by deleting the directory.

You can also scope a cache to just one item, or selected items. To do that, create a `cachem::cache_mem()` or `cachem::cache_disk()`, and pass it as the `cache` argument of `bindCache()`.

### Computing cache keys

The actual cache key that is used internally takes value from evaluating the key expression(s) (from the ... arguments) and combines it with the (unevaluated) value expression.

This means that if there are two cached reactives which have the same result from evaluating the key, but different value expressions, then they will not need to worry about collisions.

However, if two cached reactives have identical key and value expressions expressions, they will share the cached values. This is useful when using cache="app": there may be multiple user sessions which create separate cached reactive objects (because they are created from the same code in the server function, but the server function is executed once for each user session), and those cached reactive objects across sessions can share values in the cache.

### Async with cached reactives

With a cached reactive expression, the key and/or value expression can be asynchronous. In other words, they can be promises — not regular R promises, but rather objects provided by the `promises` package, which are similar to promises in JavaScript. (See `promises::promise()` for more information.) You can also use `future::future()` objects to run code in a separate process or even on a remote machine.

If the value returns a promise, then anything that consumes the cached reactive must expect it to return a promise.

Similarly, if the key is a promise (in other words, if it is asynchronous), then the entire cached reactive must be asynchronous, since the key must be computed asynchronously before it knows whether to compute the value or the value is retrieved from the cache. Anything that consumes the cached reactive must therefore expect it to return a promise.
Developing render functions for caching

If you've implemented your own render*() function, it may just work with bindCache(), but it is possible that you will need to make some modifications. These modifications involve helping bindCache() avoid cache collisions, dealing with internal state that may be set by the, render function, and modifying the data as it goes in and comes out of the cache.

You may need to provide a cacheHint to createRenderFunction() (or htmlwidgets::shinyRenderWidget(), if you've authored an htmlwidget) in order for bindCache() to correctly compute a cache key.

The potential problem is a cache collision. Consider the following:

```r
output$x1 <- renderText({ input$x }) %>% bindCache(input$x)
output$x2 <- renderText({ input$x * 2 }) %>% bindCache(input$x)
```

Both output$x1 and output$x2 use input$x as part of their cache key, but if it were the only thing used in the cache key, then the two outputs would have a cache collision, and they would have the same output. To avoid this, a cache hint is automatically added when renderText() calls createRenderFunction(). The cache hint is used as part of the actual cache key, in addition to the one passed to bindCache() by the user. The cache hint can be viewed by calling the internal Shiny function `extractCacheHint()`:

```r
r <- renderText({ input$x })
shiny:::extractCacheHint(r)
```

This returns a nested list containing an item, $origUserFunc$body, which in this case is the expression which was passed to renderText(): { input$x }. This (quoted) expression is mixed into the actual cache key, and it is how output$x1 does not have collisions with output$x2.

For most developers of render functions, nothing extra needs to be done; the automatic inference of the cache hint is sufficient. Again, you can check it by calling shiny:::extractCacheHint(), and by testing the render function for cache collisions in a real application.

In some cases, however, the automatic cache hint inference is not sufficient, and it is necessary to provide a cache hint. This is true for renderPrint(). Unlike renderText(), it wraps the user-provided expression in another function, before passing it to createRenderFunction() (instead of createRenderFunction()). Because the user code is wrapped in another function, createRenderFunction() is not able to automatically extract the user-provided code and use it in the cache key. Instead, renderPrint calls createRenderFunction(), it explicitly passes along a cacheHint, which includes a label and the original user expression.

In general, if you need to provide a cacheHint, it is best practice to provide a label id, the user’s expr, as well as any other arguments that may influence the final value.

For htmlwidgets, it will try to automatically infer a cache hint; again, you can inspect the cache hint with shiny:::extractCacheHint() and also test it in an application. If you do need to explicitly provide a cache hint, pass it to shinyRenderWidget. For example:

```r
renderMyWidget <- function(expr) {
  q <- rlang::enquo0(expr)

  htmlwidgets::shinyRenderWidget(
```
If your render function sets any internal state, you may find it useful in your call to `createRenderFunction()` to use the `cacheWriteHook` and/or `cacheReadHook` parameters. These hooks are functions that run just before the object is stored in the cache, and just after the object is retrieved from the cache. They can modify the data that is stored and retrieved; this can be useful if extra information needs to be stored in the cache. They can also be used to modify the state of the application; for example, it can call `createWebDependency()` to make JS/CSS resources available if the cached object is loaded in a different R process. (See the source of `htmlwidgets::shinyRenderWidget` for an example of this.)

Uncacheable objects

Some render functions cannot be cached, typically because they have side effects or modify some external state, and they must re-execute each time in order to work properly.

For developers of such code, they should call `createRenderFunction()` (or `markRenderFunction()`) with `cacheHint = FALSE`.

Caching with `renderPlot()`

When `bindCache()` is used with `renderPlot()`, the height and width passed to the original `renderPlot()` are ignored. They are superseded by `sizePolicy` argument passed to `bindCache`. The default is:

```
sizePolicy = sizeGrowthRatio(width = 400, height = 400, growthRate = 1.2)
```

`sizePolicy` must be a function that takes a two-element numeric vector as input, representing the width and height of the `<img>` element in the browser window, and it must return a two-element numeric vector, representing the pixel dimensions of the plot to generate. The purpose is to round the actual pixel dimensions from the browser to some other dimensions, so that this will not generate and cache images of every possible pixel dimension. See `sizeGrowthRatio()` for more information on the default sizing policy.

See Also

`bindEvent()`, `renderCachedPlot()` for caching plots.

Examples

```r
## Not run:
rc <- bindCache(
  x = reactive(
    Sys.sleep(2)  # Pretend this is expensive
    input$x * 100
  ),
  myWidgetOutput,
  quoted = TRUE,
  cacheHint = list(label = "myWidget", userQuo = q)
)
```
bindCache

  # Can make it prettier with the %>% operator
  library(magrittr)

  rc <- reactive({
    Sys.sleep(2)
    input$x * 100
  }) %>%
  bindCache(input$x)

## End(Not run)

## Only run app examples in interactive R sessions
if (interactive()) {

  # Basic example
  shinyApp(
    ui = fluidPage(
      sliderInput("x", "x", 1, 10, 5),
      sliderInput("y", "y", 1, 10, 5),
      div("x * y: "),
      verbatimTextOutput("txt")
    ),
    server = function(input, output) {
      r <- reactive({
        # The value expression is an _expensive_ computation
        message("Doing expensive computation...")
        Sys.sleep(2)
        input$x * input$y
      }) %>%
      bindCache(input$x, input$y)

      output$txt <- renderText(r())
    }
  )

  # Caching renderText
  shinyApp(
    ui = fluidPage(
      sliderInput("x", "x", 1, 10, 5),
      sliderInput("y", "y", 1, 10, 5),
      div("x * y: "),
      verbatimTextOutput("txt")
    ),
    server = function(input, output) {
      output$txt <- renderText({
        message("Doing expensive computation...")
        Sys.sleep(2)
      })
    }
  )
bindEvent

Make an object respond only to specified reactive events

Description

Modify an object to respond to "event-like" reactive inputs, values, and expressions. bindEvent() can be used with reactive expressions, render functions, and observers. The resulting object takes a reactive dependency on the ... arguments, and not on the original object's code. This can, for example, be used to make an observer execute only when a button is pressed.

bindEvent() was added in Shiny 1.6.0. When it is used with reactive() and observe(), it does the same thing as eventReactive() and observeEvent(). However, bindEvent() is more flexible: it can be combined with bindCache(), and it can also be used with render functions (like renderText() and renderPlot()).
Usage

bindEvent(
    x,
    ...
    ignoreNULL = TRUE,
    ignoreInit = FALSE,
    once = FALSE,
    label = NULL
)

Arguments

x An object to wrap so that it is triggered only when a the specified event occurs.
...
One or more expressions that represents the event; this can be a simple reactive value like input$click, a call to a reactive expression like dataset(), or even a complex expression inside curly braces. If there are multiple expressions in the ..., then it will take a dependency on all of them.
ignoreNULL Whether the action should be triggered (or value calculated) when the input is NULL. See Details.
ignoreInit If TRUE, then, when the eventified object is first created/initialized, don’t trigger the action (or compute the value). The default is FALSE. See Details.
once Used only for observers. Whether this observer should be immediately destroyed after the first time that the code in the observer is run. This pattern is useful when you want to subscribe to a event that should only happen once.
label A label for the observer or reactive, useful for debugging.

Details

Shiny’s reactive programming framework is primarily designed for calculated values (reactive expressions) and side-effect-causing actions (observers) that respond to any of their inputs changing. That’s often what is desired in Shiny apps, but not always: sometimes you want to wait for a specific action to be taken from the user, like clicking an actionButton(), before calculating an expression or taking an action. A reactive value or expression that is used to trigger other calculations in this way is called an event.

These situations demand a more imperative, “event handling” style of programming that is possible—but not particularly intuitive—using the reactive programming primitives observe() and isolate(). bindEvent() provides a straightforward API for event handling that wraps observe and isolate.

The ... arguments are captured as expressions and combined into an event expression. When this event expression is invalidated (when its upstream reactive inputs change), that is an event, and it will cause the original object’s code to execute.

Use bindEvent() with observe() whenever you want to perform an action in response to an event. (This does the same thing as observeEvent(), which was available in Shiny prior to version 1.6.0.) Note that “recalculate a value” does not generally count as performing an action – use reactive() for that.

Use bindEvent() with reactive() to create a calculated value that only updates in response to an event. This is just like a normal reactive expression except it ignores all the usual invalidations that
come from its reactive dependencies; it only invalidates in response to the given event. (This does the same thing as `eventReactive()`, which was available in Shiny prior to version 1.6.0.)

`bindEvent()` is often used with `bindCache()`.

### ignoreNULL and ignoreInit

`bindEvent()` takes an `ignoreNULL` parameter that affects behavior when the event expression evaluates to `NULL` (or in the special case of an `actionButton()`, `0`). In these cases, if `ignoreNULL` is `TRUE`, then it will raise a silent `validation` error. This is useful behavior if you don’t want to do the action or calculation when your app first starts, but wait for the user to initiate the action first (like a "Submit" button); whereas `ignoreNULL=FALSE` is desirable if you want to initially perform the action/calculation and just let the user re-initiate it (like a "Recalculate" button).

`bindEvent()` also takes an `ignoreInit` argument. By default, reactive expressions and observers will run on the first reactive flush after they are created (except if, at that moment, the event expression evaluates to `NULL` and `ignoreNULL` is `TRUE`). But when responding to a click of an action button, it may often be useful to set `ignoreInit` to `TRUE`. For example, if you’re setting up an observer to respond to a dynamically created button, then `ignoreInit = TRUE` will guarantee that the action will only be triggered when the button is actually clicked, instead of also being triggered when it is created/initialized. Similarly, if you’re setting up a reactive that responds to a dynamically created button used to refresh some data (which is then returned by that reactive), then you should use `reactive(...) %>% bindEvent(..., ignoreInit = TRUE)` if you want to let the user decide if/when they want to refresh the data (since, depending on the app, this may be a computationally expensive operation).

Even though `ignoreNULL` and `ignoreInit` can be used for similar purposes they are independent from one another. Here’s the result of combining these:

- `ignoreNULL = TRUE` and `ignoreInit = FALSE` This is the default. This combination means that reactive/observer code will run every time that event expression is not `NULL`. If, at the time of creation, the event expression happens to be `NULL`, then the code runs.
- `ignoreNULL = FALSE` and `ignoreInit = FALSE` This combination means that reactive/observer code will run every time no matter what.
- `ignoreNULL = FALSE` and `ignoreInit = TRUE` This combination means that reactive/observer code will not run at the time of creation (because `ignoreInit` is `TRUE`), but it will run every other time.
- `ignoreNULL = TRUE` and `ignoreInit = TRUE` This combination means that reactive/observer code will not at the time of creation (because `ignoreInit` is `TRUE`). After that, the reactive/observer code will run every time that the event expression is `NOT` `NULL`.

### Types of objects

`bindEvent()` can be used with reactive expressions, observers, and shiny render functions.

When `bindEvent()` is used with `reactive()`, it creates a new reactive expression object.

When `bindEvent()` is used with `observe()`, it alters the observer in place. It can only be used with observers which have not yet executed.
Combining events and caching

In many cases, it makes sense to use `bindEvent()` along with `bindCache()`, because they each can reduce the amount of work done on the server. For example, you could have `sliderInputs x` and `y` and a `reactive()` that performs a time-consuming operation with those values. Using `bindCache()` can speed things up, especially if there are multiple users. But it might make sense to also not do the computation until the user sets both `x` and `y`, and then clicks on an `actionButton` named `go`.

To use both caching and events, the object should first be passed to `bindCache()`, then `bindEvent()`. For example:

```r
r <- reactive({
  Sys.sleep(2) # Pretend this is an expensive computation
  input$x * input$y
}) %>%
bindCache(input$x, input$y) %>%
bindEvent(input$go)
```

Anything that consumes `r()` will take a reactive dependency on the event expression given to `bindEvent()`, and not the cache key expression given to `bindCache()`. In this case, it is just `input$go`.

### bookmarkButton

Create a button for bookmarking/sharing

**Description**

A `bookmarkButton` is a `actionButton()` with a default label that consists of a link icon and the text "Bookmark...". It is meant to be used for bookmarking state.

**Usage**

```r
bookmarkButton(
  label = "Bookmark...",  # The contents of the button or link--usually a text label, but you could also use any other HTML, like an image.
  icon = shiny::icon("link", lib = "glyphicon"),  # An optional icon() to appear on the button.
  title = "Bookmark this application's state and get a URL for sharing.",  # A tooltip that is shown when the mouse cursor hovers over the button.
  ...  
  id = "._bookmark_"  # Named attributes to be applied to the button or link.
)
```
id

An ID for the bookmark button. The only time it is necessary to set the ID unless you have more than one bookmark button in your application. If you specify an input ID, it should be excluded from bookmarking with `setBookmarkExclude()`, and you must create an observer that does the bookmarking when the button is pressed. See the examples below.

See Also

`enableBookmarking()` for more examples.

Examples

```r
## Only run these examples in interactive sessions
if (interactive()) {

# This example shows how to use multiple bookmark buttons. If you only need
# a single bookmark button, see examples in enableBookmarking.
ui <- function(request) {
  fluidPage(
    tabsetPanel(id = "tabs",
    tabPanel("One",
      checkboxInput("chk1", "Checkbox 1"),
      bookmarkButton(id = "bookmark1")
    ),
    tabPanel("Two",
      checkboxInput("chk2", "Checkbox 2"),
      bookmarkButton(id = "bookmark2")
    )
  )
}
}
server <- function(input, output, session) {
  # Need to exclude the buttons from themselves being bookmarked
  setBookmarkExclude(c("bookmark1", "bookmark2"))

  # Trigger bookmarking with either button
  observeEvent(input$bookmark1, {
    session$doBookmark()
  })
  observeEvent(input$bookmark2, {
    session$doBookmark()
  })
}
}

enableBookmarking(store = "url")
shinyApp(ui, server)
}
```
**Description**

This function defines a set of web dependencies necessary for using Bootstrap components in a web page.

**Usage**

`bootstrapLib(theme = NULL)`

**Arguments**

- **theme** One of the following:
  - NULL (the default), which implies a "stock" build of Bootstrap 3.
  - A `bslib::bs_theme()` object. This can be used to replace a stock build of Bootstrap 3 with a customized version of Bootstrap 3 or higher.
  - A character string pointing to an alternative Bootstrap stylesheet (normally a css file within the www directory, e.g. `www/bootstrap.css`).

**Details**

It isn't necessary to call this function if you use `bootstrapPage()` or others which use `bootstrapPage`, such `fluidPage()`, `navbarPage()`, `fillPage()`, etc, because they already include the Bootstrap web dependencies.

---

**bootstrapPage** Create a Bootstrap page

---

**Description**

Create a Shiny UI page that loads the CSS and JavaScript for Bootstrap, and has no content in the page body (other than what you provide).

**Usage**

`bootstrapPage(..., title = NULL, theme = NULL, lang = NULL)`

`basicPage(...)`

**Arguments**

- **...** The contents of the document body.
- **title** The browser window title (defaults to the host URL of the page)
- **theme** One of the following:
  - NULL (the default), which implies a "stock" build of Bootstrap 3.
  - A `bslib::bs_theme()` object. This can be used to replace a stock build of Bootstrap 3 with a customized version of Bootstrap 3 or higher.
brushedPoints

- A character string pointing to an alternative Bootstrap stylesheet (normally a css file within the www directory, e.g. www/bootstrap.css).

lang

ISO 639-1 language code for the HTML page, such as "en" or "ko". This will be used as the lang in the <html> tag, as in <html lang="en">. The default (NULL) results in an empty string.

Details

This function is primarily intended for users who are proficient in HTML/CSS, and know how to lay out pages in Bootstrap. Most applications should use fluidPage() along with layout functions like fluidRow() and sidebarLayout().

Value

A UI definition that can be passed to the shinyUI function.

Note

The basicPage function is deprecated, you should use the fluidPage() function instead.

See Also

fluidPage(), fixedPage()

---

**brushedPoints**

*Find rows of data selected on an interactive plot.*

**Description**

brushedPoints() returns rows from a data frame which are under a brush. nearPoints() returns rows from a data frame which are near a click, hover, or double-click. Alternatively, set allRows = TRUE to return all rows from the input data with an additional column selected_ that indicates which rows of the would be selected.

**Usage**

```r
brushedPoints(
  df,
  brush,
  xvar = NULL,
  yvar = NULL,
  panelvar1 = NULL,
  panelvar2 = NULL,
  allRows = FALSE
)

nearPoints(
```
brushedPoints

```r
df, coordinfo, xvar = NULL, yvar = NULL, panelvar1 = NULL, panelvar2 = NULL, threshold = 5, maxpoints = NULL, addDist = FALSE, allRows = FALSE
```

**Arguments**

- **df**: A data frame from which to select rows.
- **brush, coordinfo**: The data from a brush or click/dblclick/hover event e.g. `input$plot_brush`, `input$plot_click`.
- **xvar, yvar**: A string giving the name of the variable on the x or y axis. These are only required for base graphics, and must be the name of a column in `df`.
- **panelvar1, panelvar2**: A string giving the name of a panel variable. For expert use only; in most cases these will be automatically derived from the ggplot2 spec.
- **allRows**: If `FALSE` (the default) return a data frame containing the selected rows. If `TRUE`, the input data frame will have a new column, `selected_`, which indicates whether the row was selected or not.
- **threshold**: A maximum distance (in pixels) to the pointer location. Rows in the data frame will be selected if the distance to the pointer is less than `threshold`.
- **maxpoints**: Maximum number of rows to return. If `NULL` (the default), will return all rows within the threshold distance.
- **addDist**: If `TRUE`, add a column named `dist_` that contains the distance from the coordinate to the point, in pixels. When no pointer event has yet occurred, the value of `dist_` will be `NA`.

**Value**

A data frame based on `df`, containing the observations selected by the brush or near the click event. For `nearPoints()`, the rows will be sorted by distance to the event.

If `allRows = TRUE`, then all rows will returned, along with a new `selected_` column that indicates whether or not the point was selected. The output from `nearPoints()` will no longer be sorted, but you can set `addDist = TRUE` to get an additional column that gives the pixel distance to the pointer.

**ggplot2**

For plots created with `ggplot2`, it is not necessary to specify the column names to `xvar, yvar, panelvar1, and panelvar2` as that information can be automatically derived from the plot specification.
Note, however, that this will not work if you use a computed column, like `aes(speed/2, dist)`. Instead, we recommend that you modify the data first, and then make the plot with "raw" columns in the modified data.

**Brushing**

If x or y column is a factor, then it will be coerced to an integer vector. If it is a character vector, then it will be coerced to a factor and then integer vector. This means that the brush will be considered to cover a given character/factor value when it covers the center value.

If the brush is operating in just the x or y directions (e.g., with `brushOpts(direction = "x")`), then this function will filter out points using just the x or y variable, whichever is appropriate.

**See Also**

`plotOutput()` for example usage.

**Examples**

```r
## Not run:
# Note that in practice, these examples would need to go in reactives
# or observers.

# This would select all points within 5 pixels of the click
nearPoints(mtcars, input$plot_click)

# Select just the nearest point within 10 pixels of the click
nearPoints(mtcars, input$plot_click, threshold = 10, maxpoints = 1)

## End(Not run)
```

---

**brushOpts**

Create an object representing brushing options

**Description**

This generates an object representing brushing options, to be passed as the `brush` argument of `imageOutput()` or `plotOutput()`.

**Usage**

```r
brushOpts(
  id,
  fill = "#9cf",
  stroke = "#036",
  opacity = 0.25,
  delay = 300,
  delayType = c("debounce", "throttle"),
)```
arg <- callModule(
  id = "brush",
  fill = "red",
  stroke = "black",
  delay = 0,
  delayType = "throttle",
  clip = TRUE,
  direction = c("xy", "x", "y"),
  resetOnNew = FALSE
)

Arguments

id
Input value name. For example, if the value is "plot_brush", then the coordinates will be available as input$plot_brush. Multiple imageOutput/plotOutput calls may share the same id value; brushing one image or plot will cause any other brushes with the same id to disappear.

fill
Fill color of the brush. If 'auto', it derives from the link color of the plot's HTML container (if \texttt{thematic} is enabled, and \texttt{accent} is a non-'auto' value, that color is used instead).

stroke
Outline color of the brush. If 'auto', it derives from the foreground color of the plot's HTML container (if \texttt{thematic} is enabled, and \texttt{fg} is a non-'auto' value, that color is used instead).

opacity
Opacity of the brush

delay
How long to delay (in milliseconds) when debouncing or throttling, before sending the brush data to the server.

delayType
The type of algorithm for limiting the number of brush events. Use "throttle" to limit the number of brush events to one every delay milliseconds. Use "debounce" to suspend events while the cursor is moving, and wait until the cursor has been at rest for delay milliseconds before sending an event.

clip
Should the brush area be clipped to the plotting area? If FALSE, then the user will be able to brush outside the plotting area, as long as it is still inside the image.

direction
The direction for brushing. If "xy", the brush can be drawn and moved in both x and y directions. If "x", or "y", the brush will work horizontally or vertically.

resetOnNew
When a new image is sent to the browser (via \texttt{renderImage()}), should the brush be reset? The default, FALSE, is useful if you want to update the plot while keeping the brush. Using TRUE is useful if you want to clear the brush whenever the plot is updated.

See Also

\texttt{clickOpts()} for clicking events.

callModule

\textit{Invoke a Shiny module}

Description

Note: As of Shiny 1.5.0, we recommend using \texttt{moduleServer()} instead of \texttt{callModule()}, because the syntax is a little easier to understand, and modules created with \texttt{moduleServer} can be tested with \texttt{testServer()}. 

Usage

callModule(module, id, ..., session = getDefaultReactiveDomain())

Arguments

module A Shiny module server function
id An ID string that corresponds with the ID used to call the module’s UI function
... Additional parameters to pass to module server function
session Session from which to make a child scope (the default should almost always be used)

Value

The return value, if any, from executing the module server function

Description

Create a group of checkboxes that can be used to toggle multiple choices independently. The server will receive the input as a character vector of the selected values.

Usage

checkboxGroupInput(  
  inputId,  
  label,  
  choices = NULL,  
  selected = NULL,  
  inline = FALSE,  
  width = NULL,  
  choiceNames = NULL,  
  choiceValues = NULL  
)

Arguments

inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
choices List of values to show checkboxes for. If elements of the list are named then that name rather than the value is displayed to the user. If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
checkboxGroupInput

selected  The values that should be initially selected, if any.
inline    If TRUE, render the choices inline (i.e. horizontally)
width     The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
choiceNames, choiceValues
   List of names and values, respectively, that are displayed to the user in the app
   and correspond to the each choice (for this reason, choiceNames and choiceValues
   must have the same length). If either of these arguments is provided, then the
   other must be provided and choices must not be provided. The advantage of
   using both of these over a named list for choices is that choiceNames allows
   any type of UI object to be passed through (tag objects, icons, HTML code, ...),
   instead of just simple text. See Examples.

Value
   A list of HTML elements that can be added to a UI definition.

Server value
   Character vector of values corresponding to the boxes that are checked.

See Also
   checkboxInput(), updateCheckboxGroupInput()

Other input elements: actionButton(), checkboxInput(), dateInput(), dateRangeInput(),
   fileInput(), numericInput(), passwordInput(), radioButtons(), selectInput(), sliderInput(),
   submitButton(), textareaInput(), textField(), varSelectInput()

Examples
   # Only run examples in interactive R sessions
   if (interactive()) {
     ui <- fluidPage(
       checkboxGroupInput("variable", "Variables to show:",
         c("Cylinders" = "cyl",
           "Transmission" = "am",
           "Gears" = "gear"),
       tableOutput("data")
     )
   }
   server <- function(input, output, session) {
     output$data <- renderTable(
       mtcars[, c("mpg", input$variable), drop = FALSE]
     ), rownames = TRUE)
   }
   shinyApp(ui, server)
   ui <- fluidPage(
     checkboxGroupInput("icons", "Choose icons:",
   )
checkboxInput

```r
choiceNames =
  list(icon("calendar"), icon("bed"),
       icon("cog"), icon("bug")),
choiceValues =
  list("calendar", "bed", "cog", "bug")
),
textOutput("txt")

server <- function(input, output, session) {
  output$txt <- renderText({
    icons <- paste(input$icons, collapse = " "),
    paste("You chose", icons)
  })
}

shinyApp(ui, server)
```

---

**Checkbox Input Control**

**Description**

Create a checkbox that can be used to specify logical values.

**Usage**

```r
checkboxInput(inputId, label, value = FALSE, width = NULL)
```

**Arguments**

- `inputId` The input slot that will be used to access the value.
- `label` Display label for the control, or NULL for no label.
- `value` Initial value (TRUE or FALSE).
- `width` The width of the input, e.g. '400px', or '100%'; see `validateCssUnit()`.

**Value**

A checkbox control that can be added to a UI definition.

**Server value**

TRUE if checked, FALSE otherwise.
See Also

`checkboxGroupInput()`, `updateCheckboxInput()`

Other input elements: `actionButton()`, `checkboxGroupInput()`, `dateInput()`, `dateRangeInput()`, `fileInput()`, `numericInput()`, `passwordInput()`, `radioButtons()`, `selectInput()`, `sliderInput()`, `submitButton()`, `textareaInput()`, `textInput()`, `varSelectInput()`

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    checkboxInput("somevalue", "Some value", FALSE),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$somevalue <- renderText({ input$somevalue })
  }
  shinyApp(ui, server)
}
```

---

**clickOpts**  
*Control interactive plot point events*

Description

These functions give control over the click, dblClick and hover events generated by `imageOutput()` and `plotOutput()`.

Usage

```r
clickOpts(id, clip = TRUE)

dblclickOpts(id, clip = TRUE, delay = 400)

hoverOpts(
  id,
  delay = 300,
  delayType = c("debounce", "throttle"),
  clip = TRUE,
  nullOutside = TRUE
)
```
Arguments

**id**
Input value name. For example, if the value is "plot_click", then the event data will be available as input$plot_click.

**clip**
Should the click area be clipped to the plotting area? If FALSE, then the server will receive click events even when the mouse is outside the plotting area, as long as it is still inside the image.

**delay**
For dblClickOpts(): the maximum delay (in ms) between a pair clicks for them to be counted as a double-click.
For hoverOpts(): how long to delay (in ms) when debouncing or throttling before sending the mouse location to the server.

**delayType**
The type of algorithm for limiting the number of hover events. Use "throttle" to limit the number of hover events to one every delay milliseconds. Use "debounce" to suspend events while the cursor is moving, and wait until the cursor has been at rest for delay milliseconds before sending an event.

**nullOutside**
If TRUE (the default), the value will be set to NULL when the mouse exits the plotting area. If FALSE, the value will stop changing when the cursor exits the plotting area.

See Also

`brushOpts()` for brushing events.

---

**column**
Create a column within a UI definition

---

**Description**
Create a column for use within a `fluidRow()` or `fixedRow()`

**Usage**

```
column(width, ..., offset = 0)
```

**Arguments**

**width**
The grid width of the column (must be between 1 and 12)

**...**
Elements to include within the column

**offset**
The number of columns to offset this column from the end of the previous column.

**Value**
A column that can be included within a `fluidRow()` or `fixedRow()`.
### conditionalPanel

**Conditional Panel**

**Description**

Creates a panel that is visible or not, depending on the value of a JavaScript expression. The JS expression is evaluated once at startup and whenever Shiny detects a relevant change in input/output.

---

**See Also**

`fluidRow()`, `fixedRow()`.

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    fluidRow(
      column(4,
        sliderInput("obs", "Number of observations:",
          min = 1, max = 1000, value = 500)
      ),
      column(8,
        plotOutput("distPlot")
      )
    )
  )

  server <- function(input, output) {
    output$distPlot <- renderPlot({
      hist(rnorm(input$obs))
    })
  }

  shinyApp(ui, server)
}

ui <- fluidPage(
  fluidRow(
    column(width = 4,
      "4"
    ),
    column(width = 3, offset = 2,
      "3 offset 2"
    )
  )
)

shinyApp(ui, server = function(input, output) { })
```

---
conditionalPanel

Usage

    conditionalPanel(condition, ..., ns = NS(NULL))

Arguments

condition    A JavaScript expression that will be evaluated repeatedly to determine whether
             the panel should be displayed.
...
ns           The namespace() object of the current module, if any.

Details

In the JS expression, you can refer to input and output JavaScript objects that contain the current
values of input and output. For example, if you have an input with an id of foo, then you can use
input.foo to read its value. (Be sure not to modify the input/output objects, as this may cause
unpredictable behavior.)

Note

You are not recommended to use special JavaScript characters such as a period . in the input
id’s, but if you do use them anyway, for example, inputId = ”foo.bar”, you will have to use
input[”foo.bar”] instead of input.foo.bar to read the input value.

Examples

    ## Only run this example in interactive R sessions
    if (interactive()) {
      ui <- fluidPage(
        sidebarPanel(
          selectInput("plotType", "Plot Type",
            c(Scatter = "scatter", Histogram = "hist")
        ),
        # Only show this panel if the plot type is a histogram
        conditionalPanel(  
          condition = "input.plotType == 'hist'",
          selectInput("breaks", "Breaks",
            c("Sturges", "Scott", "Freedman-Diaconis", "[Custom]" = "custom")
        ),
        # Only show this panel if Custom is selected
        conditionalPanel(  
          condition = "input.breaks == 'custom'",
          sliderInput("breakCount", "Break Count", min = 1, max = 50, value = 10)
        ),
      ),
      mainPanel(
        plotOutput("plot")
      )
    )
Create custom render functions

**Description**

Developer-facing utilities for implementing a custom `renderXXX()` function. Before using these utilities directly, consider using the `htmlwidgets` package to implement custom outputs (i.e., custom `renderXXX()`/`xxxOutput()` functions). That said, these utilities can be used more directly if a full-blown htmlwidget isn’t needed and/or the user-supplied reactive expression needs to be wrapped in additional call(s).

**Usage**

```r
createRenderFunction(
  func,
  transform = function(value, session, name, ...) value,
  outputFunc = NULL,
  outputArgs = NULL,
  cacheHint = "auto",
  cacheWriteHook = NULL,
  cacheReadHook = NULL
)
```

```r
 quoToFunction(q, label = sys.call(-1)[[1]], ..stacktraceon = FALSE)
```

```r
 installExprFunction(
  expr,

```
Create a render function:

```r
name,
 eval.env = parent.frame(2),
 quoted = FALSE,
 assign.env = parent.frame(1),
 label = sys.call(-1)[[1]],
 wrappedWithLabel = TRUE,
 ..stacktraceon = FALSE
)
```

### Arguments

- **func**: A function without parameters, that returns user data. If the returned value is a promise, then the render function will proceed in async mode.

- **transform**: A function that takes four arguments: `value`, `session`, `name`, and `...` (for future-proofing). This function will be invoked each time a value is returned from `func`, and is responsible for changing the value into a JSON-ready value to be JSON-encoded and sent to the browser.

- **outputFunc**: The UI function that is used (or most commonly used) with this render function. This can be used in R Markdown documents to create complete output widgets out of just the render function.

- **outputArgs**: A list of arguments to pass to the `uiFunc`. Render functions should include `outputArgs = list()` in their own parameter list, and pass through the value to `markRenderFunction`, to allow app authors to customize outputs. (Currently, this is only supported for dynamically generated UIs, such as those created by Shiny code snippets embedded in R Markdown documents).

- **cacheHint**: One of "auto", FALSE, or some other information to identify this instance for caching using `bindCache()`. If "auto", it will try to automatically infer caching information. If FALSE, do not allow caching for the object. Some render functions (such as `renderPlot`) contain internal state that makes them unsuitable for caching.

- **cacheWriteHook**: Used if the render function is passed to `bindCache()`. This is an optional callback function to invoke before saving the value from the render function to the cache. This function must accept one argument, the value returned from `renderFunc`, and should return the value to store in the cache.

- **cacheReadHook**: Used if the render function is passed to `bindCache()`. This is an optional callback function to invoke after reading a value from the cache (if there is a cache hit). The function will be passed one argument, the value retrieved from the cache. This can be useful when some side effect needs to occur for a render function to behave correctly. For example, some render functions call `createWebDependency()` so that Shiny is able to serve JS and CSS resources.

- **q**: Quosure of the expression `x`. When capturing expressions to create your quosure, it is recommended to use `enquo()` to not unquote the object too early. See `enquo()` for more details.

- **label**: A label for the object to be shown in the debugger. Defaults to the name of the calling function.

- **expr**: A quoted or unquoted expression, or a quosure.
name | The name the function should be given
---|---
eval.env | The desired environment for the function. Defaults to the calling environment two steps back.
quoted | Is the expression quoted?
assign.env | The environment in which the function should be assigned.
wrappedWithLabel, ..stacktraceon | Advanced use only. For stack manipulation purposes; see `stacktrace()`.

**Details**

To implement a custom `renderXXX()` function, essentially 2 things are needed:

1. Capture the user’s reactive expression as a function.
   - New `renderXXX()` functions can use `quoToFunction()` for this, but already existing `renderXXX()` functions that contain `env` and `quoted` parameters may want to continue using `installExprFunction()` for better legacy support (see examples).

2. Flag the resulting function (from 1) as a Shiny rendering function and also provide a UI container for displaying the result of the rendering function.
   - `createRenderFunction()` is currently recommended (instead of `markRenderFunction()`) for this step (see examples).

**Value**

An annotated render function, ready to be assigned to an output slot.

**Functions**

- `quoToFunction()`: convert a quo to a function.
- `installExprFunction()`: converts a user's reactive expr into a function that's assigned to a name in the assign.env.

**Examples**

```r
# A custom render function that repeats the supplied value 3 times
renderTriple <- function(expr) {
  # Wrap user-supplied reactive expression into a function
  func <- quoToFunction(rlang::enquo0(expr))

  createRenderFunction(
    func,
    transform = function(value, session, name, ...) {
      paste(rep(value, 3), collapse = "", ")
    },
    outputFunc = textOutput
  )
}

# For better legacy support, consider using installExprFunction() over quoToFunction()
renderTripleLegacy <- function(expr, env = parent.frame(), quoted = FALSE) {
```
func <- installExprFunction(expr, "func", env, quoted)

createRenderFunction(
  func,
  transform = function(value, session, name, ...) {
    paste(rep(value, 3), collapse=",")
  },
  outputFunc = textOutput
)

# Test render function from the console
reactiveConsole(TRUE)

v <- reactiveVal("basic")
r <- renderTriple(v)
r()
#> [1] "basic, basic, basic"

# User can supply quoted code via rlang::quo(). Note that evaluation of the
# expression happens when r2() is invoked, not when r2 is created.
q <- rlang::quo(v)
r2 <- rlang::inject(renderTriple(!!q))
v("rlang")
r2()
#> [1] "rlang, rlang, rlang"

# Supplying quoted code without rlang::quo() requires installExprFunction()
expr <- quote(v)
expr <- renderTripleLegacy(expr, quoted = TRUE)
v("legacy")
r3()
#> [1] "legacy, legacy, legacy"

# The legacy approach also supports with quosures (env is ignored in this case)
q <- rlang::quo(v)
r4 <- renderTripleLegacy(q, quoted = TRUE)
v("legacy-rlang")
r4()
#> [1] "legacy-rlang, legacy-rlang, legacy-rlang"

# Turn off reactivity in the console
reactiveConsole(FALSE)
Description

Ensure that a file-based HTML dependency (from the htmltools package) can be served over Shiny’s HTTP server. This function works by using `addResourcePath()` to map the HTML dependency’s directory to a URL.

Usage

```r
createWebDependency(dependency, scrubFile = TRUE)
```

Arguments

dependency  A single HTML dependency object, created using `htmltools::htmlDependency()`. If the `src` value is named, then `href` and/or `file` names must be present.

scrubFile  If TRUE (the default), remove `src$file` for the dependency. This prevents the local file path from being sent to the client when dynamic web dependencies are used. If FALSE, don’t remove `src$file`. Setting it to FALSE should be needed only in very unusual cases.

Value

A single HTML dependency object that has an `href`-named element in its `src`.

dateInput

Create date input

Description

Creates a text input which, when clicked on, brings up a calendar that the user can click on to select dates.

Usage

```r
dateInput(
  inputId, 
  label, 
  value = NULL, 
  min = NULL, 
  max = NULL, 
  format = "yyyy-mm-dd", 
  startview = "month", 
  weekstart = 0, 
  language = "en", 
  width = NULL, 
  autoclose = TRUE, 
  datesdisabled = NULL, 
  daysofweekdisabled = NULL
)
```
Arguments

- **inputId**: The input slot that will be used to access the value.
- **label**: Display label for the control, or NULL for no label.
- **value**: The starting date. Either a Date object, or a string in yyyy-mm-dd format. If NULL (the default), will use the current date in the client’s time zone.
- **min**: The minimum allowed date. Either a Date object, or a string in yyyy-mm-dd format.
- **max**: The maximum allowed date. Either a Date object, or a string in yyyy-mm-dd format.
- **format**: The format of the date to display in the browser. Defaults to "yyyy-mm-dd".
- **startview**: The date range shown when the input object is first clicked. Can be "month" (the default), "year", or "decade".
- **weekstart**: Which day is the start of the week. Should be an integer from 0 (Sunday) to 6 (Saturday).
- **width**: The width of the input, e.g. '400px', or '100%'; see [validateCssUnit()](#).
- **autoclose**: Whether or not to close the datepicker immediately when a date is selected.
- **datesdisabled**: Which dates should be disabled. Either a Date object, or a string in yyyy-mm-dd format.
- **daysofweekdisabled**: Days of the week that should be disabled. Should be a integer vector with values from 0 (Sunday) to 6 (Saturday).

Details

The date format string specifies how the date will be displayed in the browser. It allows the following values:

- **yy**: Year without century (12)
- **yyyy**: Year with century (2012)
- **mm**: Month number, with leading zero (01-12)
- **m**: Month number, without leading zero (1-12)
- **M**: Abbreviated month name
- **MM**: Full month name
- **dd**: Day of month with leading zero
- **d**: Day of month without leading zero
- **D**: Abbreviated weekday name
- **DD**: Full weekday name
Server value

A Date vector of length 1.

See Also

dateRangeInput(), updateDateInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateRangeInput(), fileInput(), numericInput(), passwordInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textareaInput(), textInput(), varSelectInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    dateInput("date1", "Date:", value = "2012-02-29"),
    dateInput("date2", "Date:"),
    dateInput("date3", "Date:", value = "2012-02-29", format = "mm/dd/yy"),
    dateInput("date4", "Date:", value = Sys.Date()-10),
    dateInput("date5", "Date:", language = "ru", weekstart = 1),
    dateInput("date6", "Date:", startview = "decade"),
    dateInput("date7", "Date:", daysofweekdisabled = c(1,2)),
    dateInput("date8", "Date:", value = "2012-02-29", datesdisabled = c("2012-03-01", "2012-03-02"))
  )

  shinyApp(ui, server = function(input, output) { })
}
```
dateRangeInput

Create date range input

dateRangeInput(inputId, label, start = NULL, end = NULL, min = NULL, max = NULL, format = "yyyy-mm-dd", startview = "month", weekstart = 0, language = "en", separator = " to ", width = NULL, autoclose = TRUE)

Arguments

inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
start The initial start date. Either a Date object, or a string in yyyy-mm-dd format. If NULL (the default), will use the current date in the client’s time zone.
end The initial end date. Either a Date object, or a string in yyyy-mm-dd format. If NULL (the default), will use the current date in the client’s time zone.
min The minimum allowed date. Either a Date object, or a string in yyyy-mm-dd format.
max The maximum allowed date. Either a Date object, or a string in yyyy-mm-dd format.
format The format of the date to display in the browser. Defaults to "yyyy-mm-dd".
startview The date range shown when the input object is first clicked. Can be "month" (the default), "year", or "decade".
weekstart Which day is the start of the week. Should be an integer from 0 (Sunday) to 6 (Saturday).
dateRangeInput


separator  String to display between the start and end input boxes.

width  The width of the input, e.g. '400px', or '100%'; see validateCssUnit().

autoclose  Whether or not to close the datepicker immediately when a date is selected.

Details

The date format string specifies how the date will be displayed in the browser. It allows the following values:

- yy Year without century (12)
- yyyy Year with century (2012)
- mm Month number, with leading zero (01-12)
- m Month number, without leading zero (1-12)
- M Abbreviated month name
- MM Full month name
- dd Day of month with leading zero
- d Day of month without leading zero
- D Abbreviated weekday name
- DD Full weekday name

Server value

A Date vector of length 2.

See Also
dateInput(), updateDateRangeInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), fileInput(), numericInput(), passwordInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textAreaInput(), textInput(), varSelectInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
    dateRangeInput("daterange1", "Date range:",
        start = "2001-01-01")
)```
debounce

Description

Transforms a reactive expression by preventing its invalidation signals from being sent unnecessarily often. This lets you ignore a very "chatty" reactive expression until it becomes idle, which is useful when the intermediate values don’t matter as much as the final value, and the downstream calculations that depend on the reactive expression take a long time. debounce and throttle use different algorithms for slowing down invalidation signals; see Details.

Usage

debounce(r, millis, priority = 100, domain = getDefaultReactiveDomain())

throttle(r, millis, priority = 100, domain = getDefaultReactiveDomain())
**Arguments**

- **r**: A reactive expression (that invalidates too often).
- **millis**: The debounce/throttle time window. You may optionally pass a no-arg function or reactive expression instead, e.g. to let the end-user control the time window.
- **priority**: Debounce/throttle is implemented under the hood using observers. Use this parameter to set the priority of these observers. Generally, this should be higher than the priorities of downstream observers and outputs (which default to zero).
- **domain**: See [domains](#).

**Details**

This is not a true debounce/throttle in that it will not prevent $r$ from being called many times (in fact it may be called more times than usual), but rather, the reactive invalidation signal that is produced by $r$ is debounced/throttled instead. Therefore, these functions should be used when $r$ is cheap but the things it will trigger (downstream outputs and reactives) are expensive.

Debouncing means that every invalidation from $r$ will be held for the specified time window. If $r$ invalidates again within that time window, then the timer starts over again. This means that as long as invalidations continually arrive from $r$ within the time window, the debounced reactive will not invalidate at all. Only after the invalidations stop (or slow down sufficiently) will the downstream invalidation be sent.

```
000-00-00----  =>  ------------0-
```

(In this graphical depiction, each character represents a unit of time, and the time window is 3 characters.)

Throttling, on the other hand, delays invalidation if the throttled reactive recently (within the time window) invalidated. New $r$ invalidations do not reset the time window. This means that if invalidations continually come from $r$ within the time window, the throttled reactive will invalidate regularly, at a rate equal to or slower than the time window.

```
000-00-00----  =>  o--o--o--o---
```

**Limitations**

Because R is single threaded, we can’t come close to guaranteeing that the timing of debounce/throttle (or any other timing-related functions in Shiny) will be consistent or accurate; at the time we want to emit an invalidation signal, R may be performing a different task and we have no way to interrupt it (nor would we necessarily want to if we could). Therefore, it’s best to think of the time windows you pass to these functions as minimums.

You may also see undesirable behavior if the amount of time spent doing downstream processing for each change approaches or exceeds the time window: in this case, debounce/throttle may not have any effect, as the time each subsequent event is considered is already after the time window has expired.

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)
```
library(shiny)
library(magrittr)

ui <- fluidPage(
  plotOutput("plot", click = clickOpts("hover")),
  helpText("Quickly click on the plot above, while watching the result table below:")
)

server <- function(input, output, session) {
  hover <- reactive({
    if (is.null(input$hover))
      list(x = NA, y = NA)
    else
      input$hover
  })

  hover_d <- hover %>% debounce(1000)
  hover_t <- hover %>% throttle(1000)

  output$plot <- renderPlot({
    plot(cars)
  })

  output$result <- renderTable({
    data.frame(
      mode = c("raw", "throttle", "debounce"),
      x = c(hover()$x, hover_t()$x, hover_d()$x),
      y = c(hover()$y, hover_t()$y, hover_d()$y)
    )
  })

  shinyApp(ui, server)
}

---

**devmode**

`Shiny Developer Mode`

**Description**

[Experimental]

Developer Mode enables a number of `options()` to make a developer’s life easier, like enabling non-minified JS and printing messages about deprecated functions and options.

Shiny Developer Mode can be enabled by calling `devmode(TRUE)` and disabled by calling `devmode(FALSE)`.

Please see the function descriptions for more details.
### Usage

```r
devmode(
  devmode = getOption("shiny.devmode", TRUE),
  verbose = getOption("shiny.devmode.verbose", TRUE)
)
```

```r
in_devmode()
```

```r
with_devmode(devmode, code, verbose = getOption("shiny.devmode.verbose", TRUE))
```

```r
devmode_inform(
  message,
  .frequency = "regularly",
  .frequency_id = message,
  .file = stderr(),
  ...
)
```

```r
register_devmode_option(name, devmode_message = NULL, devmode_default = NULL)
```

```r
get_devmode_option(
  name,
  default = NULL,
  devmode_default = missing_arg(),
  devmode_message = missing_arg()
)
```

### Arguments

- **devmode**  
  Logical value which should be set to TRUE to enable Shiny Developer Mode

- **verbose**  
  Logical value which should be set to TRUE to display Shiny Developer messages

- **code**  
  Code to execute with the temporary Dev Mode options set

- **message**  
  Developer Mode message to be sent to `rlang::inform()`

- **.frequency**  
  Frequency of the Developer Mode message used with `rlang::inform()`. Defaults to once every 8 hours.

- **.frequency_id**  
  `rlang::inform()` message identifier. Defaults to `message`.

- **.file**  
  Output connection for `rlang::inform()`. Defaults to `stderr()`.

- **...**  
  Parameters passed to `rlang::inform()`

- **name**  
  Name of option to look for in `options()`

- **devmode_message**  
  Message to display once every 8 hours when utilizing the `devmode_default` value. If `devmode_message` is missing, the registered `devmode_message` value will be used.

- **devmode_default**  
  Default value to return if `in_devmode()` returns TRUE and the specified option is not set in `options()`. For `get_devmode_option()`, if `devmode_default` is missing, the registered `devmode_default` value will be used.
Default value to return if in_devmode() returns TRUE and the specified option is not set in \texttt{options()}.

Functions

- \texttt{devmode()}: Function to set two options to enable/disable Shiny Developer Mode and Developer messages
- \texttt{in\_devmode()}: Determines if Shiny is in Developer Mode. If the getOption("shiny.devmode") is set to TRUE and not in testing inside testthat, then Shiny Developer Mode is enabled.
- \texttt{with\_devmode()}: Temporarily set Shiny Developer Mode and Developer message verbosity
- \texttt{devmode\_inform()}: If Shiny Developer Mode and verbosity are enabled, displays a message once every 8 hrs (by default)
- \texttt{register\_devmode\_option()}: Registers a Shiny Developer Mode option with an updated value and Developer message. This registration method allows package authors to write one message in a single location.

For example, the following Shiny Developer Mode options are registered:

```r
# Reload the Shiny app when a sourced R file changes
register\_devmode\_option(
  "shiny.autoreload",
  "Turning on shiny autoreload. To disable, call `options(shiny.autoreload = FALSE)`",
  devmode\_default = TRUE
)

# Use the unminified Shiny JavaScript file, `shiny.js`
register\_devmode\_option(
  "shiny.minified",
  "Using full shiny javascript file. To use the minified version, call `options(shiny.minified = TRUE)`",
  devmode\_default = FALSE
)

# Display the full stack trace when errors occur during Shiny app execution
register\_devmode\_option(
  "shiny.fullstacktrace",
  "Turning on full stack trace. To disable, call `options(shiny.fullstacktrace = FALSE)`",
  devmode\_default = TRUE
)
```

Other known, non-Shiny Developer Mode options:

- Sass:

```r
# Display the full stack trace when errors occur during Shiny app execution
register\_devmode\_option(
  "sass.cache",
  "Turning off sass cache. To use default caching, call `options(sass.cache = TRUE)`",
  devmode\_default = FALSE
)
```
• get_devmode_option(): Provides a consistent way to change the expected getOption() behavior when Developer Mode is enabled. This method is very similar to getOption() where the globally set option takes precedence. See section "Avoiding direct dependency on shiny" for get_devmode_option() implementation details.

Package developers: Register your Dev Mode option using register_devmode_option() to avoid supplying the same devmode_default and devmode_message values throughout your package. (This requires a shiny dependency.)

Avoiding direct dependency on shiny

The methods explained in this help file act independently from the rest of Shiny but are included to provide blue prints for your own packages. If your package already has (or is willing to take) a dependency on Shiny, we recommend using the exported Shiny methods for consistent behavior. Note that if you use exported Shiny methods, it will cause the Shiny package to load. This may be undesirable if your code will be used in (for example) R Markdown documents that do not have a Shiny runtime (runtime: shiny).

If your package can not take a dependency on Shiny, we recommending re-implementing these two functions:

1. in_devmode():
   This function should return TRUE if getOption("shiny.devmode") is set. In addition, we strongly recommend that it also checks to make sure testthat is not testing.

   ```r
   in_devmode <- function() {
     isTRUE(getOption("shiny.devmode", FALSE)) &&
     !identical(Sys.getenv("TESTTHAT"), "true")
   }
   ```

2. get_devmode_option(name, default, devmode_default, devmode_message):
   This function is similar to getOption(name, default), but when the option is not set, the default value changes depending on the Dev Mode. get_devmode_option() should be implemented as follows:
   
   • If not in Dev Mode:
     – Return getOption(name, default).
   
   • If in Dev Mode:
     – Get the global option getOption(name) value.
     – If the global option value is set:
       * Return the value.
     – If the global option value is not set:
       * Notify the developer that the Dev Mode default value will be used.
       * Return the Dev Mode default value.

   When notifying the developer that the default value has changed, we strongly recommend displaying a message (devmode_message) to stderr() once every 8 hours using rlang::inform(). This will keep the author up to date as to which Dev Mode options are being altered. To allow developers a chance to disable Dev Mode messages, the message should be skipped if getOption("shiny.devmode.verbose", TRUE) is not TRUE.
get_devmode_option <- function(name, default = NULL, devmode_default, devmode_message) {
  if (!in_devmode()) {
    # Dev Mode disabled, act like `getOption`
    return(getOption(name, default = default))
  }
  # Dev Mode enabled, update the default value for `getOption`
  getOption(name, default = {
    # Notify developer
    if (  
      !missing(devmode_message) &&
      !is.null(devmode_message) &&
      getOption("shiny.devmode.verbose", TRUE)
    ){
      rlang::inform(  
        message = devmode_message,
        .frequency = "regularly",
        .frequency_id = devmode_message,
        .file = stderr()
      )
    }
    # Return Dev Mode default value `devmode_default`
    devmode_default
  })
}

The remaining functions in this file are used for author convenience and are not recommended for all reimplementation situations.

Examples

# Enable Shiny Developer mode
devide() # TRUE/FALSE?

# Execute code in a temporary shiny dev mode
with_devmode(TRUE, in_devmode()) # TRUE

# Ex: Within shiny, we register the option "shiny.minified"
# to default to "FALSE" when in Dev Mode
## Not run: register_devmode_option("shiny.minified",
## devmode_message = paste0(  
## "Using full shiny javascript file. ",
## "To use the minified version, call \"options(shiny.minified = TRUE)\""
## ),
## devmode_default = FALSE
##)
## End(Not run)
domains

Reactive domains

Description

Reactive domains are a mechanism for establishing ownership over reactive primitives (like reactive expressions and observers), even if the set of reactive primitives is dynamically created. This is useful for lifetime management (i.e. destroying observers when the Shiny session that created them ends) and error handling.

Usage

`getDefaultReactiveDomain()`

`withReactiveDomain(domain, expr)`

`onReactiveDomainEnded(domain, callback, failIfNull = FALSE)`

Arguments

- **domain**: A valid domain object (for example, a Shiny session), or NULL
- **expr**: An expression to evaluate under domain
- **callback**: A callback function to be invoked
- **failIfNull**: If TRUE then an error is given if the domain is NULL

Details

At any given time, there can be either a single "default" reactive domain object, or none (i.e. the reactive domain object is NULL). You can access the current default reactive domain by calling `getDefaultReactiveDomain`.

Unless you specify otherwise, newly created observers and reactive expressions will be assigned to the current default domain (if any). You can override this assignment by providing an explicit domain argument to `reactive()` or `observe()`.

For advanced usage, it’s possible to override the default domain using `withReactiveDomain`. The domain argument will be made the default domain while expr is evaluated.

Implementers of new reactive primitives can use `onReactiveDomainEnded` as a convenience function for registering callbacks. If the reactive domain is NULL and failIfNull is FALSE, then the callback will never be invoked.
downloadButton

Create a download button or link

Description

Use these functions to create a download button or link; when clicked, it will initiate a browser download. The filename and contents are specified by the corresponding `downloadHandler()` defined in the server function.

Usage

```r
downloadButton(
  outputId,
  label = "Download",
  class = NULL,
  ..., 
  icon = shiny::icon("download")
)
downloadLink(outputId, label = "Download", class = NULL, ...)
```

Arguments

- `outputId` The name of the output slot that the `downloadHandler` is assigned to.
- `label` The label that should appear on the button.
- `class` Additional CSS classes to apply to the tag, if any.
- `...` Other arguments to pass to the container tag function.
- `icon` An `icon()` to appear on the button. Default is `icon("download")`.

See Also

`downloadHandler()`

Examples

```r
## Not run:
ui <- fluidPage(
  p("Choose a dataset to download."),
  selectInput("dataset", "Dataset", choices = c("mtcars", "airquality")),
  downloadButton("downloadData", "Download")
)

server <- function(input, output) {
  # The requested dataset
  data <- reactive({
    get(input$dataset)
  })
}
output$downloadData <- downloadHandler(
  filename = function() {
    # Use the selected dataset as the suggested file name
    paste0(input$dataset, ".csv")
  },
  content = function(file) {
    # Write the dataset to the `file` that will be downloaded
    write.csv(data(), file)
  }
)

shinyApp(ui, server)
## End(Not run)

---

### downloadHandler

#### File Downloads

**Description**

Allows content from the Shiny application to be made available to the user as file downloads (for example, downloading the currently visible data as a CSV file). Both filename and contents can be calculated dynamically at the time the user initiates the download. Assign the return value to a slot on output in your server function, and in the UI use `downloadButton()` or `downloadLink()` to make the download available.

**Usage**

```r
downloadHandler(filename, content, contentType = NULL, outputArgs = list())
```

**Arguments**

- **filename**: A string of the filename, including extension, that the user's web browser should default to when downloading the file; or a function that returns such a string. (Reactive values and functions may be used from this function.)
- **content**: A function that takes a single argument `file` that is a file path (string) of a nonexistent temp file, and writes the content to that file path. (Reactive values and functions may be used from this function.)
- **contentType**: A string of the download's content type, for example "text/csv" or "image/png". If NULL, the content type will be guessed based on the filename extension, or application/octet-stream if the extension is unknown.
- **outputArgs**: A list of arguments to be passed through to the implicit call to `downloadButton()` when `downloadHandler` is used in an interactive R Markdown document.
enableBookmarking

Enable bookmarking for a Shiny application

Description

There are two types of bookmarking: saving an application’s state to disk on the server, and encoding the application’s state in a URL. For state that has been saved to disk, the state can be restored with the corresponding state ID. For URL-encoded state, the state of the application is encoded in the URL, and no server-side storage is needed.

URL-encoded bookmarking is appropriate for applications where there are not many input values that need to be recorded. Some browsers have a length limit for URLs of about 2000 characters, and if there are many inputs, the length of the URL can exceed that limit.

Saved-on-server bookmarking is appropriate when there are many inputs, or when the bookmarked state requires storing files.

Usage

```r
enableBookmarking(store = c("url", "server", "disable"))
```

Arguments

<table>
<thead>
<tr>
<th>store</th>
<th>Either &quot;url&quot;, which encodes all of the relevant values in a URL, &quot;server&quot;, which saves to disk on the server, or &quot;disable&quot;, which disables any previously-enabled bookmarking.</th>
</tr>
</thead>
</table>

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  downloadButton("downloadData", "Download")
)

server <- function(input, output) {
  # Our dataset
data <- mtcars

  output$downloadData <- downloadHandler(
    filename = function() {
      paste("data-", Sys.Date(), ".csv", sep="")
    },
    content = function(file) {
      write.csv(data, file)
    }
  )

  shinyApp(ui, server)
}
```
Details

For restoring state to work properly, the UI must be a function that takes one argument, request. In most Shiny applications, the UI is not a function; it might have the form `fluidPage(...)`. Converting it to a function is as simple as wrapping it in a function, as in `function(request) { fluidPage(...) }`.

By default, all input values will be bookmarked, except for the values of passwordInputs. fileInputs will be saved if the state is saved on a server, but not if the state is encoded in a URL.

When bookmarking state, arbitrary values can be stored, by passing a function as the `onBookmark` argument. That function will be passed a `ShinySaveState` object. The `values` field of the object is a list which can be manipulated to save extra information. Additionally, if the state is being saved on the server, and the `dir` field of that object can be used to save extra information to files in that directory.

For saved-to-server state, this is how the state directory is chosen:

- If running in a hosting environment such as Shiny Server or Connect, the hosting environment will choose the directory.
- If running an app in a directory with `runApp()`, the saved states will be saved in a subdirectory of the app called `shiny_bookmarks`.
- If running a Shiny app object that is generated from code (not run from a directory), the saved states will be saved in a subdirectory of the current working directory called `shiny_bookmarks`.

When used with `shinyApp()`, this function must be called before `shinyApp()`, or in the `shinyApp()`’s `onStart` function. An alternative to calling the `enableBookmarking()` function is to use the `enableBookmarking` argument for `shinyApp()`. See examples below.

See Also

`onBookmark()`, `onBookmarked()`, `onRestore()`, and `onRestored()` for registering callback functions that are invoked when the state is bookmarked or restored.

Also see `updateQueryString()`.

Examples

```r
## Only run these examples in interactive R sessions
if (interactive()) {

# Basic example with state encoded in URL
ui <- function(request) {
  fluidPage(
    textInput("txt", "Text"),
    checkboxInput("chk", "Checkbox"),
    bookmarkButton()
  )
}
server <- function(input, output, session) { }
enableBookmarking("url")
shinyApp(ui, server)
```
enableBookmarking

# An alternative to calling enableBookmarking(): use shinyApp's
# enableBookmarking argument
shinyApp(ui, server, enableBookmarking = "url")

# Same basic example with state saved to disk
enableBookmarking("server")
shinyApp(ui, server)

# Save/restore arbitrary values
ui <- function(req) {
  fluidPage(
    TextInput("txt", "Text"),
    checkboxInput("chk", "Checkbox"),
    bookmarkButton(),
    br(),
    textOutput("lastSaved")
  )
}
server <- function(input, output, session) {
  vals <- reactiveValues(savedTime = NULL)
  output$lastSaved <- renderText({
    if (!is.null(vals$savedTime))
      paste("Last saved at", vals$savedTime)
    else
      ""
  })
  onBookmark(function(state) {
    vals$savedTime <- Sys.time()
    # state is a mutable reference object, and we can add arbitrary values
    # to it.
    state$values$time <- vals$savedTime
  })
  onRestore(function(state) {
    vals$savedTime <- state$values$time
  })
}
enableBookmarking(store = "url")
shinyApp(ui, server)

# Usable with dynamic UI (set the slider, then change the text input,
# click the bookmark button)
uic <- function(request) {
  fluidPage(
    sliderInput("slider", "Slider", 1, 100, 50),
    uiOutput("ui"),
    bookmarkButton()
  )
}
serverc <- function(input, output, session) {
output$ui <- renderUI({
  textInput("txt", "Text", input$slider)
})
}
enableBookmarking("url")
shinyApp(ui, server)

# Exclude specific inputs (The only input that will be saved in this
# example is chk)
u <- function(request) {
  fluidPage(
    passwordInput("pw", "Password"), # Passwords are never saved
    sliderInput("slider", "Slider", 1, 100, 50), # Manually excluded below
    checkboxInput("chk", "Checkbox"),
    bookmarkButton()
  )
}
server <- function(input, output, session) {
  setBookmarkExclude("slider")
}
enableBookmarking("url")
shinyApp(ui, server)

# Update the browser's location bar every time an input changes. This should
# not be used with enableBookmarking("server"), because that would create a
# new saved state on disk every time the user changes an input.
u <- function(req) {
  fluidPage(
    textInput("txt", "Text"),
    checkboxInput("chk", "Checkbox")
  )
}
server <- function(input, output, session) {
  observe({
    # Trigger this observer every time an input changes
    reactiveValuesToList(input)
    session$doBookmark()
  })
  onBookmarked(function(url) {
    updateQueryString(url)
  })
}
enableBookmarking("url")
shinyApp(ui, server)

# Save/restore uploaded files
ui <- function(request) {
  fluidPage(
    sidebarLayout(
      sidebarPanel()
    )
  )
}
server <- function(input, output, session) {
  observe({
    # Trigger this observer every time an input changes
    reactiveValuesToList(input)
    session$doBookmark()
  })
  onBookmarked(function(url) {
    updateQueryString(url)
  })
}
enableBookmarking("url")
shinyApp(ui, server)
exportTestValues

Description

This function registers expressions that will be evaluated when a test export event occurs. These events are triggered by accessing a snapshot URL.

Usage

exportTestValues(
  ..., 
  quoted_ = FALSE, 
  env_ = parent.frame(), 
  session_ = getDefaultReactiveDomain() 
)
Arguments

... Named arguments that are quoted or unquoted expressions that will be captured and evaluated when snapshot URL is visited.

quoted_ Are the expression quoted? Default is FALSE.

env_ The environment in which the expression should be evaluated.

session_ A Shiny session object.

Details

This function only has an effect if the app is launched in test mode. This is done by calling runApp() with test.mode=TRUE, or by setting the global option shiny.testmode to TRUE.

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {

options(shiny.testmode = TRUE)

# This application shows the test snapshot URL; clicking on it will
# fetch the input, output, and exported values in JSON format.
shinyApp(
  ui = basicPage(
    h4("Snapshot URL: "),
    uiOutput("url"),
    h4("Current values:"),
    verbatimTextOutput("values"),
    actionButton("inc", "Increment x")
  ),

  server = function(input, output, session) {
    vals <- reactiveValues(x = 1)
    y <- reactive({ vals$x + 1 })

    observeEvent(input$inc, {
      vals$x <<- vals$x + 1
    })

    exportTestValues(
      x = vals$x,
      y = y()
    )

    output$url <- renderUI({
      url <- session$getTestSnapshotUrl(format="json")
      a(href = url, url)
    })

    output$values <- renderText({
      paste0("vals$x: ", vals$x, "\ny: ", y())
    })
  }
)
```
Description

In normal Shiny reactive code, whenever an observer, calc, or output is busy computing, it blocks the current session from receiving any inputs or attempting to proceed with any other computation related to that session.

The ExtendedTask class allows you to have an expensive operation that is started by a reactive effect, and whose (eventual) results can be accessed by a regular observer, calc, or output; but during the course of the operation, the current session is completely unblocked, allowing the user to continue using the rest of the app while the operation proceeds in the background.

Note that each ExtendedTask object does not represent a single invocation of its long-running function. Rather, it’s an object that is used to invoke the function with different arguments, keeps track of whether an invocation is in progress, and provides ways to get at the current status or results of the operation. A single ExtendedTask object does not permit overlapping invocations: if the `invoke()` method is called before the previous `invoke()` is completed, the new invocation will not begin until the previous invocation has completed.

ExtendedTask versus asynchronous reactives

Shiny has long supported using `{promises}` to write asynchronous observers, calcs, or outputs. You may be wondering what the differences are between those techniques and this class.

Asynchronous observers, calcs, and outputs are not–and have never been–designed to let a user start a long-running operation, while keeping that very same (browser) session responsive to other interactions. Instead, they unblock other sessions, so you can take a long-running operation that would normally bring the entire R process to a halt and limit the blocking to just the session that started the operation. (For more details, see the section on "The Flush Cycle".)

ExtendedTask, on the other hand, invokes an asynchronous function (that is, a function that quickly returns a promise) and allows even that very session to immediately unblock and carry on with other user interactions.

Methods

Public methods:

- `ExtendedTask$new()`
- `ExtendedTask$invoke()`
- `ExtendedTask$status()`
- `ExtendedTask$result()`

Method `new()`: Creates a new `ExtendedTask` object. `ExtendedTask` should generally be created either at the top of a server function, or at the top of a module server function.
ExtendedTask

Usage:
ExtendedTask$new(func)

Arguments:
func The long-running operation to execute. This should be an asynchronous function, meaning, it should use the \{promises\} package, most likely in conjunction with the \{future\} package. (In short, the return value of func should be a Future object, or a promise, or something else that promises::as.promise() understands.) It's also important that this logic does not read from any reactive inputs/sources, as inputs may change after the function is invoked; instead, if the function needs to access reactive inputs, it should take parameters and the caller of the invoke() method should read reactive inputs and pass them as arguments.

Method invoke(): Starts executing the long-running operation. If this ExtendedTask is already running (meaning, a previous call to invoke() is not yet complete) then enqueues this invocation until after the current invocation, and any already-enqueued invocation, completes.

Usage:
ExtendedTask$invoke(...) 

Arguments:
... Parameters to use for this invocation of the underlying function. If reactive inputs are needed by the underlying function, they should be read by the caller of invoke and passed in as arguments.

Method status(): This is a reactive read that invalidates the caller when the task's status changes.

Returns one of the following values:
• "initial": This ExtendedTask has not yet been invoked
• "running": An invocation is currently running
• "success": An invocation completed successfully, and a value can be retrieved via the result() method
• "error": An invocation completed with an error, which will be re-thrown if you call the result() method

Usage:
ExtendedTask$status()

Method result(): Attempts to read the results of the most recent invocation. This is a reactive read that invalidates as the task's status changes.

The actual behavior differs greatly depending on the current status of the task:
• "initial": Throws a silent error (like req(FALSE)). If this happens during output rendering, the output will be blanked out.
• "running": Throws a special silent error that, if it happens during output rendering, makes the output appear "in progress" until further notice.
• "success": Returns the return value of the most recent invocation.
• "error": Throws whatever error was thrown by the most recent invocation.
This method is intended to be called fairly naively by any output or reactive expression that cares about the output—you just have to be aware that if the result isn’t ready for whatever reason, processing will stop in much the same way as `req(FALSE)` does, but when the result is ready you’ll get invalidated, and when you run again the result should be there. Note that the `result()` method is generally not meant to be used with `observeEvent()`, `eventReactive()`, `bindEvent()`, or `isolate()` as the invalidation will be ignored.

Usage:
ExtendedTask$result()
The label used on the button. Can be text or an HTML tag object.

The text to show before a file has been uploaded.

What source to use for capturing image, audio or video data. This attribute facilitates user access to a device’s media capture mechanism, such as a camera, or microphone, from within a file upload control. 

A value of user indicates that the user-facing camera and/or microphone should be used. A value of environment specifies that the outward-facing camera and/or microphone should be used.

By default on most phones, this will accept still photos or video. For still photos only, also use accept="image/*". For video only, use accept="video/*".

Details

Whenever a file upload completes, the corresponding input variable is set to a dataframe. See the Server value section.

Each time files are uploaded, they are written to a new random subdirectory inside of R’s process-level temporary directory. The Shiny user session keeps track of all uploads in the session, and when the session ends, Shiny deletes all of the subdirectories where files were uploaded to.

Server value

A data.frame that contains one row for each selected file, and following columns:

- name: The filename provided by the web browser. This is not the path to read to get at the actual data that was uploaded (see datapath column).
- size: The size of the uploaded data, in bytes.
- type: The MIME type reported by the browser (for example, text/plain), or empty string if the browser didn’t know.
- datapath: The path to a temp file that contains the data that was uploaded. This file may be deleted if the user performs another upload operation.

See Also

Other input elements: `actionButton()`, `checkboxGroupInput()`, `checkboxInput()`, `dateInput()`, `dateRangeInput()`, `numericInput()`, `passwordInput()`, `radioButtons()`, `selectInput()`, `sliderInput()`, `submitButton()`, `textareaInput()`, `textInput()`, `varSelectInput()`

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sidebarLayout(
    sidebarPanel(
      fileInput("file1", "Choose CSV File", accept = ".csv"),
      checkboxInput("header", "Header", TRUE)
    ),
  )
)```

server <- function(input, output) {
  output$contents <- renderTable({
    file <- input$file1!
    ext <- tools::file_ext(file$datapath)
    req(file)
    validate(need(ext == "csv", "Please upload a csv file"))

    read.csv(file$datapath, header = input$header)
  })
}

shinyApp(ui, server)

fillPage

Create a page that fills the window

Description

fillPage creates a page whose height and width always fill the available area of the browser window.

Usage

fillPage(
  ..., 
  padding = 0,
  title = NULL,
  bootstrap = TRUE,
  theme = NULL,
  lang = NULL
)

Arguments

... Elements to include within the page.

padding Padding to use for the body. This can be a numeric vector (which will be interpreted as pixels) or a character vector with valid CSS lengths. The length can be between one and four. If one, then that value will be used for all four sides. If two, then the first value will be used for the top and bottom, while the second
value will be used for left and right. If three, then the first will be used for top,
the second will be left and right, and the third will be bottom. If four, then the
values will be interpreted as top, right, bottom, and left respectively.

**title**  
The title to use for the browser window/tab (it will not be shown in the docu-
ment).

**bootstrap**  
If TRUE, load the Bootstrap CSS library.

**theme**  
One of the following:
- NULL (the default), which implies a "stock" build of Bootstrap 3.
- A `bslib::bs_theme()` object. This can be used to replace a stock build of
  Bootstrap 3 with a customized version of Bootstrap 3 or higher.
- A character string pointing to an alternative Bootstrap stylesheet (normally
  a css file within the www directory, e.g. `www/bootstrap.css`).

**lang**  
ISO 639-1 language code for the HTML page, such as "en" or "ko". This will
be used as the lang in the `<html>` tag, as in `<html lang="en">`. The default
(NULL) results in an empty string.

---

**Details**

The `fluidPage()` and `fixedPage()` functions are used for creating web pages that are laid out
from the top down, leaving whitespace at the bottom if the page content's height is smaller than the
browser window, and scrolling if the content is larger than the window.

`fillPage` is designed to latch the document body's size to the size of the window. This makes it
possible to fill it with content that also scales to the size of the window.

For example, `fluidPage(plotOutput("plot", height = "100%"))` will not work as expected;
the plot element's effective height will be 0, because the plot's containing elements (<div> and
<body>) have automatic height; that is, they determine their own height based on the height of their
contained elements. However, `fillPage(plotOutput("plot", height = "100%"))` will work be-
cause `fillPage` fixes the `<body>` height at 100% of the window height.

Note that `fillPage(plotOutput("plot"))` will not cause the plot to fill the page. Like most Shiny
output widgets, plotOutput's default height is a fixed number of pixels. You must explicitly set
height = "100%" if you want a plot (or htmlwidget, say) to fill its container.

One must be careful what layouts/panels/elements come between the `fillPage` and the plots/widgets.
Any container that has an automatic height will cause children with height = "100%" to misbehave.
Stick to functions that are designed for fill layouts, such as the ones in this package.

**See Also**

Other layout functions: `fixedPage()`, `flowLayout()`, `fluidPage()`, `navbarPage()`, `sidebarLayout()`, `splitLayout()`, `verticalLayout()`

**Examples**

```r
fillPage(
  tags$style(type = "text/css",
    " .half-fill { width: 50%; height: 100%; }",
    " #one { float: left; background-color: #ddddff; }",
  ),
)```
Flex Box-based row/column layouts

Description

Creates row and column layouts with proportionally-sized cells, using the Flex Box layout model of CSS3. These can be nested to create arbitrary proportional-grid layouts. **Warning:** Flex Box is not well supported by Internet Explorer, so these functions should only be used where modern browsers can be assumed.

Usage

```
fillRow(..., flex = 1, width = "100\%", height = "100\%")
```

```
fillCol(..., flex = 1, width = "100\%", height = "100\%")
```

Arguments

...  
UI objects to put in each row/column cell; each argument will occupy a single cell. (To put multiple items in a single cell, you can use `tagList()` or `div()` to combine them.) Named arguments will be used as attributes on the `div` element that encapsulates the row/column.

flex  
Determines how space should be distributed to the cells. Can be a single value like 1 or 2 to evenly distribute the available space; or use a vector of numbers to specify the proportions. For example, `flex = c(2, 3)` would cause the space to be split 40%/60% between two cells. NA values will cause the corresponding cell to be sized according to its contents (without growing or shrinking).

width, height  
The total amount of width and height to use for the entire row/column. For the default height of "100\%" to be effective, the parent must be `fillPage`, another `fillRow/fillCol`, or some other HTML element whose height is not determined by the height of its contents.
Details

If you try to use `fillRow` and `fillCol` inside of other Shiny containers, such as `sidebarLayout()`, `navbarPage()`, or even `tags$div`, you will probably find that they will not appear. This is due to `fillRow` and `fillCol` defaulting to `height="100%"`, which will only work inside of containers that have determined their own size (rather than shrinking to the size of their contents, as is usually the case in HTML).

To avoid this problem, you have two options:

- only use `fillRow/fillCol` inside of `fillPage`, `fillRow`, or `fillCol`
- provide an explicit height argument to `fillRow/fillCol`

Examples

```r
# Only run this example in interactive R sessions.
if (interactive()) {
  ui <- fillPage(fillRow(
    plotOutput("plotLeft", height = "100"),
    fillCol(
      plotOutput("plotTopRight", height = "100"),
      plotOutput("plotBottomRight", height = "100")
    )
  ))
  server <- function(input, output, session) {
    output$plotLeft <- renderPlot(plot(cars))
    output$plotTopRight <- renderPlot(plot(pressure))
    output$plotBottomRight <- renderPlot(plot(AirPassengers))
  }
  shinyApp(ui, server)
}
```

fixedPage

Create a page with a fixed layout

Description

Functions for creating fixed page layouts. A fixed page layout consists of rows which in turn include columns. Rows exist for the purpose of making sure their elements appear on the same line (if the browser has adequate width). Columns exist for the purpose of defining how much horizontal space within a 12-unit wide grid it’s elements should occupy. Fixed pages limit their width to 940 pixels on a typical display, and 724px or 1170px on smaller and larger displays respectively.

Usage

```r
fixedPage(..., title = NULL, theme = NULL, lang = NULL)

fixedRow(...)
```
fixedPage

Arguments

... Elements to include within the container
title The browser window title (defaults to the host URL of the page)
theme One of the following:
  • NULL (the default), which implies a "stock" build of Bootstrap 3.
  • A \texttt{bslib::bs_theme()} object. This can be used to replace a stock build of Bootstrap 3 with a customized version of Bootstrap 3 or higher.
  • A character string pointing to an alternative Bootstrap stylesheet (normally a css file within the www directory, e.g. www/bootstrap.css).
lang ISO 639-1 language code for the HTML page, such as "en" or "ko". This will be used as the lang in the <html> tag, as in <html lang="en">. The default (NULL) results in an empty string.

Details

To create a fixed page use the \texttt{fixedPage} function and include instances of \texttt{fixedRow} and \texttt{column()} within it. Note that unlike \texttt{fluidPage()}, fixed pages cannot make use of higher-level layout functions like \texttt{sidebarLayout}, rather, all layout must be done with \texttt{fixedRow} and \texttt{column}.

Value

A UI definition that can be passed to the \texttt{shinyUI} function.

Note

See the Shiny Application Layout Guide for additional details on laying out fixed pages.

See Also

\texttt{column()}

Other layout functions: \texttt{fillPage()}, \texttt{flowLayout()}, \texttt{fluidPage()}, \texttt{navbarPage()}, \texttt{sidebarLayout()}, \texttt{splitLayout()}, \texttt{verticalLayout()}

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fixedPage(
    title = "Hello, Shiny!",
    fixedRow(
      column(width = 4,
            "4" ),
      column(width = 3, offset = 2,
            "3 offset 2"
    )
  )
}
```
flowLayout

Flow layout

Description

Lays out elements in a left-to-right, top-to-bottom arrangement. The elements on a given row will be top-aligned with each other. This layout will not work well with elements that have a percentage-based width (e.g. `plotOutput()` at its default setting of width = "100").

Usage

```
flowLayout(..., cellArgs = list())
```

Arguments

... 

Unnamed arguments will become child elements of the layout. Named arguments will become HTML attributes on the outermost tag.

cellArgs 

Any additional attributes that should be used for each cell of the layout.

See Also

Other layout functions: `fillPage()`, `fixedPage()`, `fluidPage()`, `navbarPage()`, `sidebarLayout()`, `splitLayout()`, `verticalLayout()`

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- flowLayout(
    numericInput("rows", "How many rows?", 5),
    selectInput("letter", "Which letter?", LETTERS),
    sliderInput("value", "What value?", 0, 100, 50)
  )

  shinyApp(ui, server = function(input, output) { })
}
```
**fluidPage**

Create a page with fluid layout

### Description

Functions for creating fluid page layouts. A fluid page layout consists of rows which in turn include columns. Rows exist for the purpose of making sure their elements appear on the same line (if the browser has adequate width). Columns exist for the purpose of defining how much horizontal space within a 12-unit wide grid it’s elements should occupy. Fluid pages scale their components in realtime to fill all available browser width.

### Usage

```r
fluidPage(..., title = NULL, theme = NULL, lang = NULL)
```

```r
fluidRow(...)
```

### Arguments

- `...` Elements to include within the page
- `title` The browser window title (defaults to the host URL of the page). Can also be set as a side effect of the `titlePanel()` function.
- `theme` One of the following:
  - `NULL` (the default), which implies a "stock" build of Bootstrap 3.
  - A `bslib::bs_theme()` object. This can be used to replace a stock build of Bootstrap 3 with a customized version of Bootstrap 3 or higher.
  - A character string pointing to an alternative Bootstrap stylesheet (normally a css file within the www directory, e.g. `www/bootstrap.css`).
- `lang` ISO 639-1 language code for the HTML page, such as "en" or "ko". This will be used as the lang in the `<html>` tag, as in `<html lang="en">`. The default (NULL) results in an empty string.

### Details

To create a fluid page use the `fluidPage` function and include instances of `fluidRow` and `column()` within it. As an alternative to low-level row and column functions you can also use higher-level layout functions like `sidebarLayout()`.

### Value

A UI definition that can be passed to the `shinyUI` function.

### Note

See the [Shiny-Application-Layout-Guide](#) for additional details on laying out fluid pages.
See Also

column()

Other layout functions: fillPage(), fixedPage(), flowLayout(), navbarPage(), sidebarLayout(), splitLayout(), verticalLayout()

Examples

## Only run examples in interactive R sessions
if (interactive()) {

# Example of UI with fluidPage
ui <- fluidPage(

  # Application title
titlePanel("Hello Shiny!"),

  sidebarLayout(

    # Sidebar with a slider input
    sidebarPanel(
      sliderInput("obs",
        "Number of observations:",
        min = 0,
        max = 1000,
        value = 500
      ),

      # Show a plot of the generated distribution
      mainPanel(
        plotOutput("distPlot")
      )
    )
  )

  # Server logic
  server <- function(input, output) {
    output$distPlot <- renderPlot(
      hist(rnorm(input$obs))
    )
  }

  # Complete app with UI and server components
  shinyApp(ui, server)

  # UI demonstrating column layouts
  ui <- fluidPage(
    title = "Hello Shiny!",
    fluidRow(
      column(width = 4,
        "4"
      ),
    ),
**freezeReactiveVal**

Freeze a reactive value

Description

These functions freeze a reactiveVal(), or an element of a reactiveValues(). If the value is accessed while frozen, a "silent" exception is raised and the operation is stopped. This is the same thing that happens if req(FALSE) is called. The value is thawed (un-frozen; accessing it will no longer raise an exception) when the current reactive domain is flushed. In a Shiny application, this occurs after all of the observers are executed. **NOTE:** We are considering deprecating freezeReactiveVal, and freezeReactiveValue except when x is input. If this affects your app, please let us know by leaving a comment on this GitHub issue.

Usage

freezeReactiveVal(x)

freezeReactiveValue(x, name)

Arguments

- **x**
  - For freezeReactiveValue, a reactiveValues() object (like input); for freezeReactiveVal, a reactiveVal() object.

- **name**
  - The name of a value in the reactiveValues() object.

See Also

- req()

Examples

```r
## Only run this examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    selectInput("data", "Data Set", c("mtcars", "pressure")),
    checkboxGroupInput("cols", "Columns (select 2)", character(0)),
    plotOutput("plot")
  )
}
```
server <- function(input, output, session) {
  observe(
    data <- get(input$data)
    # Sets a flag on input$cols to essentially do req(FALSE) if input$cols
    # is accessed. Without this, an error will momentarily show whenever a
    # new data set is selected.
    freezeReactiveValue(input, "cols")
    updateCheckboxGroupInput(session, "cols", choices = names(data))
  )

  output$plot <- renderPlot({
    # When a new data set is selected, input$cols will have been invalidated
    # above, and this will essentially do the same as req(FALSE), causing
    # this observer to stop and raise a silent exception.
    cols <- input$cols
    data <- get(input$data)
    if (length(cols) == 2) {
    }
  })
}

`shinyApp(ui, server)`

---

`getCurrentOutputInfo`  
*Get output information*

**Description**

Returns information about the currently executing output, including its name (i.e., `outputId`); and in some cases, relevant sizing and styling information.

**Usage**

```r
getCurrentOutputInfo(session = getDefaultReactiveDomain())
```

**Arguments**

- `session`  
  The current Shiny session.

**Value**

NULL if called outside of an output context; otherwise, a list which includes:

- The name of the output (reported for any output).
- If the output is a `plotOutput()` or `imageOutput()`, then:
  - `height`: a reactive expression which returns the height in pixels.
- width: a reactive expression which returns the width in pixels.
- If the output is a `plotOutput()`, `imageOutput()`, or contains a `shiny-report-theme` class, then:
  - bg: a reactive expression which returns the background color.
  - fg: a reactive expression which returns the foreground color.
  - accent: a reactive expression which returns the hyperlink color.
  - font: a reactive expression which returns a list of font information, including:
    * families: a character vector containing the CSS font-family property.
    * size: a character string containing the CSS font-size property

**Examples**

```r
if (interactive()) {
  shinyApp(
    fluidPage(
      tags$style(HTML("body {background-color: black; color: white; }")),
      tags$style(HTML("body a {color: purple}")),
      tags$style(HTML("#info {background-color: teal; color: orange; }")),
      plotOutput("p"),
      "Computed CSS styles for the output named info:",
      tagAppendAttributes(
        textOutput("info"),
        class = "shiny-report-theme"
      ),
    ),
    function(input, output) {
      output$p <- renderPlot({
        info <- getCurrentOutputInfo()
        par(bg = info$bg(), fg = info$fg(), col.axis = info$fg(), col.main = info$fg())
        plot(1:10, col = info$accent(), pch = 19)
        title("A simple R plot that uses its CSS styling")
      })
      output$info <- renderText({
        info <- getCurrentOutputInfo()
        jsonlite::toJSON(
          list(
            bg = info$bg(),
            fg = info$fg(),
            accent = info$accent(),
            font = info$font()
          ),
          auto_unbox = TRUE
        )
      })
    }
  )
}
```
getQueryString

Get the query string / hash component from the URL

Description

Two user friendly wrappers for getting the query string and the hash component from the app’s URL.

Usage

getQueryString(session = getDefaultReactiveDomain())

getUrlHash(session = getDefaultReactiveDomain())

Arguments

session A Shiny session object.

Details

These can be particularly useful if you want to display different content depending on the values in the query string / hash (e.g. instead of basing the conditional on an input or a calculated reactive, you can base it on the query string). However, note that, if you’re changing the query string / hash programmatically from within the server code, you must use updateQueryString(_yourNewQueryString_, mode = "push"). The default mode for updateQueryString is "replace", which doesn't raise any events, so any observers or reactives that depend on it will not get triggered. However, if you’re changing the query string / hash directly by typing directly in the browser and hitting enter, you don’t have to worry about this.

Value

For getQueryString, a named list. For example, the query string ?param1=value1&param2=value2 becomes list(param1 = value1, param2 = value2). For getUrlHash, a character vector with the hash (including the leading # symbol).

See Also

updateQueryString()

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {

## App 1: getQueryString
## Printing the value of the query string
## (Use the back and forward buttons to see how the browser
## keeps a record of each state)
```
getShinyOption

Get or set Shiny options
Description

There are two mechanisms for working with options for Shiny. One is the `options()` function, which is part of base R, and the other is the `shinyOptions()` function, which is in the Shiny package. The reason for these two mechanisms is has to do with legacy code and scoping.

The `options()` function sets options globally, for the duration of the R process. The `getOption()` function retrieves the value of an option. All shiny related options of this type are prefixed with "shiny."

The `shinyOptions()` function sets the value of a shiny option, but unlike `options()`, it is not always global in scope; the options may be scoped globally, to an application, or to a user session in an application, depending on the context. The `getShinyOption()` function retrieves a value of a shiny option. Currently, the options set via `shinyOptions()` are for internal use only.

Usage

```
getShinyOption(name, default = NULL)
shinyOptions(...)
```

Arguments

- `name` Name of an option to get.
- `default` Value to be returned if the option is not currently set.
- `...` Options to set, with the form `name = value`.

Options with `options()`

- `shiny.autoreload` (defaults to `FALSE`) If `TRUE` when a Shiny app is launched, the app directory will be continually monitored for changes to files that have the extensions: r, htm, html, js, css, png, jpg, jpeg, gif. If any changes are detected, all connected Shiny sessions are reloaded. This allows for fast feedback loops when tweaking Shiny UI.
  - Since monitoring for changes is expensive (we simply poll for last modified times), this feature is intended only for development.
  - You can customize the file patterns Shiny will monitor by setting the `shiny.autoreload.pattern` option. For example, to monitor only `ui.R`: `options(shiny.autoreload.pattern = glob2rx("ui.R"))`
  - The default polling interval is 500 milliseconds. You can change this by setting e.g. `options(shiny.autoreload.interval = 2000)` (every two seconds).

- `shiny.deprecation.messages` (defaults to `TRUE`) This controls whether messages for deprecated functions in Shiny will be printed. See `shinyDeprecated()` for more information.

- `shiny.error` (defaults to `NULL`) This can be a function which is called when an error occurs. For example, `options(shiny.error=recover)` will result in the debugger prompt when an error occurs.

- `shiny.fullstacktrace` (defaults to `FALSE`) Controls whether "pretty" (FALSE) or full stack traces (TRUE) are dumped to the console when errors occur during Shiny app execution. Pretty stack traces attempt to only show user-supplied code, but this pruning can’t always be done 100% correctly.
shiny.host (defaults to "127.0.0.1") The IP address that Shiny should listen on. See runApp() for more information.

shiny.jquery.version (defaults to 3) The major version of jQuery to use. Currently only values of 3 or 1 are supported. If 1, then jQuery 1.12.4 is used. If 3, then jQuery 3.6.0 is used.

shiny.json.digits (defaults to I(16)) Max number of digits to use when converting numbers to JSON format to send to the client web browser. Use I() to specify significant digits. Use NA for max precision.

shiny.launch.browser (defaults to interactive()) A boolean which controls the default behavior when an app is run. See runApp() for more information.

shiny.mathjax.url (defaults to "https://mathjax.rstudio.com/latest/MathJax.js") The URL that should be used to load MathJax, via withMathJax().

shiny.mathjax.config (defaults to "config=TeX-AMS-MML_HTMLorMML") The querystring used to load MathJax, via withMathJax().

shiny.maxRequestSize (defaults to 5MB) This is a number which specifies the maximum web request size, which serves as a size limit for file uploads.

shiny.minified (defaults to TRUE) By default, whether or not to include Shiny’s JavaScript as a minified (shiny.min.js) or un-minified (shiny.js) file. The un-minified version is larger, but can be helpful for development and debugging.

shiny.port (defaults to a random open port) A port number that Shiny will listen on. See runApp() for more information.

shiny.reactlog (defaults to FALSE) If TRUE, enable logging of reactive events, which can be viewed later with the reactlogShow() function. This incurs a substantial performance penalty and should not be used in production.

shiny.sanitize.errors (defaults to FALSE) If TRUE, then normal errors (i.e. errors not wrapped in safeError) won’t show up in the app; a simple generic error message is printed instead (the error and stack trace printed to the console remain unchanged). If you want to sanitize errors in general, but you DO want a particular error e to get displayed to the user, then set this option to TRUE and use stop(safeError(e)) for errors you want the user to see.

shiny.stacktraceoffset (defaults to TRUE) If TRUE, then Shiny’s printed stack traces will display srcrefs one line above their usual location. This is an arguably more intuitive arrangement for casual R users, as the name of a function appears next to the srcref where it is defined, rather than where it is currently being called from.

shiny.suppressMissingContextError (defaults to FALSE) Normally, invoking a reactive outside of a reactive context (or isolate()) results in an error. If this is TRUE, don’t error in these cases. This should only be used for debugging or demonstrations of reactivity at the console.

shiny.testmode (defaults to FALSE) If TRUE, then various features for testing Shiny applications are enabled.

shiny.snapshotsortc (defaults to FALSE) If TRUE, test snapshot keys for shinytest will be sorted consistently using the C locale. Snapshots retrieved by shinytest2 will always sort using the C locale.

shiny.trace (defaults to FALSE) Print messages sent between the R server and the web browser client to the R console. This is useful for debugging. Possible values are "send" (only print messages sent to the client), "recv" (only print messages received by the server), TRUE (print all messages), or FALSE (default; don’t print any of these messages).
shiny.autoload.r (defaults to TRUE) If TRUE, then the R of a shiny app will automatically be sourced.

shiny.useragg (defaults to TRUE) Set to FALSE to prevent PNG rendering via the ragg package. See plotPNG() for more information.

shiny.usecairo (defaults to TRUE) Set to FALSE to prevent PNG rendering via the Cairo package. See plotPNG() for more information.

shiny.devmode (defaults to NULL) Option to enable Shiny Developer Mode. When set, different default getOption(key) values will be returned. See devmode() for more details.

Scoping for shinyOptions()

There are three levels of scoping for shinyOptions(): global, application, and session.

The global option set is available by default. Any calls to shinyOptions() and getShinyOption() outside of an app will access the global option set.

When a Shiny application is run with runApp(), the global option set is duplicated and the new option set is available at the application level. If options are set from global.R, app.R, ui.R, or server.R (but outside of the server function), then the application-level options will be modified.

Each time a user session is started, the application-level option set is duplicated, for that session. If the options are set from inside the server function, then they will be scoped to the session.

Options with shinyOptions()

There are a number of global options that affect Shiny’s behavior. These can be set globally with options() or locally (for a single app) with shinyOptions().

cache A caching object that will be used by renderCachedPlot(). If not specified, a cachem::cache_mem() will be used.

---

helpText Create a help text element

Description

Create help text which can be added to an input form to provide additional explanation or context.

Usage

helpText(...)

Arguments

... One or more help text strings (or other inline HTML elements)

Value

A help text element that can be added to a UI definition.
htmlOutput

Create an HTML output element

Description

Render a reactive output variable as HTML within an application page. The text will be included within an HTML div tag, and is presumed to contain HTML content which should not be escaped.

Usage

```r
htmlOutput(
  outputId,
  inline = FALSE,
  container = if (inline) span else div,
  fill = FALSE,
  ...
)
```

```r
uiOutput(
  outputId,
  inline = FALSE,
  container = if (inline) span else div,
  fill = FALSE,
  ...
)
```

Arguments

- `outputId` output variable to read the value from
- `inline` use an inline (span()) or block container (div()) for the output
- `container` a function to generate an HTML element to contain the text
- `fill` If TRUE, the result of container is treated as both a fill item and container (see `htmltools::bindFillRole()`), which means both the container as well as its immediate children (i.e., the result of `renderUI()`) are allowed to grow/shrink to fit a fill container with an opinionated height. Set fill = "item" or fill = "container" to treat container as just a fill item or a fill container.
- `...` Other arguments to pass to the container tag function. This is useful for providing additional classes for the tag.
Details

uiOutput is intended to be used with renderUI on the server side. It is currently just an alias for htmlOutput.

Value

An HTML output element that can be included in a panel

Examples

htmlOutput("summary")

# Using a custom container and class
tags$ul(
  htmlOutput("summary", container = tags$li, class = "custom-li-output")
)

icon

Create an icon

Description

Create an icon for use within a page. Icons can appear on their own, inside of a button, and/or used with tabPanel() and navbarMenu().

Usage

icon(name, class = NULL, lib = "font-awesome", ...)

Arguments

name

The name of the icon. A name from either Font Awesome (when lib="font-awesome") or Bootstrap Glyphicons (when lib="glyphicon") may be provided. Note that the "fa-" and "glyphicon-" prefixes should not appear in name (i.e., the "fa-calendar" icon should be referred to as "calendar"). A name of NULL may also be provided to get a raw <i> tag with no library attached to it.

class

Additional classes to customize the style of an icon (see the usage examples for details on supported styles).

lib

The icon library to use. Either "font-awesome" or "glyphicon".

...

Arguments passed to the <i> tag of htmltools::tags.

Value

An <i> (icon) HTML tag.
**inputPanel**

### Description

A `flowLayout()` with a grey border and light grey background, suitable for wrapping inputs.

### Usage

```r
code

### Arguments

```

... Input controls or other HTML elements.

---

**insertTab**

### Description

Dynamically insert/remove a `tabPanel()` (or a `navbarMenu()` from an existing `tabsetPanel()`, `navlistPanel()` or `navbarPage()`.)

---

See Also

For lists of available icons, see [https://fontawesome.com/icons](https://fontawesome.com/icons) and [https://getbootstrap.com/docs/3.3/components/#glyphicons](https://getbootstrap.com/docs/3.3/components/#glyphicons)

### Examples

```r

# add an icon to a submit button
submitButton("Update View", icon = icon("redo"))

navbarPage("App Title",
    tabPanel("Plot", icon = icon("bar-chart-o")),
    tabPanel("Summary", icon = icon("list-alt")),
    tabPanel("Table", icon = icon("table"))
)

```
Usage

```r
insertTab(
  inputId,
  tab,
  target = NULL,
  position = c("after", "before"),
  select = FALSE,
  session = getDefaultReactiveDomain()
)
```

```r
prependTab(
  inputId,
  tab,
  select = FALSE,
  menuName = NULL,
  session = getDefaultReactiveDomain()
)
```

```r
appendTab(
  inputId,
  tab,
  select = FALSE,
  menuName = NULL,
  session = getDefaultReactiveDomain()
)
```

```r
removeTab(inputId, target, session = getDefaultReactiveDomain())
```

Arguments

- **inputId**: The id of the tabsetPanel (or navlistPanel or navbarPage) into which `tab` will be inserted/removed.
- **tab**: The item to be added (must be created with `tabPanel`, or with `navbarMenu`).
- **target**: If inserting: the value of an existing `tabPanel`, next to which `tab` will be added. If removing: the value of the `tabPanel` that you want to remove. See Details if you want to insert next to/remove an entire `navbarMenu` instead.
- **position**: Should `tab` be added before or after the target tab?
- **select**: Should `tab` be selected upon being inserted?
- **session**: The shiny session within which to call this function.
- **menuName**: This argument should only be used when you want to prepend (or append) `tab` to the beginning (or end) of an existing `navbarMenu` (which must itself be part of an existing `navbarPage`). In this case, this argument should be the `menuName` that you gave your `navbarMenu` when you first created it (by default, this is equal to the value of the `title` argument). Note that you still need to set the `inputId` argument to whatever the id of the parent `navbarPage` is. If `menuName` is left as `NULL`, `tab` will be prepended (or appended) to whatever `inputId` is.
Details

When you want to insert a new tab before or after an existing tab, you should use `insertTab`. When you want to prepend a tab (i.e., add a tab to the beginning of the `tabsetPanel`), use `prependTab`. When you want to append a tab (i.e., add a tab to the end of the `tabsetPanel`), use `appendTab`.

For `navbarPage`, you can insert/remove conventional `tabPanel`s (whether at the top level or nested inside a `navbarMenu`), as well as an entire `navbarMenu()`. For the latter case, `target` should be the `menuName` that you gave your `navbarMenu` when you first created it (by default, this is equal to the value of the `title` argument).

See Also

`showTab()`

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {

# example app for inserting/removing a tab
ui <- fluidPage(
  sidebarLayout(
    sidebarPanel(
      actionButton("add", "Add 'Dynamic' tab"),
      actionButton("remove", "Remove 'Foo' tab")
    ),
    mainPanel(
      tabsetPanel(id = "tabs",
      tabPanel("Hello", "This is the hello tab"),
      tabPanel("Foo", "This is the foo tab"),
      tabPanel("Bar", "This is the bar tab")
    )
  )
)

server <- function(input, output, session) {
  observeEvent(input$add, {
    insertTab(inputId = "tabs",
      tabPanel("Dynamic", "This a dynamically-added tab"),
      target = "Bar"
    )
  })
  observeEvent(input$remove, {
    removeTab(inputId = "tabs", target = "Foo")
  })
}

shinyApp(ui, server)

# example app for prepending/appending a navbarMenu
ui <- navbarPage("Navbar page", id = "tabs",
```
insertUI

Insert and remove UI objects

Description

These functions allow you to dynamically add and remove arbitrary UI into your app, whenever you want, as many times as you want. Unlike `renderUI()`, the UI generated with `insertUI()` is persistent: once it’s created, it stays there until removed by `removeUI()`. Each new call to `insertUI()` creates more UI objects, in addition to the ones already there (all independent from one another). To update a part of the UI (ex: an input object), you must use the appropriate `render` function or a customized reactive function.
**Usage**

```r
insertUI(
  selector,
  where = c("beforeBegin", "afterBegin", "beforeEnd", "afterEnd"),
  ui,
  multiple = FALSE,
  immediate = FALSE,
  session = getDefaultReactiveDomain()
)
```

```r
removeUI(
  selector,
  multiple = FALSE,
  immediate = FALSE,
  session = getDefaultReactiveDomain()
)
```

**Arguments**

- **selector**
  A string that is accepted by jQuery’s selector (i.e. the string s to be placed in a $(s) jQuery call).
  For `insertUI()` this determines the element(s) relative to which you want to insert your UI object. For `removeUI()` this determine the element(s) to be removed. If you want to remove a Shiny input or output, note that many of these are wrapped in `<div>`s, so you may need to use a somewhat complex selector — see the Examples below. (Alternatively, you could also wrap the inputs/outputs that you want to be able to remove easily in a `<div>` with an id.)

- **where**
  Where your UI object should go relative to the selector:
  - `beforeBegin` Before the selector element itself
  - `afterBegin` Just inside the selector element, before its first child
  - `beforeEnd` Just inside the selector element, after its last child (default)
  - `afterEnd` After the selector element itself
  Adapted from https://developer.mozilla.org/en-US/docs/Web/API/Element/insertAdjacentHTML.

- **ui**
  The UI object you want to insert. This can be anything that you usually put inside your app’s `ui` function. If you’re inserting multiple elements in one call, make sure to wrap them in either a `tagList()` or a `tags$div()` (the latter option has the advantage that you can give it an id to make it easier to reference or remove it later on). If you want to insert raw html, use `ui = HTML()`.

- **multiple**
  In case your selector matches more than one element, `multiple` determines whether Shiny should insert the UI object relative to all matched elements or just relative to the first matched element (default).

- **immediate**
  Whether the UI object should be immediately inserted or removed, or whether Shiny should wait until all outputs have been updated and all observers have been run (default).

- **session**
  The shiny session. Advanced use only.
Details

It's particularly useful to pair `removeUI` with `insertUI()`, but there is no restriction on what you can use it on. Any element that can be selected through a jQuery selector can be removed through this function.

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
  # Define UI
  ui <- fluidPage(
    actionButton("add", "Add UI")
  )

  # Server logic
  server <- function(input, output, session) {
    observeEvent(input$add, {
      insertUI(
        selector = "#add",
        where = "afterEnd",
        ui = textInput(paste0("txt", input$add),
                        "Insert some text")
      )
    })
  }

  # Complete app with UI and server components
  shinyApp(ui, server)
}

if (interactive()) {
  # Define UI
  ui <- fluidPage(
    actionButton("rmv", "Remove UI"),
    textInput("txt", "This is no longer useful")
  )

  # Server logic
  server <- function(input, output, session) {
    observeEvent(input$rmv, {
      removeUI(
        selector = "div:has(> #txt)"
      )
    })
  }

  # Complete app with UI and server components
  shinyApp(ui, server)
}
```
invalidLater

Description

Schedules the current reactive context to be invalidated in the given number of milliseconds.

Usage

invalidLater(millis, session = getDefaultReactiveDomain())

Arguments

- **millis**
  Approximate milliseconds to wait before invalidating the current reactive context.

- **session**
  A session object. This is needed to cancel any scheduled invalidations after a user has ended the session. If NULL, then this invalidation will not be tied to any session, and so it will still occur.

Details

If this is placed within an observer or reactive expression, that object will be invalidated (and re-execute) after the interval has passed. The re-execution will reset the invalidation flag, so in a typical use case, the object will keep re-executing and waiting for the specified interval. It's possible to stop this cycle by adding conditional logic that prevents the invalidateLater from being run.

See Also

reactiveTimer() is a slightly less safe alternative.

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sliderInput("n", "Number of observations", 2, 1000, 500),
  plotOutput("plot")
)

server <- function(input, output, session) {

  observe({
    # Re-execute this reactive expression after 1000 milliseconds
    invalidateLater(1000, session)

    # Do something each time this is invalidated.
    # The isolate() makes this observer _not_ get invalidated and re-executed
    # when input$n changes.
  })
}
```
print(paste("The value of input\$n is", isolate(input\$n)))
})

# Generate a new histogram at timed intervals, but not when
# input\$n changes.
output\$plot <- renderPlot({
  # Re-execute this reactive expression after 2000 milliseconds
  invalidateLater(2000)
  hist(rnorm(isolate(input\$n)))
})
}

shinyApp(ui, server)

---

is.reactivevalues  
*Checks whether an object is a reactivevalues object*

**Description**
Checks whether its argument is a reactivevalues object.

**Usage**
is.reactivevalues(x)

**Arguments**
x  
The object to test.

**See Also**

reactiveValues().

---

isolate  
*Create a non-reactive scope for an expression*

**Description**
Executes the given expression in a scope where reactive values or expression can be read, but they cannot cause the reactive scope of the caller to be re-evaluated when they change.

**Usage**
isolate(expr)
Arguments

expr

An expression that can access reactive values or expressions.

Details

Ordinarily, the simple act of reading a reactive value causes a relationship to be established between the caller and the reactive value, where a change to the reactive value will cause the caller to re-execute. (The same applies for the act of getting a reactive expression’s value.) The isolate function lets you read a reactive value or expression without establishing this relationship.

The expression given to isolate() is evaluated in the calling environment. This means that if you assign a variable inside the isolate(), its value will be visible outside of the isolate(). If you want to avoid this, you can use base::local() inside the isolate().

This function can also be useful for calling reactive expression at the console, which can be useful for debugging. To do so, simply wrap the calls to the reactive expression with isolate().

Examples

```r
## Not run:
observe({
  input$saveButton # Do take a dependency on input$saveButton

  # isolate a simple expression
  data <- get(isolate(input$dataset)) # No dependency on input$dataset
  writeToDatabase(data)
})

observe({
  input$saveButton # Do take a dependency on input$saveButton

  # isolate a whole block
  data <- isolate({
    a <- input$valueA # No dependency on input$valueA or input$valueB
    b <- input$valueB
    c(a=a, b=b)
  })
  writeToDatabase(data)
})

observe({
  x <- 1
  # x outside of isolate() is affected
  isolate(x <- 2)
  print(x) # 2

  y <- 1
  # Use local() to avoid affecting calling environment
  isolate(local(y <- 2))
  print(y) # 1
})
```
isTruthy

Truthy and falsy values

Description

The terms "truthy" and "falsy" generally indicate whether a value, when coerced to a `base::logical()`, is TRUE or FALSE. We use the term a little loosely here; our usage tries to match the intuitive notions of "Is this value missing or available?", or "Has the user provided an answer?", or in the case of action buttons, "Has the button been clicked?".

Usage

isTruthy(x)

Arguments

x An expression whose truthiness value we want to determine

isRunning

Check whether a Shiny application is running

Description

This function tests whether a Shiny application is currently running.

Usage

isRunning()

Value

TRUE if a Shiny application is currently running. Otherwise, FALSE.
Details

For example, a `textInput` that has not been filled out by the user has a value of "", so that is considered a falsy value.

To be precise, a value is truthy unless it is one of:

- FALSE
- NULL
- ""
- An empty atomic vector
- An atomic vector that contains only missing values
- A logical vector that contains all FALSE or missing values
- An object of class "try-error"
- A value that represents an unclicked `actionButton()`

Note in particular that the value 0 is considered truthy, even though `as.logical(0)` is FALSE.

---

loadSupport

*Load an app’s supporting R files*

Description


Usage

```r
loadSupport(
  appDir = NULL,
  renv = new.env(parent = globalenv()),
  globalrenv = globalenv()
)
```

Arguments

- **appDir**
  The application directory. If `appDir` is NULL or not supplied, the nearest enclosing directory that is a Shiny app, starting with the current directory, is used.
- **renv**
  The environment in which the files in the `R/` directory should be evaluated.
- **globalrenv**
  The environment in which `global.R` should be evaluated. If NULL, `global.R` will not be evaluated at all.
markdown

Description

This function accepts Markdown-syntax text and returns HTML that may be included in Shiny UIs.

Usage

markdown(mds, extensions = TRUE, .noWS = NULL, ...)

Arguments

mds A character vector of Markdown source to convert to HTML. If the vector has more than one element, a single-element character vector of concatenated HTML is returned.

extensions Enable Github syntax extensions; defaults to TRUE.

.noWS Character vector used to omit some of the whitespace that would normally be written around generated HTML. Valid options include before, after, and outside (equivalent to before and end).

... Additional arguments to pass to commonmark::markdown_html(). These arguments are dynamic.

Details

Leading whitespace is trimmed from Markdown text with glue::trim(). Whitespace trimming ensures Markdown is processed correctly even when the call to markdown() is indented within surrounding R code.

By default, Github extensions are enabled, but this can be disabled by passing extensions = FALSE. Markdown rendering is performed by commonmark::markdown_html(). Additional arguments to markdown() are passed as arguments to markdown_html().

Value

a character vector marked as HTML.
Examples

```r
ui <- fluidPage(
  markdown("
  # Markdown Example
  This is a markdown paragraph, and will be contained within a \`<p>` tag
  in the UI.

  The following is an unordered list, which will be represented in the UI as
  a \`<ul>` with \`<li>` children:

  * a bullet
  * another

  [Links](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/a) work;
  so does *emphasis*.

  To see more of what's possible, check out [commonmark.org/help](https://commonmark.org/help).
  
  ")
)
```

markRenderFunction  
Mark a function as a render function

Description

[Superseded] Please use `createRenderFunction()` to support async execution. (Shiny 1.1.0)

Usage

```r
markRenderFunction(
  uiFunc, renderFunc, outputArgs = list(), cacheHint = "auto", cacheWriteHook = NULL, cacheReadHook = NULL
)
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>uiFunc</td>
<td>A function that renders Shiny UI. Must take a single argument: an output ID.</td>
</tr>
<tr>
<td>renderFunc</td>
<td>A function that is suitable for assigning to a Shiny output slot.</td>
</tr>
<tr>
<td>outputArgs</td>
<td>A list of arguments to pass to the uiFunc. Render functions should include <code>outputArgs = list()</code> in their own parameter list, and pass through the value to <code>markRenderFunction</code>, to allow app authors to customize outputs. (Currently, this is only supported for dynamically generated UIs, such as those created by Shiny code snippets embedded in R Markdown documents).</td>
</tr>
</tbody>
</table>
maskReactiveContext

cacheHint
One of "auto", FALSE, or some other information to identify this instance for caching using bindCache(). If "auto", it will try to automatically infer caching information. If FALSE, do not allow caching for the object. Some render functions (such as renderPlot) contain internal state that makes them unsuitable for caching.

cacheWriteHook
Used if the render function is passed to bindCache(). This is an optional callback function to invoke before saving the value from the render function to the cache. This function must accept one argument, the value returned from renderFunc, and should return the value to store in the cache.

cacheReadHook
Used if the render function is passed to bindCache(). This is an optional callback function to invoke after reading a value from the cache (if there is a cache hit). The function will be passed one argument, the value retrieved from the cache. This can be useful when some side effect needs to occur for a render function to behave correctly. For example, some render functions call createWebDependency() so that Shiny is able to serve JS and CSS resources.

Details
Should be called by implementers of renderXXX functions in order to mark their return values as Shiny render functions, and to provide a hint to Shiny regarding what UI function is most commonly used with this type of render function. This can be used in R Markdown documents to create complete output widgets out of just the render function.

Note that it is generally preferable to use createRenderFunction() instead of markRenderFunction(). It essentially wraps up the user-provided expression in the transform function passed to it, then passes the resulting function to markRenderFunction(). It also provides a simpler calling interface. There may be cases where markRenderFunction() must be used instead of createRenderFunction() – for example, when the transform parameter of createRenderFunction() is not flexible enough for your needs.

Value
The renderFunc function, with annotations.

See Also
createRenderFunction()
MockShinySession

**Usage**

```r
call(maskReactiveContext(expr))
```

**Arguments**

- `expr` An expression to evaluate.

**Value**

The value of `expr`.

**See Also**

- `isolate()`

---

### MockShinySession  
**Mock Shiny Session**

**Description**

An R6 class suitable for testing purposes. Simulates, to the extent possible, the behavior of the `ShinySession` class. The `session` parameter provided to Shiny server functions and modules is an instance of a `ShinySession` in normal operation.

Most kinds of module and server testing do not require this class be instantiated manually. See instead `testServer()`.

In order to support advanced usage, instances of `MockShinySession` are **unlocked** so that public methods and fields of instances may be modified. For example, in order to test authentication workflows, the `user` or `groups` fields may be overridden. Modified instances of `MockShinySession` may then be passed explicitly as the `session` argument of `testServer()`.

**Public fields**

- `env` The environment associated with the session.
- `returned` The value returned by the module under test.
- `singletons` Hardcoded as empty. Needed for rendering HTML (i.e. `renderUI`).
- `clientData` Mock client data that always returns a size for plots.
- `output` The `shinyoutput`s associated with the session.
- `input` The reactive inputs associated with the session.
- `userData` An environment initialized as empty.
- `progressStack` A stack of progress objects.
- `token` On a real `ShinySession`, used to identify this instance in URLs.
- `cache` The session cache object.
- `appcache` The app cache object.
MockShinySession

restoreContext Part of bookmarking support in a real ShinySession but always NULL for a MockShinySession.

groups Character vector of groups associated with an authenticated user. Always NULL for a MockShinySession.

user The username of an authenticated user. Always NULL for a MockShinySession.

options A list containing session-level shinyOptions.

Active bindings

files For internal use only.
downloads For internal use only.
closed Deprecated in ShinySession and signals an error.
session Deprecated in ShinySession and signals an error.
request An empty environment where the request should be. The request isn’t meaningfully mocked currently.

Methods

Public methods:

• MockShinySession$new()
• MockShinySession$onFlush()
• MockShinySession$onFlushed()
• MockShinySession$onEnded()
• MockShinySession$isEnded()
• MockShinySession$isClosed()
• MockShinySession$close()
• MockShinySession$cycleStartAction()
• MockShinySession$fileUrl()
• MockShinySession$setInputs()
• MockShinySession$.scheduleTask()
• MockShinySession$elapse()
• MockShinySession$.now()
• MockShinySession$defineOutput()
• MockShinySession$getOutput()
• MockShinySession$ns()
• MockShinySession$flushReact()
• MockShinySession$makeScope()
• MockShinySession$setEnv()
• MockShinySession$setReturned()
• MockShinySession$getReturned()
• MockShinySession$genId()
• MockShinySession$rootScope()
• MockShinySession$onUnhandledError()
• `MockShinySession$unhandledError()`
• `MockShinySession$freezeValue()`
• `MockShinySession$onSessionEnded()`
• `MockShinySession$registerDownload()`
• `MockShinySession$getCurrentOutputInfo()`
• `MockShinySession$clone()`

**Method new():** Create a new MockShinySession.

*Usage:*
MockShinySession$new()

**Method onFlush():** Define a callback to be invoked before a reactive flush

*Usage:*
MockShinySession$onFlush(fun, once = TRUE)

*Arguments:*
fun  The function to invoke
once  If TRUE, will only run once. Otherwise, will run every time reactives are flushed.

**Method onFlushed():** Define a callback to be invoked after a reactive flush

*Usage:*
MockShinySession$onFlushed(fun, once = TRUE)

*Arguments:*
fun  The function to invoke
once  If TRUE, will only run once. Otherwise, will run every time reactives are flushed.

**Method onEnded():** Define a callback to be invoked when the session ends

*Usage:*
MockShinySession$onEnded(sessionEndedCallback)

*Arguments:*
sessionEndedCallback  The callback to invoke when the session has ended.

**Method isEnded():** Returns FALSE if the session has not yet been closed

*Usage:*
MockShinySession$isEnded()

**Method isClosed():** Returns FALSE if the session has not yet been closed

*Usage:*
MockShinySession$isClosed()

**Method close():** Closes the session

*Usage:*
MockShinySession$close()

**Method cycleStartAction():** Unsophisticated mock implementation that merely invokes
Usage:
MockShinySession$cycleStartAction(callback)
Arguments:
callback  The callback to be invoked.

Method `fileUrl()`: Base64-encode the given file. Needed for image rendering.
Usage:
MockShinySession$fileUrl(name, file, contentType = "application/octet-stream")
Arguments:
name  Not used
file  The file to be encoded
contentType  The content type of the base64-encoded string

Method `setInputs()`: Sets reactive values associated with the `session$inputs` object and flushes the reactives.
Usage:
MockShinySession$setInputs(...)  
Arguments:
...  The inputs to set. These arguments are processed with `rlang::list2()` and so are dynamic. Input names may not be duplicated.
Examples:
\dontrun{
  session$setInputs(x=1, y=2)
}

Method `.scheduleTask()`: An internal method which shouldn’t be used by others. Schedules callback for execution after some number of `millis` milliseconds.
Usage:
MockShinySession$.scheduleTask(millis, callback)
Arguments:
millis  The number of milliseconds on which to schedule a callback
callback  The function to schedule.

Method `elapse()`: Simulate the passing of time by the given number of milliseconds.
Usage:
MockShinySession$elapse(millis)
Arguments:
millis  The number of milliseconds to advance time.

Method `.now()`: An internal method which shouldn’t be used by others.
Usage:
MockShinySession$.now()
Returns:  Elapsed time in milliseconds.
**Method** defineOutput(): An internal method which shouldn’t be used by others. Defines an output in a way that sets private$currentOutputName appropriately.

*Usage:*

MockShinySession$defineOutput(name, func, label)

*Arguments:*

- **name**: The name of the output.
- **func**: The render definition.
- **label**: Not used.

**Method** getOutput(): An internal method which shouldn’t be used by others. Forces evaluation of any reactive dependencies of the output function.

*Usage:*

MockShinySession$getOutput(name)

*Arguments:*

- **name**: The name of the output.

*Returns*: The return value of the function responsible for rendering the output.

**Method** ns(): Returns the given id prefixed by this namespace’s id.

*Usage:*

MockShinySession$ns(id)

*Arguments:*

- **id**: The id to prefix with a namespace id.

*Returns*: The id with a namespace prefix.

**Method** flushReact(): Trigger a reactive flush right now.

*Usage:*

MockShinySession$flushReact()

**Method** makeScope(): Create and return a namespace-specific session proxy.

*Usage:*

MockShinySession$makeScope(namespace)

*Arguments:*

- **namespace**: Character vector indicating a namespace.

*Returns*: A new session proxy.

**Method** setEnv(): Set the environment associated with a testServer() call, but only if it has not previously been set. This ensures that only the environment of the outermost module under test is the one retained. In other words, the first assignment wins.

*Usage:*

MockShinySession$setEnv(env)

*Arguments:*

- **env**: The environment to retain.
Returns: The provided env.

Method setReturned(): Set the value returned by the module call and proactively flush. Note that this method may be called multiple times if modules are nested. The last assignment, corresponding to an invocation of setReturned() in the outermost module, wins.

Usage:
MockShinySession$setReturned(value)

Arguments:
value The value returned from the module

Returns: The provided value.

Method getReturned(): Get the value returned by the module call.

Usage:
MockShinySession$getReturned()

Returns: The value returned by the module call

Method genId(): Generate a distinct character identifier for use as a proxy namespace.

Usage:
MockShinySession$genId()

Returns: A character identifier unique to the current session.

Method rootScope(): Provides a way to access the root MockShinySession from any descendant proxy.

Usage:
MockShinySession$rootScope()

Returns: The root MockShinySession.

Method onUnhandledError(): Add an unhandled error callback.

Usage:
MockShinySession$onUnhandledError(callback)

Arguments:
callback The callback to add, which should accept an error object as its first argument.

Returns: A deregistration function.

Method unhandledError(): Called by observers when a reactive expression errors.

Usage:
MockShinySession$unhandledError(e, close = TRUE)

Arguments:
e An error object.
close If TRUE, the session will be closed after the error is handled, defaults to FALSE.

Method freezeValue(): Freeze a value until the flush cycle completes.

Usage:
MockShinySession

MockShinySession$freezeValue(x, name)

Arguments:
x A ReactiveValues object.
name The name of a reactive value within x.

Method onSessionEnded(): Registers the given callback to be invoked when the session is closed (i.e. the connection to the client has been severed). The return value is a function which unregisters the callback. If multiple callbacks are registered, the order in which they are invoked is not guaranteed.

Usage:
MockShinySession$onSessionEnded(sessionEndedCallback)

Arguments:
sessionEndedCallback Function to call when the session ends.

Method registerDownload(): Associated a downloadable file with the session.

Usage:
MockShinySession$registerDownload(name, filename, contentType, content)

Arguments:
name The un-namespaced output name to associate with the downloadable file.
filename A string or function designating the name of the file.
contentType A string of the content type of the file. Not used by MockShinySession.
content A function that takes a single argument file that is a file path (string) of a nonexistent temp file, and writes the content to that file path. (Reactive values and functions may be used from this function.)

Method getCurrentOutputInfo(): Get information about the output that is currently being executed.

Usage:
MockShinySession$getCurrentOutputInfo()

Returns: A list with with the name of the output. If no output is currently being executed, this will return NULL. output, or NULL if no output is currently executing.

Method clone(): The objects of this class are cloneable with this method.

Usage:
MockShinySession$clone(deep = FALSE)

Arguments:
deep Whether to make a deep clone.

Examples

```r
## ------------------------------------------------
## Method `MockShinySession$setInputs`
## ------------------------------------------------
```
modalDialog

Description

modalDialog() creates the UI for a modal dialog, using Bootstrap’s modal class. Modals are typically used for showing important messages, or for presenting UI that requires input from the user, such as a user name and password input.

modalButton() creates a button that will dismiss the dialog when clicked, typically used when customising the footer.

Usage

modalDialog(
  ..., 
  title = NULL, 
  footer = modalButton("Dismiss"), 
  size = c("m", "s", "l", "xl"), 
  easyClose = FALSE, 
  fade = TRUE 
)

modalButton(label, icon = NULL)

Arguments

... UI elements for the body of the modal dialog box.

title An optional title for the dialog.

footer UI for footer. Use NULL for no footer.

size One of "s" for small, "m" (the default) for medium, "l" for large, or "xl" for extra large. Note that "xl" only works with Bootstrap 4 and above (to opt-in to Bootstrap 4+, pass bslib::bs_theme() to the theme argument of a page container like fluidPage()).

easyClose If TRUE, the modal dialog can be dismissed by clicking outside the dialog box, or be pressing the Escape key. If FALSE (the default), the modal dialog can’t be dismissed in those ways; instead it must be dismissed by clicking on a modalButton(), or from a call to removeModal() on the server.

fade If FALSE, the modal dialog will have no fade-in animation (it will simply appear rather than fade in to view).

label The contents of the button or link–usually a text label, but you could also use any other HTML, like an image.

icon An optional icon() to appear on the button.
Examples

```r
if (interactive()) {
# Display an important message that can be dismissed only by clicking the
# dismiss button.
shinyApp(
  ui = basicPage(
    actionButton("show", "Show modal dialog")
  ),
  server = function(input, output) {
    observeEvent(input$show, {
      showModal(modalDialog(
        title = "Important message",
        "This is an important message!"
      ))
    })
  }
)
}

# Display a message that can be dismissed by clicking outside the modal dialog,
# or by pressing Esc.
shinyApp(
  ui = basicPage(
    actionButton("show", "Show modal dialog")
  ),
  server = function(input, output) {
    observeEvent(input$show, {
      showModal(modalDialog(
        title = "Somewhat important message",
        "This is a somewhat important message.",
        easyClose = TRUE,
        footer = NULL
      ))
    })
  }
)

# Display a modal that requires valid input before continuing.
shinyApp(
  ui = basicPage(
    actionButton("show", "Show modal dialog"),
    verbatimTextOutput("dataInfo")
  ),
  server = function(input, output) {
    # reactiveValues object for storing current data set.
    vals <- reactiveValues(data = NULL)

    # Return the UI for a modal dialog with data selection input. If 'failed' is
    # TRUE, then display a message that the previous value was invalid.
    dataModal <- function(failed = FALSE) {
      modalDialog(
        title = "Data selection",
        "Select a data set:",
        easyClose = FALSE,
        footer = NULL
      )
    }

    # Check if the selected data is valid.
    if (!is.null(input$data)) {
      if (!is.null(vals$data)) {
        # If the selected data is valid, update the reactiveValues object.
        vals$data <- input$data
      } else {
        # If the selected data is invalid, display an error message.
        showModal(dataModal(failed = TRUE))
      }
    }
  }
)
```

modalDialog(
  TextInput("dataset", "Choose data set",
    placeholder = 'Try "mtcars" or "abc"'
  ),
  span('Try the name of a valid data object like "mtcars", 
    then a name of a non-existent object like "abc")
  )
)

if (failed)
  div(tags$b("Invalid name of data object", style = "color: red;")),

footer = tagList(
  modalButton("Cancel"),
  actionButton("ok", "OK")
)

# Show modal when button is clicked.
observeEvent(input$show, {
  showModal(dataModal())
})

# When OK button is pressed, attempt to load the data set. If successful,
# remove the modal. If not show another modal, but this time with a failure
# message.
observeEvent(input$ok, {
  # Check that data object exists and is data frame.
  if (!is.null(input$dataset) && nzchar(input$dataset) &&
    exists(input$dataset) && is.data.frame(get(input$dataset))) {
    vals$data <- get(input$dataset)
    removeModal()
  } else {
    showModal(dataModal(failed = TRUE))
  }
})

# Display information about selected data
output$dataInfo <- renderPrint({
  if (is.null(vals$data))
    "No data selected"
  else
    summary(vals$data)
})
Description

Shiny’s module feature lets you break complicated UI and server logic into smaller, self-contained pieces. Compared to large monolithic Shiny apps, modules are easier to reuse and easier to reason about. See the article at https://shiny.rstudio.com/articles/modules.html to learn more.

Usage

moduleServer(id, module, session = getDefaultReactiveDomain())

Arguments

- id: An ID string that corresponds with the ID used to call the module’s UI function.
- module: A Shiny module server function.
- session: Session from which to make a child scope (the default should almost always be used).

Details

Starting in Shiny 1.5.0, we recommend using moduleServer instead of callModule(), because the syntax is a little easier to understand, and modules created with moduleServer can be tested with testServer().

Value

The return value, if any, from executing the module server function

See Also

https://shiny.rstudio.com/articles/modules.html

Examples

```r
# Define the UI for a module
counterUI <- function(id, label = "Counter") {
  ns <- NS(id)
tagList(
    actionButton(ns("button"), label = label),
    verbatimTextOutput(ns("out"))
  )
}

# Define the server logic for a module
counterServer <- function(id) {
  moduleServer(
    id,
    function(input, output, session) {
      count <- reactiveVal(0)
      observeEvent(input$button, {
        count(count() + 1)
      })
    }
  )
}
```
moduleServer

output$out <- renderText({
  count()
})

# Use the module in an app
ui <- fluidPage(
  counterUI("counter1", "Counter #1"),
  counterUI("counter2", "Counter #2")
)
server <- function(input, output, session) {
  counterServer("counter1")
  counterServer("counter2")
}
if (interactive()) {
  shinyApp(ui, server)
}

# If you want to pass extra parameters to the module's server logic, you can
# add them to your function. In this case 'prefix' is text that will be
# printed before the count.
counterServer2 <- function(id, prefix = NULL) {
  moduleServer(
    id,
    function(input, output, session) {
      count <- reactiveVal(0)
      observeEvent(input$button, {
        count(count() + 1)
      })
      output$out <- renderText({
        paste0(prefix, count())
      })
      count
    }
  )
}

ui <- fluidPage(
  counterUI("counter", "Counter"),
)
server <- function(input, output, session) {
  counterServer2("counter", "The current count is: ")
}
if (interactive()) {
  shinyApp(ui, server)
}
navbarPage

Create a page with a top level navigation bar

Description

Create a page that contains a top level navigation bar that can be used to toggle a set of `tabPanel()` elements.

Usage

```r
navbarPage(
  title,
  ..., id = NULL,
  selected = NULL,
  position = c("static-top", "fixed-top", "fixed-bottom"),
  header = NULL,
  footer = NULL,
  inverse = FALSE,
  collapsible = FALSE,
  fluid = TRUE,
  theme = NULL,
  windowTitle = NA,
  lang = NULL
)
```

```r
navbarMenu(title, ..., menuName = title, icon = NULL)
```

Arguments

- **title**
  
The title to display in the navbar

- **...**
  
  `tabPanel()` elements to include in the page. The `navbarMenu` function also accepts strings, which will be used as menu section headers. If the string is a set of dashes like "----" a horizontal separator will be displayed in the menu.

- **id**
  
  If provided, you can use `input$id` in your server logic to determine which of the current tabs is active. The value will correspond to the value argument that is passed to `tabPanel()`.

- **selected**
  
  The value (or, if none was supplied, the title) of the tab that should be selected by default. If NULL, the first tab will be selected.

- **position**
  
  Determines whether the navbar should be displayed at the top of the page with normal scrolling behavior ("static-top"), pinned at the top ("fixed-top"), or pinned at the bottom ("fixed-bottom"). Note that using "fixed-top" or "fixed-bottom" will cause the navbar to overlay your body content, unless you add padding, e.g.: `tags$style(type="text/css", "body {padding-top: 70px;}")`

- **header**
  
  Tag or list of tags to display as a common header above all `tabPanels`. 
navbarPage

footer
Tag or list of tags to display as a common footer below all tabPanels

inverse
TRUE to use a dark background and light text for the navigation bar

collapsible
TRUE to automatically collapse the navigation elements into an expandable menu on mobile devices or narrow window widths.

fluid
TRUE to use a fluid layout. FALSE to use a fixed layout.

theme
One of the following:
- NULL (the default), which implies a "stock" build of Bootstrap 3.
- A bslib::bs_theme() object. This can be used to replace a stock build of Bootstrap 3 with a customized version of Bootstrap 3 or higher.
- A character string pointing to an alternative Bootstrap stylesheet (normally a css file within the www directory, e.g. www/bootstrap.css).

windowTitle
the browser window title (as a character string). The default value, NA, means to use any character strings that appear in title (if none are found, the host URL of the page is displayed by default).

lang
ISO 639-1 language code for the HTML page, such as "en" or "ko". This will be used as the lang in the <html> tag, as in <html lang="en">. The default (NULL) results in an empty string.

menuName
A name that identifies this navbarMenu. This is needed if you want to insert/remove or show/hide an entire navbarMenu.

icon
Optional icon to appear on a navbarMenu tab.

Details
The navbarMenu function can be used to create an embedded menu within the navbar that in turns includes additional tabPanels (see example below).

Value
A UI definition that can be passed to the shinyUI function.

See Also

.tabPanel(), .tabsetPanel(), .updateNavbarPage(), .insertTab(), .showTab()

Other layout functions: .fillPage(), .fixedPage(), .flowLayout(), .fluidPage(), .sidebarLayout(), .splitLayout(), .verticalLayout()

Examples

```r
navbarPage("App Title",
  tabPanel("Plot"),
  tabPanel("Summary"),
  tabPanel("Table")
)

navbarPage("App Title",
  tabPanel("Plot"),
  navbarMenu("More",
```
Create a navigation list panel

Description

Create a navigation list panel that provides a list of links on the left which navigate to a set of tabPanels displayed to the right.

Usage

```r
navlistPanel(
  ..., 
  id = NULL, 
  selected = NULL, 
  header = NULL, 
  footer = NULL, 
  well = TRUE, 
  fluid = TRUE, 
  widths = c(4, 8)
)
```

Arguments

- `...` tabPanel() elements to include in the navlist
- `id` If provided, you can use `input$id` in your server logic to determine which of the current navlist items is active. The value will correspond to the `value` argument that is passed to `tabPanel()`.
- `selected` The value (or, if none was supplied, the `title`) of the navigation item that should be selected by default. If `NULL`, the first navigation will be selected.
- `header` Tag or list of tags to display as a common header above all tabPanels.
- `footer` Tag or list of tags to display as a common footer below all tabPanels
- `well` TRUE to place a well (gray rounded rectangle) around the navigation list.
- `fluid` TRUE to use fluid layout; FALSE to use fixed layout.
- `widths` Column widths of the navigation list and tabset content areas respectively.

Details

You can include headers within the `navlistPanel` by including plain text elements in the list.

Versions of Shiny before 0.11 supported separators with "——", but as of 0.11, separators were no longer supported. This is because version 0.11 switched to Bootstrap 3, which doesn't support separators.
See Also
tabPanel(), updateNavlistPanel(), insertTab(), showTab()

Examples

fluidPage(

  titlePanel("Application Title"),

  navlistPanel(
    "Header",
    tabPanel("First"),
    tabPanel("Second"),
    tabPanel("Third")
  )
)

NS

Namespaced IDs for inputs/outputs

Description

The NS function creates namespaced IDs out of bare IDs, by joining them using ns.sep as the delimiter. It is intended for use in Shiny modules. See https://shiny.rstudio.com/articles/modules.html.

Usage

NS(namespace, id = NULL)

ns.sep

Arguments

namespace The character vector to use for the namespace. This can have any length, though a single element is most common. Length 0 will cause the id to be returned without a namespace, and length 2 will be interpreted as multiple namespaces, in increasing order of specificity (i.e. starting with the top-level namespace).

id The id string to be namespaced (optional).

Format

An object of class character of length 1.
**numericInput**

Details

Shiny applications use IDs to identify inputs and outputs. These IDs must be unique within an application, as accidentally using the same input/output ID more than once will result in unexpected behavior. The traditional solution for preventing name collisions is *namespaces*; a namespace is to an ID as a directory is to a file. Use the NS function to turn a bare ID into a namespaced one, by combining them with *ns.sep* in between.

Value

If id is missing, returns a function that expects an id string as its only argument and returns that id with the namespace prepended.

See Also

https://shiny.rstudio.com/articles/modules.html

---

**numericInput**

Create a numeric input control

Description

Create an input control for entry of numeric values

Usage

```r
numericInput(
  inputId,  # The input slot that will be used to access the value.
  label,    # Display label for the control, or NULL for no label.
  value,    # Initial value.
  min = NA, # Minimum allowed value
  max = NA, # Maximum allowed value
  step = NA,  # Interval to use when stepping between min and max
  width = NULL  # The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
)
```

Arguments

- `inputId`
- `label`
- `value`
- `min`
- `max`
- `step`
- `width`
Value
A numeric input control that can be added to a UI definition.

Server value
A numeric vector of length 1.

See Also
updateNumericInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), passwordInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textareaInput(), TextInput(), varSelectInput()

Examples
```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    numericInput("obs", "Observations:", 10, min = 1, max = 100),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$obs })
  }
  shinyApp(ui, server)
}
```

---

observe

Create a reactive observer

Description
Creates an observer from the given expression.

Usage
```r
observe(
  x,
  env = parent.frame(),
  quoted = FALSE,
  ..., 
  label = NULL, 
  suspended = FALSE, 
  priority = 0, 
  domain = getDefaultReactiveDomain(), 
)```
```r
autoDestroy = TRUE,
..stacktraceon = TRUE
)
```

**Arguments**

- `x` An expression (quoted or unquoted). Any return value will be ignored.
- `env` The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If `x` is a quosure and `quoted` is TRUE, then `env` is ignored.
- `quoted` If it is TRUE, then the `quote()` ed value of `x` will be used when `x` is evaluated. If `x` is a quosure and you would like to use its expression as a value for `x`, then you must set `quoted` to TRUE.
- ... Not used.
- `label` A label for the observer, useful for debugging.
- `suspended` If TRUE, start the observer in a suspended state. If FALSE (the default), start in a non-suspended state.
- `priority` An integer or numeric that controls the priority with which this observer should be executed. A higher value means higher priority: an observer with a higher priority value will execute before all observers with lower priority values. Positive, negative, and zero values are allowed.
- `domain` See domains.
- `autoDestroy` If TRUE (the default), the observer will be automatically destroyed when its domain (if any) ends.
- `..stacktraceon` Advanced use only. For stack manipulation purposes; see `stacktrace()`.

**Details**

An observer is like a reactive expression in that it can read reactive values and call reactive expressions, and will automatically re-execute when those dependencies change. But unlike reactive expressions, it doesn’t yield a result and can’t be used as an input to other reactive expressions. Thus, observers are only useful for their side effects (for example, performing I/O).

Another contrast between reactive expressions and observers is their execution strategy. Reactive expressions use lazy evaluation; that is, when their dependencies change, they don’t re-execute right away but rather wait until they are called by someone else. Indeed, if they are not called then they will never re-execute. In contrast, observers use eager evaluation; as soon as their dependencies change, they schedule themselves to re-execute.

Starting with Shiny 0.10.0, observers are automatically destroyed by default when the domain that owns them ends (e.g. when a Shiny session ends).

**Value**

An observer reference class object. This object has the following methods:

- `suspend()` Causes this observer to stop scheduling flushes (re-executions) in response to invalidations. If the observer was invalidated prior to this call but it has not re-executed yet then that re-execution will still occur, because the flush is already scheduled.
resume() Causes this observer to start re-executing in response to invalidations. If the observer was invalidated while suspended, then it will schedule itself for re-execution.

destroy() Stops the observer from executing ever again, even if it is currently scheduled for re-execution.

setPriority(priority = 0) Change this observer’s priority. Note that if the observer is currently invalidated, then the change in priority will not take effect until the next invalidation—unless the observer is also currently suspended, in which case the priority change will be effective upon resume.

setAutoDestroy(autoDestroy) Sets whether this observer should be automatically destroyed when its domain (if any) ends. If autoDestroy is TRUE and the domain already ended, then destroy() is called immediately.

onInvalidate(callback) Register a callback function to run when this observer is invalidated. No arguments will be provided to the callback function when it is invoked.

Examples

```r
values <- reactiveValues(A=1)

obsB <- observe({
  print(values$A + 1)
})

# To store expressions for later conversion to observe, use rlang::quo()
myquo <- rlang::quo({ print(values$A + 3) })
obsC <- rlang::inject(observe (!!myquo))

# (Legacy) Can use quoted expressions
obsD <- observe(quote({ print(values$A + 2) }), quoted = TRUE)

# In a normal Shiny app, the web client will trigger flush events. If you # are at the console, you can force a flush with flushReact()
shiny:::flushReact()
```

observeEvent  Event handler

Description

Respond to "event-like" reactive inputs, values, and expressions. As of Shiny 1.6.0, we recommend using bindEvent() instead of eventReactive() and observeEvent(). This is because bindEvent() can be composed with bindCache(), and because it can also be used with render functions (like renderText() and renderPlot()).

Usage

```r
observeEvent(
  eventExpr,
```
observeEvent

```r
handlerExpr,
  event.env = parent.frame(),
  event.quoted = FALSE,
handler.env = parent.frame(),
handler.quoted = FALSE,
...
label = NULL,
suspended = FALSE,
priority = 0,
domain = getDefaultReactiveDomain(),
autoDestroy = TRUE,
generateNULL = TRUE,
generateInit = FALSE,
once = FALSE
)

eventReactive(
  eventExpr,
  valueExpr,
  event.env = parent.frame(),
  event.quoted = FALSE,
value.env = parent.frame(),
value.quoted = FALSE,
...
label = NULL,
domain = getDefaultReactiveDomain(),
generateNULL = TRUE,
generateInit = FALSE
)
```

**Arguments**

- **eventExpr**
  A (quoted or unquoted) expression that represents the event; this can be a simple reactive value like `input$click`, a call to a reactive expression like `dataset()`, or even a complex expression inside curly braces

- **handlerExpr**
  The expression to call whenever `eventExpr` is invalidated. This should be a side-effect-producing action (the return value will be ignored). It will be executed within an `isolate()` scope.

- **event.env**
  The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If `eventExpr` is a quosure and `event.quoted` is TRUE, then `event.env` is ignored.

- **event.quoted**
  If it is TRUE, then the `quote()`ed value of `eventExpr` will be used when `eventExpr` is evaluated. If `eventExpr` is a quosure and you would like to use its expression as a value for `eventExpr`, then you must set `event.quoted` to TRUE.

- **handler.env**
  The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If `handlerExpr` is a quosure and `handler.quoted` is TRUE, then `handler.env` is ignored.
<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>handler.quoted</td>
<td>If it is TRUE, then the <code>quote()</code>ed value of handlerExpr will be used when handlerExpr is evaluated. If handlerExpr is a quosure and you would like to use its expression as a value for handlerExpr, then you must set handler.quoted to TRUE.</td>
</tr>
<tr>
<td>label</td>
<td>A label for the observer or reactive, useful for debugging.</td>
</tr>
<tr>
<td>suspended</td>
<td>If TRUE, start the observer in a suspended state. If FALSE (the default), start in a non-suspended state.</td>
</tr>
<tr>
<td>priority</td>
<td>An integer or numeric that controls the priority with which this observer should be executed. An observer with a given priority level will always execute sooner than all observers with a lower priority level. Positive, negative, and zero values are allowed.</td>
</tr>
<tr>
<td>domain</td>
<td>See domains.</td>
</tr>
<tr>
<td>autoDestroy</td>
<td>If TRUE (the default), the observer will be automatically destroyed when its domain (if any) ends.</td>
</tr>
<tr>
<td>ignoreNULL</td>
<td>Whether the action should be triggered (or value calculated, in the case of eventReactive) when the input event expression is NULL. See Details.</td>
</tr>
<tr>
<td>ignoreInit</td>
<td>If TRUE, then, when this observeEvent is first created/initialized, ignore the handlerExpr (the second argument), whether it is otherwise supposed to run or not. The default is FALSE. See Details.</td>
</tr>
<tr>
<td>once</td>
<td>Whether this observeEvent should be immediately destroyed after the first time that the code in handlerExpr is run. This pattern is useful when you want to subscribe to a event that should only happen once.</td>
</tr>
<tr>
<td>valueExpr</td>
<td>The expression that produces the return value of the eventReactive. It will be executed within an <code>isolate()</code> scope.</td>
</tr>
<tr>
<td>value.env</td>
<td>The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If valueExpr is a quosure and value.quoted is TRUE, then value.env is ignored.</td>
</tr>
<tr>
<td>value.quoted</td>
<td>If it is TRUE, then the <code>quote()</code>ed value of valueExpr will be used when valueExpr is evaluated. If valueExpr is a quosure and you would like to use its expression as a value for valueExpr, then you must set value.quoted to TRUE.</td>
</tr>
</tbody>
</table>

**Details**

Shiny’s reactive programming framework is primarily designed for calculated values (reactive expressions) and side-effect-causing actions (observers) that respond to any of their inputs changing. That’s often what is desired in Shiny apps, but not always: sometimes you want to wait for a specific action to be taken from the user, like clicking an `actionButton()`, before calculating an expression or taking an action. A reactive value or expression that is used to trigger other calculations in this way is called an event.

These situations demand a more imperative, "event handling" style of programming that is possible—but not particularly intuitive—using the reactive programming primitives `observe()` and `isolate()`. `observeEvent` and `eventReactive` provide straightforward APIs for event handling that wrap `observe` and `isolate`. 
Use `observeEvent` whenever you want to perform an action in response to an event. (Note that "recalculate a value" does not generally count as performing an action—see `eventReactive` for that.) The first argument is the event you want to respond to, and the second argument is a function that should be called whenever the event occurs. Note that `observeEvent()` is equivalent to using `observe() %>% bindEvent()` and as of Shiny 1.6.0, we recommend the latter.

Use `eventReactive` to create a calculated value that only updates in response to an event. This is just like a normal reactive expression except it ignores all the usual invalidations that come from its reactive dependencies; it only invalidates in response to the given event. Note that `eventReactive()` is equivalent to using `reactive() %>% bindEvent()` and as of Shiny 1.6.0, we recommend the latter.

Value

`observeEvent` returns an observer reference class object (see `observe()`). `eventReactive` returns a reactive expression object (see `reactive()`).

**ignoreNULL and ignoreInit**

Both `observeEvent` and `eventReactive` take an `ignoreNULL` parameter that affects behavior when the `eventExpr` evaluates to `NULL` (or in the special case of an `actionButton()`, `0`). In these cases, if `ignoreNULL` is `TRUE`, then an `observeEvent` will not execute and an `eventReactive` will raise a silent validation error. This is useful behavior if you don’t want to do the action or calculation when your app first starts, but wait for the user to initiate the action first (like a "Submit" button); whereas `ignoreNULL=FALSE` is desirable if you want to initially perform the action/calculation and just let the user re-initiate it (like a "Recalculate" button).

Likewise, both `observeEvent` and `eventReactive` also take in an `ignoreInit` argument. By default, both of these will run right when they are created (except if, at that moment, `eventExpr` evaluates to `NULL` and `ignoreNULL` is `TRUE`). But when responding to a click of an action button, it may often be useful to set `ignoreInit` to `TRUE`. For example, if you’re setting up an `observeEvent` for a dynamically created button, then `ignoreInit = TRUE` will guarantee that the action (in `handlerExpr`) will only be triggered when the button is actually clicked, instead of also being triggered when it is created/initialized. Similarly, if you’re setting up an `eventReactive` that responds to a dynamically created button used to refresh some data (then returned by that `eventReactive`), then you should use `eventReactive(..., ignoreInit = TRUE)` if you want to let the user decide if/when they want to refresh the data (since, depending on the app, this may be a computationally expensive operation).

Even though `ignoreNULL` and `ignoreInit` can be used for similar purposes they are independent from one another. Here’s the result of combining these:

- `ignoreNULL = TRUE and ignoreInit = FALSE` This is the default. This combination means that `handlerExpr/valueExpr` will run every time that `eventExpr` is not `NULL`. If, at the time of the creation of the `observeEvent/eventReactive`, `eventExpr` happens to not be `NULL`, then the code runs.
- `ignoreNULL = FALSE and ignoreInit = FALSE` This combination means that `handlerExpr/valueExpr` will run every time no matter what.
- `ignoreNULL = FALSE and ignoreInit = TRUE` This combination means that `handlerExpr/valueExpr` will not run when the `observeEvent/eventReactive` is created (because `ignoreInit = TRUE`), but it will run every other time.
ignoreNULL = TRUE and ignoreInit = TRUE. This combination means that handlerExpr/valueExpr will not run when the observeEvent/eventReactive is created (because ignoreInit = TRUE). After that, handlerExpr/valueExpr will run every time that eventExpr is not NULL.

See Also

actionButton()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

## App 1: Sample usage
shinyApp(
  ui = fluidPage(
    column(4,
      numericInput("x", "Value", 5),
      br(),
      actionButton("button", "Show")
    ),
    column(8, tableOutput("table"))
  ),
  server = function(input, output) {
    # Take an action every time button is pressed;
    # here, we just print a message to the console
    observeEvent(input$button, {
      cat("Showing", input$x, "rows\n")
    })
    # The observeEvent() above is equivalent to:
    # observe({
    #    cat("Showing", input$x, "rows\n")
    # } ) %>%
    # bindEvent(input$button)

    # Take a reactive dependency on input$button, but
    # not on any of the stuff inside the function
    df <- eventReactive(input$button, {
      head(cars, input$x)
    })
    output$table <- renderTable({
      df()
    })
  })
)

## App 2: Using 'once'
shinyApp(
  ui = basicPage( actionButton("go", "Go")),
  server = function(input, output, session) {
    observeEvent(input$go, {
      print(paste("This will only be printed once; all",
```
onBookmark: Add callbacks for Shiny session bookmarking events

Description

These functions are for registering callbacks on Shiny session events. They should be called within an application’s server function.

- onBookmark registers a function that will be called just before Shiny bookmarks state.
- onBookmarked registers a function that will be called just after Shiny bookmarks state.
- onRestore registers a function that will be called when a session is restored, after the server function executes, but before all other reactives, observers and render functions are run.
- onRestored registers a function that will be called after a session is restored. This is similar to onRestore, but it will be called after all reactives, observers, and render functions run, and after results are sent to the client browser. onRestored callbacks can be useful for sending update messages to the client browser.
Usage

onBookmark(fun, session = getDefaultReactiveDomain())
onBookmarked(fun, session = getDefaultReactiveDomain())
onRestore(fun, session = getDefaultReactiveDomain())
onRestored(fun, session = getDefaultReactiveDomain())

Arguments

fun A callback function which takes one argument.
session A shiny session object.

Details

All of these functions return a function which can be called with no arguments to cancel the registration.

The callback function that is passed to these functions should take one argument, typically named "state" (for onBookmark, onRestore, and onRestored) or "url" (for onBookmarked).

For onBookmark, the state object has three relevant fields. The values field is an environment which can be used to save arbitrary values (see examples). If the state is being saved to disk (as opposed to being encoded in a URL), the dir field contains the name of a directory which can be used to store extra files. Finally, the state object has an input field, which is simply the application’s input object. It can be read, but not modified.

For onRestore and onRestored, the state object is a list. This list contains input, which is a named list of input values to restore, values, which is an environment containing arbitrary values that were saved in onBookmark, and dir, the name of the directory that the state is being restored from, and which could have been used to save extra files.

For onBookmarked, the callback function receives a string with the bookmark URL. This callback function should be used to display UI in the client browser with the bookmark URL. If no callback function is registered, then Shiny will by default display a modal dialog with the bookmark URL.

Modules

These callbacks may also be used in Shiny modules. When used this way, the inputs and values will automatically be namespaced for the module, and the callback functions registered for the module will only be able to see the module’s inputs and values.

See Also

enableBookmarking for general information on bookmarking.

Examples

## Only run these examples in interactive sessions
if (interactive()) {

```r
```
# Basic use of onBookmark and onRestore: This app saves the time in its
# arbitrary values, and restores that time when the app is restored.
ui <- function(req) {
  fluidPage(
    textInput("txt", "Input text"),
    bookmarkButton()
  )
}
server <- function(input, output) {
  onBookmark(function(state) {
    savedTime <- as.character(Sys.time())
    cat("Last saved at", savedTime, "\n")
    # state is a mutable reference object, and we can add arbitrary values to
    # it.
    state$values$time <- savedTime
  })
  onRestore(function(state) {
    cat("Restoring from state bookmarked at", state$values$time, "\n")
  })
} enableBookmarking("url") shinyApp(ui, server)

ui <- function(req) {
  fluidPage(
    textInput("txt", "Input text"),
    bookmarkButton()
  )
}
server <- function(input, output, session) {
  lastUpdateTime <- NULL
  observeEvent(input$txt, {
    updateTextInput(session, "txt",
      label = paste0("Input text (Changed ", as.character(Sys.time()), "))
  })
  onBookmark(function(state) {
    # Save content to a file
    messageFile <- file.path(state$dir, "message.txt")
    cat(as.character(Sys.time()), file = messageFile)
  })
  onRestored(function(state) {
    # Read the file
    messageFile <- file.path(state$dir, "message.txt")
    timeText <- readChar(messageFile, 1000)
    # updateTextInput must be called in onRestored, as opposed to onRestore,
onBookmark

# because onRestored happens after the client browser is ready.
updateTextInput(session, "txt",
    label = paste0("Input text (Changed ", timeText, ")")
)
)
}
} # "server" bookmarking is needed for writing to disk.
enableBookmarking("server")
shinyApp(ui, server)

# This app has a module, and both the module and the main app code have
# onBookmark and onRestore functions which write and read state$values$hash. The
# module's version of state$values$hash does not conflict with the app's version
# of state$values$hash.
#
# A basic module that capitlalizes text.
capitalizerUI <- function(id) {
    ns <- NS(id)
    wellPanel(
        h4("Text captializer module"),
        textInput(ns("text"), "Enter text:"),
        verbatimTextOutput(ns("out"))
    )
}
capitalizerServer <- function(input, output, session) {
    output$out <- renderText({
        toupper(input$text)
    })
    onBookmark(function(state) {
        state$values$hash <- rlang::hash(input$text)
    })
    onRestore(function(state) {
        if (identical(rlang::hash(input$text), state$values$hash)) {
            message("Module's input text matches hash ", state$values$hash)
        } else {
            message("Module's input text does not match hash ", state$values$hash)
        }
    })
}
# Main app code
ui <- function(request) {
    fluidPage(
        sidebarLayout(
            sidebarPanel(
                capitalizerUI("tc"),
                textInput("text", "Enter text (not in module):"),
                bookmarkButton()
            ),
            mainPanel()
        )
    )
}
onFlush <- function(input, output, session) {
  callModule(capitalizerServer, "tc")
  onBookmark(function(state) {
    state$values$hash <- rlang::hash(input$text)
  })
  onRestore(function(state) {
    if (identical(rlang::hash(input$text), state$values$hash)) {
      message("App's input text matches hash ", state$values$hash)
    } else {
      message("App's input text does not match hash ", state$values$hash)
    }
  })
}

enableBookmarking(store = "url")

shinyApp(ui, server)
Unhandled Errors

Unhandled errors are errors that aren’t otherwise handled by Shiny or by the application logic. In other words, they are errors that will either cause the application to crash or will result in "Error" output in the UI.

You can use `onUnhandledError()` to register a function that will be called when an unhandled error occurs. This function will be called with the error object as its first argument. If the error is fatal and will result in the session closing, the error condition will have the `shiny.error.fatal` class.

Note that the `onUnhandledError()` callbacks cannot be used to prevent the app from closing or to modify the error condition. Instead, they are intended to give you an opportunity to log the error or perform other cleanup operations.

See Also

- `onStop()` for registering callbacks that will be invoked when the application exits, or when a session ends.

Examples

```r
library(shiny)

ui <- fixedPage(
  markdown(c(
    "Set the number to 8 or higher to cause an error",
    "in the `renderText()` output."
  )),
  sliderInput("number", "Number", 0, 10, 4),
  textOutput("text"),
  hr(),
  markdown(c(
    "Click the button below to crash the app with an unhandled error",
    "in an `observe()` block."
  )),
  actionButton("crash", "Crash the app!"
)

log_event <- function(level, ...) {
  ts <- strftime(Sys.time(), "[%F %T] ")
  message(level, ts, ...)
}

server <- function(input, output, session) {
  log_event("INFO", "Session started")

  onUnhandledError(function(err) {
    # log the unhandled error
    level <- if (inherits(err, "shiny.error.fatal")) "FATAL" else "ERROR"
    log_event(level, conditionMessage(err))
  })
}
onStop

```r
onStop(function() {
    log_event("INFO", "Session ended")
})

observeEvent(input$crash, stop("Oops, an unhandled error happened!"))

output$text <- renderText({
    if (input$number > 7) {
        stop("that's too high!")
    }
    sprintf("You picked number %d.", input$number)
})

shinyApp(ui, server)
```

---

### onStop

**Run code after an application or session ends**

---

**Description**

This function registers callback functions that are invoked when the application exits (when `runApp()` exits), or after each user session ends (when a client disconnects).

**Usage**

```r
onStop(fun, session = getDefaultReactiveDomain())
```

**Arguments**

- **fun**: A function that will be called after the app has finished running.
- **session**: A scope for when the callback will run. If `onStop` is called from within the server function, this will default to the current session, and the callback will be invoked when the current session ends. If `onStop` is called outside a server function, then the callback will be invoked with the application exits. If `NULL`, it is the same as calling `onStop` outside of the server function, and the callback will be invoked when the application exits.

**Value**

A function which, if invoked, will cancel the callback.

**See Also**

- `onSessionEnded()` for the same functionality, but at the session level only.
Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
  # Open this application in multiple browsers, then close the browsers.
  shinyApp(
    ui = basicPage("onStop demo"),
    
    server = function(input, output, session) {
      onStop(function() cat("Session stopped\n"))
    },
    
    onStart = function() {
      cat("Doing application setup\n")
      
      onStop(function() {
        cat("Doing application cleanup\n")
      })
    }
  )
}
# In the example above, onStop() is called inside of onStart(). This is
# the pattern that should be used when creating a shinyApp() object from
# a function, or at the console. If instead you are writing an app.R which
# will be invoked with runApp(), you can do it that way, or put the onStop()
# before the shinyApp() call, as shown below.

## Not run:
# ==== app.R ====
cat("Doing application setup\n")
onStop(function() {
  cat("Doing application cleanup\n")
})

shinyApp(
  ui = basicPage("onStop demo"),
  
  server = function(input, output, session) {
    onStop(function() cat("Session stopped\n"))
  }
)
# ==== end app.R ====

# Similarly, if you have a global.R, you can call onStop() from there.
# ==== global.R ====
cat("Doing application setup\n")
onStop(function() {
  cat("Doing application cleanup\n")
})
# ==== end global.R ====

## End(Not run)
```
outputOptions  

Description

These are the available options for an output object:

- suspendWhenHidden. When TRUE (the default), the output object will be suspended (not execute) when it is hidden on the web page. When FALSE, the output object will not suspend when hidden, and if it was already hidden and suspended, then it will resume immediately.

- priority. The priority level of the output object. Queued outputs with higher priority values will execute before those with lower values.

Usage

outputOptions(x, name, ...)

Arguments

x A shinyoutput object (typically output).

name The name of an output observer in the shinyoutput object.

... Options to set for the output observer.

Examples

## Not run:
# Get the list of options for all observers within output
outputOptions(output)

# Disable suspend for output$myplot
outputOptions(output, "myplot", suspendWhenHidden = FALSE)

# Change priority for output$myplot
outputOptions(output, "myplot", priority = 10)

# Get the list of options for output$myplot
outputOptions(output, "myplot")

## End(Not run)
**Description**

Returns a named list of key-value pairs.

**Usage**

```r
parseQueryString(str, nested = FALSE)
```

**Arguments**

- `str`  
  The query string. It can have a leading "?" or not.
- `nested`  
  Whether to parse the query string of as a nested list when it contains pairs of square brackets `[]`. For example, the query `a[i1][j1]=x&b[i1][j1]=y&b[i2][j1]=z` will be parsed as `list(a = list(i1 = list(j1 = 'x')), b = list(i1 = list(j1 = 'y'), i2 = list(j1 = 'z')))` when `nested = TRUE`, and `list('a[i1][j1]' = 'x', 'b[i1][j1]' = 'y', 'b[i2][j1]' = 'z')` when `nested = FALSE`.

**Examples**

```r
parseQueryString("?foo=1&bar=b%20a%20r")
```

```r
## Not run:
# Example of usage within a Shiny app
function(input, output, session) {
    output$queryText <- renderText(
        query <- parseQueryString(session$clientData$url_search)
        # Ways of accessing the values
        if (as.numeric(query$foo) == 1) {
            # Do something
        }
        if (query[["bar"]]) == "targetstring") {
            # Do something else
        }

        # Return a string with key-value pairs
        paste(names(query), query, sep = "=", collapse="", ")
    )
}
```

## End(Not run)
passwordInput

Create a password input control

Description

Create an password control for entry of passwords.

Usage

passwordInput(inputId, label, value = "", width = NULL, placeholder = NULL)

Arguments

inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
value Initial value.
width The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
placeholder A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.

Value

A text input control that can be added to a UI definition.

Server value

A character string of the password input. The default value is "" unless value is provided.

See Also

updateTextInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), numericInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textareaInput(), textField(), varSelectInput()

Examples

## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    passwordInput("password", "Password:"),
    actionButton("go", "Go"),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({

```
plotOutput

Create an plot or image output element

Description

Render a `renderPlot()` or `renderImage()` within an application page.

Usage

```r
imageOutput(
  outputId,
  width = "100%",
  height = "400px",
  click = NULL,
  dblclick = NULL,
  hover = NULL,
  brush = NULL,
  inline = FALSE,
  fill = FALSE
)
```

```r
plotOutput(
  outputId,
  width = "100%",
  height = "400px",
  click = NULL,
  dblclick = NULL,
  hover = NULL,
  brush = NULL,
  inline = FALSE,
  fill = !inline
)
```

Arguments

- **outputId** output variable to read the plot/image from.
- **width, height** Image width/height. Must be a valid CSS unit (like "100%", "400px", "auto") or a number, which will be coerced to a string and have "px" appended. These two arguments are ignored when `inline = TRUE`, in which case the width/height of a plot must be specified in `renderPlot()`. Note that, for height, using "auto"
or "100%" generally will not work as expected, because of how height is computed with HTML/CSS.

**click**  
This can be NULL (the default), a string, or an object created by the `clickOpts()` function. If you use a value like "plot_click" (or equivalently, `clickOpts(id="plot_click")`), the plot will send coordinates to the server whenever it is clicked, and the value will be accessible via `input$plot_click`. The value will be a named list with x and y elements indicating the mouse position.

**dblclick**  
This is just like the `click` argument, but for double-click events.

**hover**  
Similar to the `click` argument, this can be NULL (the default), a string, or an object created by the `hoverOpts()` function. If you use a value like "plot_hover" (or equivalently, `hoverOpts(id="plot_hover")`), the plot will send coordinates to the server pauses on the plot, and the value will be accessible via `input$plot_hover`. The value will be a named list with x and y elements indicating the mouse position. To control the hover time or hover delay type, you must use `hoverOpts()`.

**brush**  
Similar to the `click` argument, this can be NULL (the default), a string, or an object created by the `brushOpts()` function. If you use a value like "plot_brush" (or equivalently, `brushOpts(id="plot_brush")`), the plot will allow the user to "brush" in the plotting area, and will send information about the brushed area to the server, and the value will be accessible via `input$plot_brush`. Brushing means that the user will be able to draw a rectangle in the plotting area and drag it around. The value will be a named list with `xmin`, `xmax`, `ymin`, and `ymax` elements indicating the brush area. To control the brush behavior, use `brushOpts()`. Multiple `imageOutput/plotOutput` calls may share the same id value; brushing one image or plot will cause any other brushes with the same id to disappear.

**inline**  
Use an inline (`span()`) or block container (`div()`) for the output

**fill**  
Whether or not the returned tag should be treated as a fill item, meaning that its height is allowed to grow/shrink to fit a fill container with an opinionated height (see `htmltools::bindFillRole()`) with an opinionated height. Examples of fill containers include `bslib::card()` and `bslib::card_body_fill()`.

**Value**

A plot or image output element that can be included in a panel.

**Interactive plots**

Plots and images in Shiny support mouse-based interaction, via clicking, double-clicking, hovering, and brushing. When these interaction events occur, the mouse coordinates will be sent to the server as `input$` variables, as specified by `click`, `dblclick`, `hover`, or `brush`.

For `plotOutput`, the coordinates will be sent scaled to the data space, if possible. (At the moment, plots generated by base graphics and `ggplot2` support this scaling, although plots generated by lattice and others do not.) If scaling is not possible, the raw pixel coordinates will be sent. For `imageOutput`, the coordinates will be sent in raw pixel coordinates.
With ggplot2 graphics, the code in renderPlot should return a ggplot object; if instead the code prints the ggplot2 object with something like `print(p)`, then the coordinates for interactive graphics will not be properly scaled to the data space.

**Note**

The arguments `clickId` and `hoverId` only work for R base graphics (see the `graphics` package). They do not work for `grid`-based graphics, such as `ggplot2`, `lattice`, and so on.

**See Also**

For the corresponding server-side functions, see `renderPlot()` and `renderImage()`.

**Examples**

```r
# Only run these examples in interactive R sessions
if (interactive()) {
  # A basic shiny app with a plotOutput
  shinyApp(
    ui = fluidPage(
      sidebarLayout(
        sidebarPanel(
          actionButton("newplot", "New plot")
        ),
        mainPanel(
          plotOutput("plot")
        )
      ),
      server = function(input, output) {
        output$plot <- renderPlot({
          input$newplot
          # Add a little noise to the cars data
          cars2 <- cars + rnorm(nrow(cars))
          plot(cars2)
        })
      }
    )
  )

  # A demonstration of clicking, hovering, and brushing
  shinyApp(
    ui = basicPage(
      fluidRow(
        column(width = 4,
          plotOutput("plot", height=300,
            click = "plot_click", # Equiv to click=clickOpts(id="plot_click")
            hover = hoverOpts(id = "plot_hover", delayType = "throttle"),
            brush = brushOpts(id = "plot_brush")
          ),
          h4("Clicked points")
        )
      )
    )
  )
}
```r
server = function(input, output, session) {

data <- reactive({
  input$newplot
  # Add a little noise to the cars data so the points move
  cars + rnorm(nrow(cars))
})

output$plot <- renderPlot({
  d <- data()
  plot(d$speed, d$dist)
})

output$plot_clickinfo <- renderPrint({
  cat("Click:
  str(input$plot_click)
})

output$plot_hoverinfo <- renderPrint({
  cat("Hover (throttled):
  str(input$plot_hover)
})

output$plot_brushinfo <- renderPrint({
  cat("Brush (debounced):
  str(input$plot_brush)
})

output$plot_clickedpoints <- renderTable({
  # For base graphics, we need to specify columns, though for ggplot2,
  # it's usually not necessary.
  res <- nearPoints(data(), input$plot_click, "speed", "dist")
  if (nrow(res) == 0)
    return()
  return(res)
})

output$plot_brushedpoints <- renderTable({
  res <- brushedPoints(data(), input$plot_brush, "speed", "dist")
  if (nrow(res) == 0)
    return()
  return(res)
})
}
```

# Demo of clicking, hovering, brushing with imageOutput
# Note that coordinates are in pixels
shinyApp(
  ui = basicPage(
    fluidRow(
      column(width = 4,
        imageOutput("image", height=300,
          click = "image_click",
          hover = hoverOpts(
            id = "image_hover",
            delay = 500,
            delayType = "throttle"
          ),
          brush = brushOpts(id = "image_brush")
        ),
        column(width = 4,
          verbatimTextOutput("image_clickinfo"),
          verbatimTextOutput("image_hoverinfo")
        ),
        column(width = 4,
          wellPanel(actionButton("newimage", "New image")),
          verbatimTextOutput("image_brushinfo")
        )
      )
    ),
    server = function(input, output, session) {
      output$image <- renderImage(
        input$newimage
        # Get width and height of image output
        width <- session$clientData$output_image_width
        height <- session$clientData$output_image_height

        # Write to a temporary PNG file
        outfile <- tempfile(fileext = ".png")

        png(outfile, width=width, height=height)
        plot(rnorm(200), rnorm(200))
        dev.off()

        # Return a list containing information about the image
        list(
          src = outfile,
          contentType = "image/png",
          width = width,
          height = height,
          alt = "This is alternate text"
        )
      )
      output$image_clickinfo <- renderPrint(
        cat("Click:\n")
      )
    })
  )
)
plotPNG

Capture a plot as a PNG file.

Description

The PNG graphics device used is determined in the following order:

- If the ragg package is installed (and the shiny.useragg is not set to FALSE), then use `ragg::agg_png()`.
- If a quartz device is available (i.e., `capabilities("aqua")` is TRUE), then use `png(type = "quartz")`.
- If the Cairo package is installed (and the shiny.usecairo option is not set to FALSE), then use `Cairo::CairoPNG()`.
- Otherwise, use `grDevices::png()`. In this case, Linux and Windows may not antialias some point shapes, resulting in poor quality output.

Usage

```r
plotPNG(
  func,
  filename = tempfile(fileext = ".png"),
  width = 400,
  height = 400,
  res = 72,
  ...
)
```

Arguments

- `func`: A function that generates a plot.
- `filename`: The name of the output file. Defaults to a temp file with extension `.png`.
- `width`: Width in pixels.
- `height`: Height in pixels.
Resolution in pixels per inch. This value is passed to the graphics device. Note that this affects the resolution of PNG rendering in R; it won’t change the actual ppi of the browser.

Arguments to be passed through to the graphics device. These can be used to set the width, height, background color, etc.

Details

A NULL value provided to width or height is ignored (i.e., the default width or height of the graphics device is used).

Value

A path to the newly generated PNG file.

Description

Reporting progress (object-oriented API)

Details

Reports progress to the user during long-running operations.

This package exposes two distinct programming APIs for working with progress. withProgress() and setProgress() together provide a simple function-based interface, while the Progress reference class provides an object-oriented API.

Instantiating a Progress object causes a progress panel to be created, and it will be displayed the first time the set method is called. Calling close will cause the progress panel to be removed.

As of version 0.14, the progress indicators use Shiny’s new notification API. If you want to use the old styling (for example, you may have used customized CSS), you can use style="old" each time you call Progress$new(). If you don’t want to set the style each time Progress$new is called, you can instead call shinyOptions(progress.style="old") just once, inside the server function.

Methods

Public methods:

- Progress$new()
- Progress$set()
- Progress$inc()
- Progress$getMin()
- Progress$getMax()
- Progress$getValue()
• Progress$close()
• Progress$clone()

**Method new():** Creates a new progress panel (but does not display it).

*Usage:*
Progress$new(
  session = getDefaultReactiveDomain(),
  min = 0,
  max = 1,
  style = getShinyOption("progress.style", default = "notification")
)

*Arguments:*
- **session** The Shiny session object, as provided by shinyServer to the server function.
- **min** The value that represents the starting point of the progress bar. Must be less than **max**.
- **max** The value that represents the end of the progress bar. Must be greater than **min**.
- **style** Progress display style. If "notification" (the default), the progress indicator will show using Shiny’s notification API. If "old", use the same HTML and CSS used in Shiny 0.13.2 and below (this is for backward-compatibility).

**Method set():** Updates the progress panel. When called the first time, the progress panel is displayed.

*Usage:*
Progress$set(value = NULL, message = NULL, detail = NULL)

*Arguments:*
- **value** Single-element numeric vector; the value at which to set the progress bar, relative to **min** and **max**. NULL hides the progress bar, if it is currently visible.
- **message** A single-element character vector; the message to be displayed to the user, or NULL to hide the current message (if any).
- **detail** A single-element character vector; the detail message to be displayed to the user, or NULL to hide the current detail message (if any). The detail message will be shown with a de-emphasized appearance relative to **message**.

**Method inc():** Like set, this updates the progress panel. The difference is that inc increases the progress bar by **amount**, instead of setting it to a specific value.

*Usage:*
Progress$inc(amount = 0.1, message = NULL, detail = NULL)

*Arguments:*
- **amount** For the inc() method, a numeric value to increment the progress bar.
- **message** A single-element character vector; the message to be displayed to the user, or NULL to hide the current message (if any).
- **detail** A single-element character vector; the detail message to be displayed to the user, or NULL to hide the current detail message (if any). The detail message will be shown with a de-emphasized appearance relative to **message**.

**Method getMin():** Returns the minimum value.
Usage:
Progress$getMin()

Method getMax(): Returns the maximum value.
Usage:
Progress$getMax()

Method getValue(): Returns the current value.
Usage:
Progress$getValue()

Method close(): Removes the progress panel. Future calls to set and close will be ignored.
Usage:
Progress(close)

Method clone(): The objects of this class are cloneable with this method.
Usage:
Progress$clone(deep = FALSE)

Arguments:
dee Whether to make a deep clone.

See Also

withProgress()

Examples

## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
plotOutput("plot")
)

server <- function(input, output, session) {
output$plot <- renderPlot({
progress <- Progress$new(session, min=1, max=15)
on.exit(progress$close())
progress$set(message = 'Calculation in progress',
detail = 'This may take a while...')
for (i in 1:15) {
progress$set(value = i)
Sys.sleep(0.5)
}
plot(cars)
})
}
radioButtons

radioButtons

Create radio buttons

Description
Create a set of radio buttons used to select an item from a list.

Usage
radioButtons(
  inputId, label, choices = NULL, selected = NULL, inline = FALSE, width = NULL, choiceNames = NULL, choiceValues = NULL
)

Arguments
inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
choices List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user). If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
selected The initially selected value. If not specified, then it defaults to the first item in choices. To start with no items selected, use character(0).
inline If TRUE, render the choices inline (i.e. horizontally)
width The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
choiceNames, choiceValues List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length). If either of these arguments is provided, then the other must be provided and choices must not be provided. The advantage of using both of these over a named list for choices is that choiceNames allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.
Details

If you need to represent a "None selected" state, it's possible to default the radio buttons to have no options selected by using selected = character(0). However, this is not recommended, as it gives the user no way to return to that state once they've made a selection. Instead, consider having the first of your choices be c("None selected" = ").

Value

A set of radio buttons that can be added to a UI definition.

Server value

A character string containing the value of the selected button.

See Also

updateRadioButtons()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), numericInput(), passwordInput(), selectInput(), sliderInput(), submitButton(), textareaInput(), textInput(), varSelectInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    radioButtons("dist", "Distribution type: ",
      c("Normal" = "norm",
       "Uniform" = "unif",
       "Log-normal" = "lnorm",
       "Exponential" = "exp")),
    plotOutput("distPlot")
  )

  server <- function(input, output) {
    output$distPlot <- renderPlot({
      dist <- switch(input$dist,
        norm = rnorm,
        unif = runif,
        lnorm = rlnorm,
        exp = rexp,
        rnorm)

      hist(dist(500))
    })
  }

  shinyApp(ui, server)

  ui <- fluidPage(
```
reactive

Create a reactive expression

Description

Wraps a normal expression to create a reactive expression. Conceptually, a reactive expression is an expression whose result will change over time.

Usage

reactive(
  x,
  env = parent.frame(),
  quoted = FALSE,
  ...,  
  label = NULL,
  domain = getDefaultReactiveDomain(),
  ..stacktraceon = TRUE
)

is.reactive(x)

Arguments

x For is.reactive(), an object to test. For reactive(), an expression. When passing in a quo()sure with reactive(), remember to use rlang::inject() to distinguish that you are passing in the content of your quosure, not the expression of the quosure.
env

The parent environment for the reactive expression. By default, this is the calling
environment, the same as when defining an ordinary non-reactive expression. If
x is a quo and quoted is TRUE, then env is ignored.

quoted

If it is TRUE, then the quote()ed value of x will be used when x is evaluated. If
x is a quo and you would like to use its expression as a value for x, then you
must set quoted to TRUE.

... Not used.

label

A label for the reactive expression, useful for debugging.

domain See domains.

..stacktraceon Advanced use only. For stack manipulation purposes; see stacktrace().

Details

Reactive expressions are expressions that can read reactive values and call other reactive expres-
sions. Whenever a reactive value changes, any reactive expressions that depended on it are marked
as "invalidated" and will automatically re-execute if necessary. If a reactive expression is marked
as invalidated, any other reactive expressions that recently called it are also marked as invalidated.
In this way, invalidations ripple through the expressions that depend on each other.

See the Shiny tutorial for more information about reactive expressions.

Value

a function, wrapped in a S3 class "reactive"

Examples

library(rlang)
values <- reactiveValues(A=1)

reactiveB <- reactive(
  values$A + 1
)
# View the values from the R console with isolate()
isolate(reactiveB())
# 2

# To store expressions for later conversion to reactive, use quote()
myquo <- rlang::quo(values$A + 2)
# Unexpected value! Sending a quo directly will not work as expected.
reactiveC <- reactive(myquo)
# We’d hope for ‘3’, but instead we get the quo that was supplied.
isolate(reactiveC())

# Instead, the quo should be `rlang::inject()`’ed
reactiveD <- rlang::inject(reactive(!!myquo))
isolate(reactiveD())
# 3

# (Legacy) Can use quoted expressions
expr <- quote({ values$A + 3 })
reactiveE <- reactive(expr, quoted = TRUE)
isolate(reactiveE())
# 4

---

**reactiveFileReader**

*Reactive file reader*

**Description**

Given a file path and read function, returns a reactive data source for the contents of the file.

**Usage**

`reactiveFileReader(intervalMillis, session, filePath, readFunc, ...)`

**Arguments**

- `intervalMillis`: Approximate number of milliseconds to wait between checks of the file’s last modified time. This can be a numeric value, or a function that returns a numeric value.
- `session`: The user session to associate this file reader with, or NULL if none. If non-null, the reader will automatically stop when the session ends.
- `filePath`: The file path to poll against and to pass to `readFunc`. This can either be a single-element character vector, or a function that returns one.
- `readFunc`: The function to use to read the file; must expect the first argument to be the file path to read. The return value of this function is used as the value of the reactive file reader.
- `...`: Any additional arguments to pass to `readFunc` whenever it is invoked.

**Details**

`reactiveFileReader` works by periodically checking the file’s last modified time; if it has changed, then the file is re-read and any reactive dependents are invalidated.

The `intervalMillis`, `filePath`, and `readFunc` functions will each be executed in a reactive context; therefore, they may read reactive values and reactive expressions.

**Value**

A reactive expression that returns the contents of the file, and automatically invalidates when the file changes on disk (as determined by last modified time).

**See Also**

`reactivePoll()`
Examples

## Not run:

```r
# Per-session reactive file reader
function(input, output, session) {
  fileData <- reactiveFileReader(1000, session, 'data.csv', read.csv)

  output$data <- renderTable({
    fileData()
  })
}
```

# Cross-session reactive file reader. In this example, all sessions share
# the same reader, so read.csv only gets executed once no matter how many
# user sessions are connected.

```r
fileData <- reactiveFileReader(1000, NULL, 'data.csv', read.csv)
function(input, output, session) {
  output$data <- renderTable({
    fileData()
  })
}
```

## End(Not run)

---

**reactivePoll**  
*Reactive polling*

**Description**

Used to create a reactive data source, which works by periodically polling a non-reactive data source.

**Usage**

```r
reactivePoll(intervalMillis, session, checkFunc, valueFunc)
```

**Arguments**

- **intervalMillis**: Approximate number of milliseconds to wait between calls to `checkFunc`. This can be either a numeric value, or a function that returns a numeric value.
- **session**: The user session to associate this file reader with, or `NULL` if none. If non-null, the reader will automatically stop when the session ends.
- **checkFunc**: A relatively cheap function whose values over time will be tested for equality; inequality indicates that the underlying value has changed and needs to be invalidated and re-read using `valueFunc`. See Details.
- **valueFunc**: A function that calculates the underlying value. See Details.
Details

reactivePoll works by pairing a relatively cheap "check" function with a more expensive value retrieval function. The check function will be executed periodically and should always return a consistent value until the data changes. When the check function returns a different value, then the value retrieval function will be used to re-populate the data.

Note that the check function doesn’t return TRUE or FALSE to indicate whether the underlying data has changed. Rather, the check function indicates change by returning a different value from the previous time it was called.

For example, reactivePoll is used to implement reactiveFileReader by pairing a check function that simply returns the last modified timestamp of a file, and a value retrieval function that actually reads the contents of the file.

As another example, one might read a relational database table reactively by using a check function that does SELECT MAX(timestamp) FROM table and a value retrieval function that does SELECT * FROM table.

The intervalMillis, checkFunc, and valueFunc functions will be executed in a reactive context; therefore, they may read reactive values and reactive expressions.

Value

A reactive expression that returns the result of valueFunc, and invalidates when checkFunc changes.

See Also

reactiveFileReader()

Examples

function(input, output, session) {

  data <- reactivePoll(1000, session,
    # This function returns the time that log_file was last modified
    checkFunc = function() {
      if (file.exists(log_file))
        file.info(log_file)$mtime[1]
      else
        ""
    },
    # This function returns the content of log_file
    valueFunc = function() {
      read.csv(log_file)
    }
  )

  output$dataTable <- renderTable({
    data()
  })
}
**Description**

Creates a reactive timer with the given interval. A reactive timer is like a reactive value, except reactive values are triggered when they are set, while reactive timers are triggered simply by the passage of time.

**Usage**

```r
reactiveTimer(intervalMs = 1000, session = getDefaultReactiveDomain())
```

**Arguments**

- `intervalMs`: How often to fire, in milliseconds
- `session`: A session object. This is needed to cancel any scheduled invalidations after a user has ended the session. If `NULL`, then this invalidation will not be tied to any session, and so it will still occur.

**Details**

Reactive expressions and observers that want to be invalidated by the timer need to call the timer function that `reactiveTimer` returns, even if the current time value is not actually needed.

See `invalidateLater()` as a safer and simpler alternative.

**Value**

A no-parameter function that can be called from a reactive context, in order to cause that context to be invalidated the next time the timer interval elapses. Calling the returned function also happens to yield the current time (as in `base::Sys.time()`).

**See Also**

`invalidateLater()`

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sliderInput("n", "Number of observations", 2, 1000, 500),
  plotOutput("plot")
)

server <- function(input, output) {
```
reactiveVal

Create a (single) reactive value

Description

The reactiveVal function is used to construct a "reactive value" object. This is an object used for reading and writing a value, like a variable, but with special capabilities for reactive programming. When you read the value out of a reactiveVal object, the calling reactive expression takes a dependency, and when you change the value, it notifies any reactives that previously depended on that value.

Usage

reactiveVal(value = NULL, label = NULL)

Arguments

value An optional initial value.
label An optional label, for debugging purposes (see reactlog()). If missing, a label will be automatically created.
Details

reactiveVal is very similar to reactiveValues(), except that the former is for a single reactive value (like a variable), whereas the latter lets you conveniently use multiple reactive values by name (like a named list of variables). For a one-off reactive value, it’s more natural to use reactiveVal. See the Examples section for an illustration.

Value

A function. Call the function with no arguments to (reactively) read the value; call the function with a single argument to set the value.

Examples

```r
## Not run:

# Create the object by calling reactiveVal
r <- reactiveVal()

# Set the value by calling with an argument
r(10)

# Read the value by calling without arguments
r()

## End(Not run)

## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    actionButton("minus", "-1"),
    actionButton("plus", "+1"),
    br(),
    textOutput("value")
  )

  # The comments below show the equivalent logic using reactiveValues()
  server <- function(input, output, session) {
    value <- reactiveVal(0) # rv <- reactiveValues(value = 0)

    observeEvent(input$minus, {
      newValue <- value() - 1 # newValue <- rv$value - 1
      value(newValue) # rv$value <- newValue
    })

    observeEvent(input$plus, {
      newValue <- value() + 1 # newValue <- rv$value + 1
      value(newValue) # rv$value <- newValue
    })
  }
}
```
reactiveValues

Create an object for storing reactive values

Description

This function returns an object for storing reactive values. It is similar to a list, but with special capabilities for reactive programming. When you read a value from it, the calling reactive expression takes a reactive dependency on that value, and when you write to it, it notifies any reactive functions that depend on that value. Note that values taken from the reactiveValues object are reactive, but the reactiveValues object itself is not.

Usage

reactiveValues(...)

Arguments

... Objects that will be added to the reactiveValues object. All of these objects must be named.

See Also

isolate() and is.reactivevalues().

Examples

# Create the object with no values
values <- reactiveValues()

# Assign values to 'a' and 'b'
values$a <- 3
values[['b']] <- 4

## Not run:
# From within a reactive context, you can access values with:
values$a
values[['a']]

## End(Not run)
# If not in a reactive context (e.g., at the console), you can use isolate()
# to retrieve the value:
isolate(values$a)
isolate(values[['a']])

# Set values upon creation
values <- reactiveValues(a = 1, b = 2)
isolate(values$a)

---

**reactiveValuesToList**  
*Convert a reactivevalues object to a list*

**Description**

This function does something similar to what you might want or expect `base::as.list()` to do. The difference is that the calling context will take dependencies on every object in the `reactivevalues` object. To avoid taking dependencies on all the objects, you can wrap the call with `isolate()`.

**Usage**

```r
reactiveValuesToList(x, all.names = FALSE)
```

**Arguments**

- `x`  
  A `reactivevalues` object.

- `all.names`  
  If TRUE, include objects with a leading dot. If FALSE (the default) don’t include those objects.

**Examples**

```r
values <- reactiveValues(a = 1)
## Not run:
reactiveValuesToList(values)

## End(Not run)

# To get the objects without taking dependencies on them, use isolate().
# isolate() can also be used when calling from outside a reactive context (e.g.
# at the console)
isolate(reactiveValuesToList(values))
```
Description

Provides an interactive browser-based tool for visualizing reactive dependencies and execution in your application.

Usage

reactlog()

reactlogShow(time = TRUE)

reactlogReset()

Arguments

time A boolean that specifies whether or not to display the time that each reactive takes to calculate a result.

Details

To use the reactive log visualizer, start with a fresh R session and run the command `options(shiny.reactlog=TRUE)`; then launch your application in the usual way (e.g. using `runApp()`). At any time you can hit Ctrl+F3 (or for Mac users, Command+F3) in your web browser to launch the reactive log visualization.

The reactive log visualization only includes reactive activity up until the time the report was loaded. If you want to see more recent activity, refresh the browser.

Note that Shiny does not distinguish between reactive dependencies that "belong" to one Shiny user session versus another, so the visualization will include all reactive activity that has taken place in the process, not just for a particular application or session.

As an alternative to pressing Ctrl/Command+F3—for example, if you are using reactives outside of the context of a Shiny application—you can run the `reactlogShow` function, which will generate the reactive log visualization as a static HTML file and launch it in your default browser. In this case, refreshing your browser will not load new activity into the report; you will need to call `reactlogShow()` explicitly.

For security and performance reasons, do not enable `shiny.reactlog` in production environments. When the option is enabled, it’s possible for any user of your app to see at least some of the source code of your reactive expressions and observers.

Functions

- `reactlog()`: Return a list of reactive information. Can be used in conjunction with `reactlog::reactlog_show` to later display the reactlog graph.
- `reactlogShow()`: Display a full reactlog graph for all sessions.
- reactlogReset(): Resets the entire reactlog stack. Useful for debugging and removing all prior reactive history.

registerInputHandler  Register an Input Handler

Description

Adds an input handler for data of this type. When called, Shiny will use the function provided to refine the data passed back from the client (after being deserialized by jsonlite) before making it available in the input variable of the server.R file.

Usage

registerInputHandler(type, fun, force = FALSE)

Arguments

type  The type for which the handler should be added — should be a single-element character vector.
fun   The handler function. This is the function that will be used to parse the data delivered from the client before it is available in the input variable. The function will be called with the following three parameters:
   1. The value of this input as provided by the client, deserialized using jsonlite.
   2. The shinysession in which the input exists.
   3. The name of the input.
force If TRUE, will overwrite any existing handler without warning. If FALSE, will throw an error if this class already has a handler defined.

Details

This function will register the handler for the duration of the R process (unless Shiny is explicitly reloaded). For that reason, the type used should be very specific to this package to minimize the risk of colliding with another Shiny package which might use this data type name. We recommend the format of "packageName.widgetName". It should be called from the package's .onLoad() function.

Currently Shiny registers the following handlers: shiny.matrix, shiny.number, and shiny.date. The type of a custom Shiny Input widget will be deduced using the getType() JavaScript function on the registered Shiny inputBinding.

See Also

removeInputHandler() applyInputHandlers()
## Examples

```r
## Not run:
# Register an input handler which rounds a input number to the nearest integer
# In a package, this should be called from the .onLoad function.
registerInputHandler("mypackage.validint", function(x, shinysession, name) {
  if (is.null(x)) return(NA)
  round(x)
})

## On the Javascript side, the associated input binding must have a corresponding getType method:
# getType: function(el) {
#   return "mypackage.validint";
# }

## End(Not run)
```

---

### removeInputHandler

**Deregister an Input Handler**

#### Description

Removes an Input Handler. Rather than using the previously specified handler for data of this type, the default jsonlite serialization will be used.

#### Usage

```r
removeInputHandler(type)
```

#### Arguments

- **type**  
  The type for which handlers should be removed.

#### Value

The handler previously associated with this type, if one existed. Otherwise, NULL.

#### See Also

`registerInputHandler()`
renderCachedPlot

Plot output with cached images

Description

Renders a reactive plot, with plot images cached to disk. As of Shiny 1.6.0, this is a shortcut for using `bindCache()` with `renderPlot()`.

Usage

```r
renderCachedPlot(
  expr, 
  cacheKeyExpr, 
  sizePolicy = sizeGrowthRatio(width = 400, height = 400, growthRate = 1.2), 
  res = 72, 
  cache = "app", 
  ...,
  alt = "Plot object", 
  outputArgs = list(), 
  width = NULL, 
  height = NULL
)
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>expr</code></td>
<td>An expression that generates a plot.</td>
</tr>
<tr>
<td><code>cacheKeyExpr</code></td>
<td>An expression that returns a cache key. This key should be a unique identifier for a plot: the assumption is that if the cache key is the same, then the plot will be the same.</td>
</tr>
<tr>
<td><code>sizePolicy</code></td>
<td>A function that takes two arguments, width and height, and returns a list with width and height. The purpose is to round the actual pixel dimensions from the browser to some other dimensions, so that this will not generate and cache images of every possible pixel dimension. See <code>sizeGrowthRatio()</code> for more information on the default sizing policy.</td>
</tr>
<tr>
<td><code>res</code></td>
<td>The resolution of the PNG, in pixels per inch.</td>
</tr>
<tr>
<td><code>cache</code></td>
<td>The scope of the cache, or a cache object. This can be &quot;app&quot; (the default), &quot;session&quot;, or a cache object like a <code>cachem::cache_disk()</code>. See the Cache Scoping section for more information.</td>
</tr>
<tr>
<td><code>...</code></td>
<td>Arguments to be passed through to <code>plotPNG()</code>. These can be used to set the width, height, background color, etc.</td>
</tr>
</tbody>
</table>
| `alt`        | Alternate text for the HTML `<img>` tag if it cannot be displayed or viewed (i.e., the user uses a screen reader). In addition to a character string, the value may be a reactive expression (or a function referencing reactive values) that returns a character string. If the value is `NA` (the default), then `ggplot2::get_alt_text()` is used to extract alt text from ggplot objects; for other plots, `NA` results in `alt`
text of "Plot object". NULL or "" is not recommended because those should be limited to decorative images.

outputArgs A list of arguments to be passed through to the implicit call to `plotOutput()` when `renderPlot` is used in an interactive R Markdown document.

width, height not used. They are specified via the argument `sizePolicy`.

Details

`expr` is an expression that generates a plot, similar to that in `renderPlot`. Unlike with `renderPlot`, this expression does not take reactive dependencies. It is re-executed only when the cache key changes.

`cacheKeyExpr` is an expression which, when evaluated, returns an object which will be serialized and hashed using the `rlang::hash()` function to generate a string that will be used as a cache key. This key is used to identify the contents of the plot: if the cache key is the same as a previous time, it assumes that the plot is the same and can be retrieved from the cache.

This `cacheKeyExpr` is reactive, and so it will be re-evaluated when any upstream reactives are invalidated. This will also trigger re-execution of the plotting expression, `expr`.

The key should consist of "normal" R objects, like vectors and lists. Lists should in turn contain other normal R objects. If the key contains environments, external pointers, or reference objects — or even if it has such objects attached as attributes — then it is possible that it will change unpredictably even when you do not expect it to. Additionally, because the entire key is serialized and hashed, if it contains a very large object — a large data set, for example — there may be a noticeable performance penalty.

If you face these issues with the cache key, you can work around them by extracting out the important parts of the objects, and/or by converting them to normal R objects before returning them. Your expression could even serialize and hash that information in an efficient way and return a string, which will in turn be hashed (very quickly) by the `rlang::hash()` function.

Internally, the result from `cacheKeyExpr` is combined with the name of the output (if you assign it to `output$plot1`, it will be combined with "plot1") to form the actual key that is used. As a result, even if there are multiple plots that have the same `cacheKeyExpr`, they will not have cache key collisions.

Interactive plots

`renderCachedPlot` can be used to create interactive plots. See `plotOutput()` for more information and examples.

See Also

See `renderPlot()` for the regular, non-cached version of this function. It can be used with `bindCache()` to get the same effect as `renderCachedPlot()`. For more about configuring caches, see `cachem::cache_mem()` and `cachem::cache_disk()`.

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
```
# A basic example that uses the default app-scoped memory cache.
# The cache will be shared among all simultaneous users of the application.
shinyApp(
  fluidPage(
    sidebarLayout(
      sidebarPanel(
        sliderInput("n", "Number of points", 4, 32, value = 8, step = 4)
      ),
      mainPanel(plotOutput("plot"))
    )
  ),
  function(input, output, session) {
    output$plot <- renderCachedPlot({
      Sys.sleep(2) # Add an artificial delay
      seqn <- seq_len(input$n)
      plot(mtcars$wt[seqn], mtcars$mpg[seqn],
           xlim = range(mtcars$wt), ylim = range(mtcars$mpg))
    },
    cacheKeyExpr = { list(input$n) }
  )
)
)

# An example uses a data object shared across sessions. mydata() is part of
# the cache key, so when its value changes, plots that were previously
# stored in the cache will no longer be used (unless mydata() changes back
# to its previous value).
mydata <- reactiveVal(data.frame(x = rnorm(400), y = rnorm(400)))
ui <- fluidPage(
  sidebarLayout(
    sliderInput("n", "Number of points", 50, 400, 100, step = 50),
    actionButton("newdata", "New data")
  ),
  mainPanel(
    plotOutput("plot"),
  )
)
server <- function(input, output, session) {
  observeEvent(input$newdata, {
    mydata(data.frame(x = rnorm(400), y = rnorm(400)))
  })
  output$plot <- renderCachedPlot({
    Sys.sleep(2)
    d <- mydata()
  })
}
renderCachedPlot

    seqn <- seq_len(input$n)
    plot(d$x[seqn], d$y[seqn], xlim = range(d$x), ylim = range(d$y))
), cacheKeyExpr = { list(input$n, mydata()) },
)

shinyApp(ui, server)

# A basic application with two plots, where each plot in each session has
# a separate cache.
shinyApp(
  fluidPage(
    sidebarLayout(
      sidebarPanel(
        sliderInput("n", "Number of points", 4, 32, value = 8, step = 4)
      ),
      mainPanel(
        plotOutput("plot1"),
        plotOutput("plot2")
      )
    ),
    function(input, output, session) {
      output$plot1 <- renderCachedPlot({
        Sys.sleep(2) # Add an artificial delay
        seqn <- seq_len(input$n)
        plot(mtcars$wt[seqn], mtcars$mpg[seqn],
             xlim = range(mtcars$wt), ylim = range(mtcars$mpg))
      }, cacheKeyExpr = { list(input$n) },
      cache = cachem::cache_mem()
    }
    output$plot2 <- renderCachedPlot({
        Sys.sleep(2) # Add an artificial delay
        seqn <- seq_len(input$n)
        plot(mtcars$wt[seqn], mtcars$mpg[seqn],
             xlim = range(mtcars$wt), ylim = range(mtcars$mpg))
      }, cacheKeyExpr = { list(input$n) },
      cache = cachem::cache_mem()
    }
  )
)

## Not run:
# At the top of app.R, this set the application-scoped cache to be a memory
# cache that is 20 MB in size, and where cached objects expire after one
# hour.
shinyOptions(cache = cachem::cache_mem(max_size = 20e6, max_age = 3600))
# At the top of app.R, this set the application-scoped cache to be a disk
# cache that can be shared among multiple concurrent R processes, and is
# deleted when the system reboots.
shinyOptions(cache = cachem::cache_disk(file.path(dirname(tempdir()), "myapp-cache")))

# At the top of app.R, this set the application-scoped cache to be a disk
# cache that can be shared among multiple concurrent R processes, and
# persists on disk across reboots.
shinyOptions(cache = cachem::cache_disk("./myapp-cache"))

# At the top of the server function, this set the session-scoped cache to be
# a memory cache that is 5 MB in size.
server <- function(input, output, session) {
  shinyOptions(cache = cachem::cache_mem(max_size = 5e6))

  output$plot <- renderCachedPlot(
    ...,
    cache = "session"
  )
}

## End(Not run)

---

renderImage | Image file output

**Description**

Renders a reactive image that is suitable for assigning to an output slot.

**Usage**

```r
renderImage(
  expr,
  env = parent.frame(),
  quoted = FALSE,
  deleteFile,
  outputArgs = list()
)
```

**Arguments**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>expr</td>
<td>An expression that returns a list.</td>
</tr>
<tr>
<td>env</td>
<td>The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If expr is a quosure and quoted is TRUE, then env is ignored.</td>
</tr>
</tbody>
</table>
renderImage

quoted If it is TRUE, then the quote()ed value of expr will be used when expr is evaluated. If expr is a quosure and you would like to use its expression as a value for expr, then you must set quoted to TRUE.

deleteFile Should the file in func()$src be deleted after it is sent to the client browser? Generally speaking, if the image is a temp file generated within func, then this should be TRUE; if the image is not a temp file, this should be FALSE. (For backward compatibility reasons, if this argument is missing, a warning will be emitted, and if the file is in the temp directory it will be deleted. In the future, this warning will become an error.)

outputArgs A list of arguments to be passed through to the implicit call to imageOutput() when renderImage is used in an interactive R Markdown document.

Details

The expression expr must return a list containing the attributes for the img object on the client web page. For the image to display properly, the list must have at least one entry, src, which is the path to the image file. It may also be useful to have a contentType entry specifying the MIME type of the image. If one is not provided, renderImage will try to autodetect the type, based on the file extension.

Other elements such as width, height, class, and alt, can also be added to the list, and they will be used as attributes in the img object.

The corresponding HTML output tag should be div or img and have the CSS class name shiny-image-output.

See Also

For more details on how the images are generated, and how to control the output, see plotPNG().

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  ui <- fluidPage(
    sliderInput("n", "Number of observations", 2, 1000, 500),
    plotOutput("plot1"),
    plotOutput("plot2"),
    plotOutput("plot3")
  )

  server <- function(input, output, session) {

    # A plot of fixed size
    output$plot1 <- renderImage({
      # A temp file to save the output. It will be deleted after renderImage
      # sends it, because deleteFile=TRUE.
      outfile <- tempfile(fileext='.png')
      png(outfile, width=400, height=400)

      # Generate a png
      png(outfile, width=400, height=400)

      # Add the content to the img object
      list(src=outfile)
    })
  }
}
renderPlot

```
# A dynamically-sized plot
output$plot2 <- renderImage({
  # Read plot2's width and height. These are reactive values, so this
  # expression will re-run whenever these values change.
  width <- session$clientData$output_plot2_width
  height <- session$clientData$output_plot2_height

  # A temp file to save the output.
  outfile <- tempfile(fileext='.png')

  png(outfile, width=width, height=height)
  hist(rnorm(input$n))
  dev.off()

  # Return a list containing the filename
  list(src = outfile,
       width = width,
       height = height,
       alt = "This is alternate text")
}, deleteFile = TRUE)

# Send a pre-rendered image, and don't delete the image after sending it
# NOTE: For this example to work, it would require files in a subdirectory
# named images/
output$plot3 <- renderImage({
  # When input$n is 1, filename is ./images/image1.jpeg
  filename <- normalizePath(file.path('./images',
                                    paste('image', input$n, '.jpeg', sep='')))

  # Return a list containing the filename
  list(src = filename)
}, deleteFile = FALSE)
```

shinyApp(ui, server)

---

**renderPlot**

**Plot Output**

**Description**

Renders a reactive plot that is suitable for assigning to an output slot.
Usage

renderPlot(
  expr,
  width = "auto",
  height = "auto",
  res = 72,
  ...
  alt = NA,
  env = parent.frame(),
  quoted = FALSE,
  execOnResize = FALSE,
  outputArgs = list()
)

Arguments

expr An expression that generates a plot.
width, height Height and width can be specified in three ways:
  • "auto", the default, uses the size specified by plotOutput() (i.e. the
    offsetWidth / 'offsetHeight' of the HTML element bound to this plot.)
  • An integer, defining the width/height in pixels.
  • A function that returns the width/height in pixels (or "auto").
    The function is executed in a reactive context so that you can refer to
    reactive values and expression to make the width/height reactive.

When rendering an inline plot, you must provide numeric values (in pixels) to both width and height.

res Resolution of resulting plot, in pixels per inch. This value is passed to plotPNG().

Note that this affects the resolution of PNG rendering in R; it won’t change the
actual ppi of the browser.

... Arguments to be passed through to plotPNG(). These can be used to set the
width, height, background color, etc.

alt Alternate text for the HTML <img> tag if it cannot be displayed or viewed (i.e.,
the user uses a screen reader). In addition to a character string, the value may
be a reactive expression (or a function referencing reactive values) that returns a
character string. If the value is NA (the default), then ggplot2::get_alt_text()
is used to extract alt text from ggplot objects; for other plots, NA results in alt
text of "Plot object". NULL or "" is not recommended because those should be
limited to decorative images.

env The parent environment for the reactive expression. By default, this is the calling
environment, the same as when defining an ordinary non-reactive expression. If
expr is a quosure and quoted is TRUE, then env is ignored.

quoted If it is TRUE, then the quote()ed value of expr will be used when expr is evalu-
at. If expr is a quosure and you would like to use its expression as a value
for expr, then you must set quoted to TRUE.
execOnResize If FALSE (the default), then when a plot is resized, Shiny will replay the plot drawing commands with `grDevices::replayPlot()` instead of re-executing `expr`. This can result in faster plot redrawing, but there may be rare cases where it is undesirable. If you encounter problems when resizing a plot, you can have Shiny re-execute the code on resize by setting this to TRUE.

outputArgs A list of arguments to be passed through to the implicit call to `plotOutput()` when `renderPlot` is used in an interactive R Markdown document.

Details

The corresponding HTML output tag should be div or img and have the CSS class name shiny-plot-output.

Interactive plots

With ggplot2 graphics, the code in `renderPlot` should return a ggplot object; if instead the code prints the ggplot2 object with something like `print(p)`, then the coordinates for interactive graphics will not be properly scaled to the data space.

See `plotOutput()` for more information about interactive plots.

See Also

For the corresponding client-side output function, and example usage, see `plotOutput()`. For more details on how the plots are generated, and how to control the output, see `plotPNG()`. `renderCachedPlot()` offers a way to cache generated plots to expedite the rendering of identical plots.

---

**renderPrint**

**Text Output**

**Description**

`renderPrint()` prints the result of `expr`, while `renderText()` pastes it together into a single string. `renderPrint()` is equivalent to `print()`; `renderText()` is equivalent to `cat()`. Both functions capture all other printed output generated while evaluating `expr`.

`renderPrint()` is usually paired with `verbatimTextOutput()`; `renderText()` is usually paired with `textOutput()`.

**Usage**

```r
renderPrint(
  expr,
  env = parent.frame(),
  quoted = FALSE,
  width = getOption("width"),
  outputArgs = list()
)

renderText(
```
```
renderPrint

expr,
env = parent.frame(),
quoted = FALSE,
outputArgs = list(),
sep = " "
)

Arguments

expr       An expression to evaluate.
env        The parent environment for the reactive expression. By default, this is the calling
           environment, the same as when defining an ordinary non-reactive expression. If
           expr is a quosure and quoted is TRUE, then env is ignored.
quoted     If it is TRUE, then the quote()ed value of expr will be used when expr is evalu-
           ated. If expr is a quosure and you would like to use its expression as a value
           for expr, then you must set quoted to TRUE.
width      Width of printed output.
outputArgs A list of arguments to be passed through to the implicit call to verbatimTextOutput()
           or textOutput() when the functions are used in an interactive RMarkdown
           document.
sep        A separator passed to cat to be appended after each element.

Details

The corresponding HTML output tag can be anything (though pre is recommended if you need a
monospace font and whitespace preserved) and should have the CSS class name shiny-text-output.

Value

For renderPrint(), note the given expression returns NULL then NULL will actually be visible in
the output. To display nothing, make your function return invisible().

Examples

isolate({
  # renderPrint captures any print output, converts it to a string, and
  # returns it
  visFun <- renderPrint({ "foo" })
  visFun()
  # '[i] "foo"'

  invisFun <- renderPrint({ invisible("foo") })
  invisFun()
  # '

  multiprintFun <- renderPrint({
    print("Foo");
    "bar"
  })
})
```
## renderUI

```r
nullFun <- renderPrint({ NULL })
nullFun()
# 'NULL'

invisNullFun <- renderPrint({ invisible(NULL) })
invisNullFun()
# '

vecFun <- renderPrint({ 1:5 })
vecFun()
# '[1] 1 2 3 4 5'

# Contrast with renderText, which takes the value returned from the function
# and uses cat() to convert it to a string
visFun <- renderText({ "foo" })
visFun()
# 'foo'

invisFun <- renderText({ invisible("foo") })
invisFun()
# 'foo'

multiprintFun <- renderText({
  print("foo");
  "bar"
})
multiprintFun()
# 'bar'

nullFun <- renderText({ NULL })
nullFun()
# '

invisNullFun <- renderText({ invisible(NULL) })
invisNullFun()
# '

vecFun <- renderText({ 1:5 })
vecFun()
# '1 2 3 4 5'
```

---

renderUI  UI Output
**Description**

Renders reactive HTML using the Shiny UI library.

**Usage**

```
renderUI(expr, env = parent.frame(), quoted = FALSE, outputArgs = list())
```

**Arguments**

- **expr**: An expression that returns a Shiny tag object, `HTML()`, or a list of such objects.
- **env**: The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If `expr` is a quosure and `quoted` is `TRUE`, then `env` is ignored.
- **quoted**: If it is `TRUE`, then the `quote()`ed value of `expr` will be used when `expr` is evaluated. If `expr` is a quosure and you would like to use its expression as a value for `expr`, then you must set `quoted` to `TRUE`.
- **outputArgs**: A list of arguments to be passed through to the implicit call to `uiOutput()` when `renderUI` is used in an interactive R Markdown document.

**Details**

The corresponding HTML output tag should be `div` and have the CSS class name `shiny-html-output` (or use `uiOutput()`).

**See Also**

- `uiOutput()`

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  uiOutput("moreControls")
)

server <- function(input, output) {
  output$moreControls <- renderUI({
    tagList(
      sliderInput("n", "N", 1, 1000, 500),
      textInput("label", "Label")
    )
  })
}

shinyApp(ui, server)
}
```
repeatable  

Make a random number generator repeatable

Description

Given a function that generates random data, returns a wrapped version of that function that always uses the same seed when called. The seed to use can be passed in explicitly if desired; otherwise, a random number is used.

Usage

```
repeatable(rngfunc, seed = stats::runif(1, 0, .Machine$integer.max))
```

Arguments

- **rngfunc**  
  The function that is affected by the R session’s seed.

- **seed**  
  The seed to set every time the resulting function is called.

Value

A repeatable version of the function that was passed in.

Note

When called, the returned function attempts to preserve the R session’s current seed by snapshotting and restoring `base::.Random.seed()`.

Examples

```
rnormA <- repeatable(rnorm)
rnormB <- repeatable(rnorm)
rnormA(3)  # [1] 1.8285879 -0.7468041 -0.4639111
rnormA(3)  # [1] 1.8285879 -0.7468041 -0.4639111
rnormA(5)  # [1] 1.8285879 -0.7468041 -0.4639111 -1.6510126 -1.4686924
rnormB(5)  # [1] -0.7946034 0.2568374 -0.6567597 1.2451387 -0.8375699
```

req  

Check for required values

Description

Ensure that values are available ("truthy") before proceeding with a calculation or action. If any of the given values is not truthy, the operation is stopped by raising a "silent" exception (not logged by Shiny, nor displayed in the Shiny app’s UI).
Usage

req(..., cancelOutput = FALSE)

Arguments

... Values to check for truthiness.
cancelOutput If TRUE and an output is being evaluated, stop processing as usual but instead of clearing the output, leave it in whatever state it happens to be in. If "progress", do the same as TRUE, but also keep the output in recalculating state; this is intended for cases when an in-progress calculation will not be completed in this reactive flush cycle, but is still expected to provide a result in the future.

Details

The req function was designed to be used in one of two ways. The first is to call it like a statement (ignoring its return value) before attempting operations using the required values:

rv <- reactiveValues(state = FALSE)
r <- reactive({
  req(input$a, input$b, rv$state)
  # Code that uses input$a, input$b, and/or rv$state...
})

In this example, if r() is called and any of input$a, input$b, and rv$state are NULL, FALSE, "", etc., then the req call will trigger an error that propagates all the way up to whatever render block or observer is executing.

The second is to use it to wrap an expression that must be truthy:

output$plot <- renderPlot({
  if (req(input$plotType) == "histogram") {
    hist(dataset())
  } else if (input$plotType == "scatter") {
    qplot(dataset(), aes(x = x, y = y))
  }
})

In this example, req(input$plotType) first checks that input$plotType is truthy, and if so, returns it. This is a convenient way to check for a value "inline" with its first use.

Value

The first value that was passed in.

Using req(FALSE)

You can use req(FALSE) (i.e. no condition) if you’ve already performed all the checks you needed to by that point and just want to stop the reactive chain now. There is no advantage to this, except perhaps ease of readability if you have a complicated condition to check for (or perhaps if you’d like to divide your condition into nested if statements).
Using `cancelOutput = TRUE`

When `req(..., cancelOutput = TRUE)` is used, the "silent" exception is also raised, but it is treated slightly differently if one or more outputs are currently being evaluated. In those cases, the reactive chain does not proceed or update, but the output(s) are left in whatever state they happen to be in (whatever was their last valid state).

Note that this is always going to be the case if this is used inside an output context (e.g. `output$txt <- ...`). It may or may not be the case if it is used inside a non-output context (e.g. `reactive()`, `observe()` or `observeEvent()`) — depending on whether or not there is an `output$...` that is triggered as a result of those calls. See the examples below for concrete scenarios.

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    textInput('data', 'Enter a dataset from the "datasets" package', 'cars'),
    p('E.g. "cars", "mtcars", "pressure", "faithful"'), hr(),
    tableOutput('tbl')
  )

  server <- function(input, output) {
    output$tbl <- renderTable({
      ## to require that the user types something, use: `req(input$data)`
      ## but better: require that input$data is valid and leave the last
      ## valid table up
      req(exists(input$data, "package:datasets", inherits = FALSE),
          cancelOutput = TRUE)

      head(get(input$data, "package:datasets", inherits = FALSE))
    })
  }

  shinyApp(ui, server)
}
```

---

`restoreInput`  
_Restore an input value_

**Description**

This restores an input value from the current restore context. It should be called early on inside of input functions (like `textInput()`).

**Usage**

`restoreInput(id, default)`
Arguments

id Name of the input value to restore.
default A default value to use, if there’s no value to restore.

Description

Runs a Shiny application. This function normally does not return; interrupt R to stop the application (usually by pressing Ctrl+C or Esc).

Usage

runApp(
  appDir = getwd(),
  port = getOption("shiny.port"),
  launch.browser = getOption("shiny.launch.browser", interactive()),
  host = getOption("shiny.host", "127.0.0.1"),
  workerId = "",
  quiet = FALSE,
  display.mode = c("auto", "normal", "showcase"),
  test.mode = getOption("shiny.testmode", FALSE)
)

Arguments

appDir The application to run. Should be one of the following:
  • A directory containing server.R, plus, either ui.R or a www directory that contains the file index.html.
  • A directory containing app.R.
  • An .R file containing a Shiny application, ending with an expression that produces a Shiny app object.
  • A list with ui and server components.
  • A Shiny app object created by shinyApp().

port The TCP port that the application should listen on. If the port is not specified, and the shiny.port option is set (with options(shiny.port = XX)), then that port will be used. Otherwise, use a random port between 3000:8000, excluding ports that are blocked by Google Chrome for being considered unsafe: 3659, 4045, 5060, 5061, 6000, 6566, 6665:6669 and 6697. Up to twenty random ports will be tried.

launch.browser If true, the system’s default web browser will be launched automatically after the app is started. Defaults to true in interactive sessions only. The value of this parameter can also be a function to call with the application’s URL.
The IPv4 address that the application should listen on. Defaults to the shiny.host option, if set, or "127.0.0.1" if not. See Details.

Can generally be ignored. Exists to help some editions of Shiny Server Pro route requests to the correct process.

Should Shiny status messages be shown? Defaults to FALSE.

The mode in which to display the application. If set to the value "showcase", shows application code and metadata from a DESCRIPTION file in the application directory alongside the application. If set to "normal", displays the application normally. Defaults to "auto", which displays the application in the mode given in its DESCRIPTION file, if any.

Should the application be launched in test mode? This is only used for recording or running automated tests. Defaults to the shiny.testmode option, or FALSE if the option is not set.

The host parameter was introduced in Shiny 0.9.0. Its default value of "127.0.0.1" means that, contrary to previous versions of Shiny, only the current machine can access locally hosted Shiny apps. To allow other clients to connect, use the value "0.0.0.0" instead (which was the value that was hard-coded into Shiny in 0.8.0 and earlier).

Examples

```r
## Not run:
# Start app in the current working directory
runApp()

# Start app in a subdirectory called myapp
runApp("myapp")

## End(Not run)

## Only run this example in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  # Apps can be run without a server.r and ui.r file
  runApp(list(
    ui = bootstrapPage(
      numericInput('n', 'Number of obs', 100),
      plotOutput('plot')
    ),
    server = function(input, output) {
      output$plot <- renderPlot({ hist(runif(input$n)) })
    }
  ))
}

# Running a Shiny app object
app <- shinyApp(
```
ui = bootstrapPage(
  numericInput('n', 'Number of obs', 100),
  plotOutput('plot'),
),
server = function(input, output) {
  output$plot <- renderPlot({ hist(runif(input$n)) })
}
)
runApp(app)

---

**runExample**

**Run Shiny Example Applications**

**Description**

Launch Shiny example applications, and optionally, your system’s web browser.

**Usage**

```r
runExample(
  example = NA,
  port = getOption("shiny.port"),
  launch.browser = getOption("shiny.launch.browser", interactive()),
  host = getOption("shiny.host", "127.0.0.1"),
  display.mode = c("auto", "normal", "showcase"),
  package = "shiny"
)
```

**Arguments**

- `example` The name of the example to run, or NA (the default) to list the available examples.
- `port` The TCP port that the application should listen on. If the port is not specified, and the shiny.port option is set (with options(shiny.port = XX)), then that port will be used. Otherwise, use a random port between 3000:8000, excluding ports that are blocked by Google Chrome for being considered unsafe: 3659, 4045, 5060, 5061, 6000, 6566, 6665:6669 and 6697. Up to twenty random ports will be tried.
- `launch.browser` If true, the system’s default web browser will be launched automatically after the app is started. Defaults to true in interactive sessions only.
- `host` The IPv4 address that the application should listen on. Defaults to the shiny.host option, if set, or "127.0.0.1" if not.
- `display.mode` The mode in which to display the example. Defaults to showcase, but may be set to normal to see the example without code or commentary.
runGadget

The package in which to find the example (defaults to "shiny").
To provide examples in your package, store examples in the inst/examples-shiny
directory of your package. Each example should be in its own subdirectory and
should be runnable when `runApp()` is called on the subdirectory. Example apps
can include a DESCRIPTION file and a README.md file to provide metadata and
commentary about the example. See the article on Display Modes on the Shiny
website for more information.

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
    # List all available examples
    runExample()

    # Run one of the examples
    runExample("01_hello")

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

---

runGadget  
Run a gadget

Description

Similar to runApp, but handles input$cancel automatically, and if running in RStudio, defaults to
viewing the app in the Viewer pane.

Usage

```r
runGadget(
    app,  
    server = NULL,  
    port = getOption("shiny.port"),  
    viewer = paneViewer(),  
    stopOnCancel = TRUE
)
```

Arguments

- `app`  
  Either a Shiny app object as created by `shinyApp()` et al, or, a UI object.

- `server`  
  Ignored if app is a Shiny app object; otherwise, passed along to shinyApp (i.e.
  shinyApp(ui = app, server = server)).

- `port`  
  See `runApp()`.

- `viewer`  
  Specify where the gadget should be displayed–viewer pane, dialog window, or
  external browser–by passing in a call to one of the viewer() functions.
stopOnCancel If TRUE (the default), then an observeEvent is automatically created that handles input$cancel by calling stopApp() with an error. Pass FALSE if you want to handle input$cancel yourself.

Value The value returned by the gadget.

Examples

```r
## Not run:
library(shiny)

ui <- fillPage(...)  
server <- function(input, output, session) {
  ...
}

# Either pass ui/server as separate arguments...
runGadget(ui, server)

# ...or as a single app object
runGadget(shinyApp(ui, server))

## End(Not run)
```

---

**runTests**

`Runs the tests associated with this Shiny app`

**Description**

Sources the .R files in the top-level of tests/ much like R CMD check. These files are typically simple runners for tests nested in other directories under tests/.

**Usage**

```r
runTests(appDir = ".", filter = NULL, assert = TRUE, envir = globalenv())
```

**Arguments**

- **appDir** The base directory for the application.
- **filter** If not NULL, only tests with file names matching this regular expression will be executed. Matching is performed on the file name including the extension.
- **assert** Logical value which determines if an error should be thrown if any error is captured.
- **envir** Parent testing environment in which to base the individual testing environments.
Details

Historically, `shinytest` recommended placing tests at the top-level of the `tests/` directory. This older folder structure is not supported by `runTests`. Please see `shinyAppTemplate()` for more details.

Value

A data frame classed with the supplemental class "shiny_runtests". The data frame has the following columns:

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>file</td>
<td>character(1)</td>
<td>File name of the runner script in <code>tests/</code> that was sourced.</td>
</tr>
<tr>
<td>pass</td>
<td>logical(1)</td>
<td>Whether or not the runner script signaled an error when sourced.</td>
</tr>
<tr>
<td>result</td>
<td>any or NA</td>
<td>The return value of the runner</td>
</tr>
</tbody>
</table>

Description

`runUrl()` downloads and launches a Shiny application that is hosted at a downloadable URL. The Shiny application must be saved in a .zip, .tar, or .tar.gz file. The Shiny application files must be contained in the root directory or a subdirectory in the archive. For example, the files might be `myapp/server.r` and `myapp/ui.r`. The functions `runGitHub()` and `runGist()` are based on `runUrl()`, using URL’s from GitHub (https://github.com) and GitHub gists (https://gist.github.com), respectively.

Usage

```r
runUrl(url, filetype = NULL, subdir = NULL, destdir = NULL, ...)
runGist(gist, destdir = NULL, ...)
runGitHub(
  repo,
  username = getOption("github.user"),
  ref = "HEAD",
  subdir = NULL,
  destdir = NULL,
  ...
)
```

Arguments

- `url` URL of the application.
filetype  The file type (".zip", ".tar", or ".tar.gz"). Defaults to the file extension taken from the url.

subdir  A subdirectory in the repository that contains the app. By default, this function will run an app from the top level of the repo, but you can use a path such as "inst/shinyapp".

destdir  Directory to store the downloaded application files. If NULL (the default), the application files will be stored in a temporary directory and removed when the app exits.

... Other arguments to be passed to runApp(), such as port and launch.browser.

gist  The identifier of the gist. For example, if the gist is https://gist.github.com/jcheng5/3239667, then 3239667, '3239667', and 'https://gist.github.com/jcheng5/3239667' are all valid values.

repo  Name of the repository.

username  GitHub username. If repo is of the form "username/repo", username will be taken from repo.

ref  Desired git reference. Could be a commit, tag, or branch name. Defaults to "HEAD", which means the default branch on GitHub, typically "main" or "master".

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
  runUrl("https://github.com/rstudio/shiny_example/archive/main.tar.gz")

  # Can run an app from a subdirectory in the archive
  runUrl("https://github.com/rstudio/shiny_example/archive/main.zip",
         subdir = "inst/shinyapp/"
  )
}

## Only run this example in interactive R sessions
if (interactive()) {
  runGist(3239667)
  runGist("https://gist.github.com/jcheng5/3239667")

  # Old URL format without username
  runGist("https://gist.github.com/3239667")
}

## Only run this example in interactive R sessions
if (interactive()) {
  runGitHub("shiny_example", "rstudio")
  # or runGitHub("rstudio/shiny_example")

  # Can run an app from a subdirectory in the repo
  runGitHub("shiny_example", "rstudio", subdir = "inst/shinyapp/"
  )
}
```
safeError

Declare an error safe for the user to see

Description

This should be used when you want to let the user see an error message even if the default is to sanitize all errors. If you have an error e and call stop(safeError(e)), then Shiny will ignore the value of getOption("shiny.sanitize.errors") and always display the error in the app itself.

Usage

safeError(error)

Arguments

error Either an "error" object or a "character" object (string). In the latter case, the string will become the message of the error returned by safeError.

Details

An error generated by safeError has priority over all other Shiny errors. This can be dangerous. For example, if you have set options(shiny.sanitize.errors = TRUE), then by default all error messages are omitted in the app, and replaced by a generic error message. However, this does not apply to safeError: whatever you pass through error will be displayed to the user. So, this should only be used when you are sure that your error message does not contain any sensitive information. In those situations, safeError can make your users’ lives much easier by giving them a hint as to where the error occurred.

Value

An "error" object

See Also

shiny-options()

Examples

## Only run examples in interactive R sessions
if (interactive()) {

# uncomment the desired line to experiment with shiny.sanitize.errors
# options(shiny.sanitize.errors = TRUE)
# options(shiny.sanitize.errors = FALSE)

# Define UI
ui <- fluidPage(
  textInput('number', 'Enter your favorite number from 1 to 10', '5'),
  textOutput('normalError'),
}
# Server logic
server <- function(input, output) {
  output$normalError <- renderText({'
    number <- input$number
    if (number %in% 1:10) {
      return(paste('You chose', number, '!'))
    } else {
      stop(paste(number, 'is not a number between 1 and 10'))
    }
  })
  output$safeError <- renderText({'
    number <- input$number
    if (number %in% 1:10) {
      return(paste('You chose', number, '!'))
    } else {
      stop(safeError(paste(number, 'is not a number between 1 and 10')))}
  })
}

# Complete app with UI and server components
shinyApp(ui, server)

---

**selectInput**  
Create a select list input control

**Description**
Create a select list that can be used to choose a single or multiple items from a list of values.

**Usage**
```r
selectInput(
  inputId,  
  label,    
  choices,  
  selected = NULL,  
  multiple = FALSE,  
  selectize = TRUE,  
  width = NULL,  
  size = NULL
)```
selectInput(inputId, ..., options = NULL, width = NULL)

Arguments

inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
choices List of values to select from. If elements of the list are named, then that name — rather than the value — is displayed to the user. It’s also possible to group related inputs by providing a named list whose elements are (either named or unnamed) lists, vectors, or factors. In this case, the outermost names will be used as the group labels (leveraging the <optgroup> HTML tag) for the elements in the respective sublist. See the example section for a small demo of this feature.
selected The initially selected value (or multiple values if multiple = TRUE). If not specified then defaults to the first value for single-select lists and no values for multiple select lists.
multiple Is selection of multiple items allowed?
selectize Whether to use selectize.js or not.
width The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
size Number of items to show in the selection box; a larger number will result in a taller box. Not compatible with selectize=TRUE. Normally, when multiple=FALSE, a select input will be a drop-down list, but when size is set, it will be a box instead.
... Arguments passed to selectInput().
options A list of options. See the documentation of selectize.js(https://selectize.dev/docs/usage) for possible options (character option values inside base::I() will be treated as literal JavaScript code; see renderDataTable() for details).

Details

By default, selectInput() and selectizeInput() use the JavaScript library selectize.js(https://selectize.dev/) instead of the basic select input element. To use the standard HTML select input element, use selectInput() with selectize=FALSE.

In selectize mode, if the first element in choices has a value of "", its name will be treated as a placeholder prompt. For example: selectInput("letter", "Letter", c("Choose one" = ", LETTERS))

Performance note: selectInput() and selectizeInput() can slow down significantly when thousands of choices are used; with legacy browsers like Internet Explorer, the user interface may hang for many seconds. For large numbers of choices, Shiny offers a "server-side selectize" option that massively improves performance and efficiency; see this selectize article on the Shiny Dev Center for details.

Value

A select list control that can be added to a UI definition.
**Server value**

A vector of character strings, usually of length 1, with the value of the selected items. When `multiple=TRUE` and nothing is selected, this value will be `NULL`.

**Note**

The selectize input created from `selectizeInput()` allows deletion of the selected option even in a single select input, which will return an empty string as its value. This is the default behavior of `selectize.js`. However, the selectize input created from `selectInput(...)`, `selectize = TRUE` will ignore the empty string value when it is a single choice input and the empty string is not in the `choices` argument. This is to keep compatibility with `selectInput(...`, `selectize = FALSE`).

**See Also**

`updateSelectInput()` `varSelectInput()`

Other input elements: `actionButton()`, `checkboxGroupInput()`, `checkboxInput()`, `dateInput()`,
`dateRangeInput()`, `fileInput()`, `numericInput()`, `passwordInput()`, `radioButtons()`,
`sliderInput()`, `submitButton()`, `textareaInput()`, `textInput()` `varSelectInput()`

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {

# basic example
shinyApp(
  ui = fluidPage(
    selectInput("variable", "Variable:",
      c("Cylinders" = "cyl",
        "Transmission" = "am",
        "Gears" = "gear"),
    tableOutput("data")
  ),
  server = function(input, output) {
    output$data <- renderTable(
      mtcars[, c("mpg", input$variable), drop = FALSE]
    ), rownames = TRUE
  }
)

# demoing group support in the `choices` arg
shinyApp(
  ui = fluidPage(
    selectInput("state", "Choose a state:",
      list("East Coast" = list("NY", "NJ", "CT"),
        "West Coast" = list("WA", "OR", "CA"),
        "Midwest" = list("MN", "WI", "IA")
    ),
    textOutput("result")
  ),
  server = function(input, output) {
```
session

```r
output$result <- renderText(
  paste("You chose", input$state)
)
```

---

**serverInfo**

*Collect information about the Shiny Server environment*

**Description**

This function returns the information about the current Shiny Server, such as its version, and whether it is the open source edition or professional edition. If the app is not served through the Shiny Server, this function just returns `list(shinyServer = FALSE)`.

**Usage**

```r
serverInfo()
```

**Details**

This function will only return meaningful data when using Shiny Server version 1.2.2 or later.

**Value**

A list of the Shiny Server information.

---

**session**

*Session object*

**Description**

Shiny server functions can optionally include `session` as a parameter (e.g. `function(input, output, session)`). The session object is an environment that can be used to access information and functionality relating to the session. The following list describes the items available in the environment; they can be accessed using the `$` operator (for example, `session$clientData$url_search`).
Value

allowReconnect(value)

If value is TRUE and run in a hosting environment (Shiny Server or Connect) with reconnections enabled, then when the session ends due to the network connection closing, the client will attempt to reconnect to the server. If a reconnection is successful, the browser will send all the current input values to the new session on the server, and the server will recalculate any outputs and send them back to the client. If value is FALSE, reconnections will be disabled (this is the default state). If "force", then the client browser will always attempt to reconnect. The only reason to use "force" is for testing on a local connection (without Shiny Server or Connect).

clientData

A reactiveValues() object that contains information about the client.

- pixelratio reports the "device pixel ratio" from the web browser, or 1 if none is reported. The value is 2 for Apple Retina displays.
- singletons - for internal use
- url_protocol, url_hostname, url_port, url_pathname, url_search, url_hash_initial and url_hash can be used to get the components of the URL that was requested by the browser to load the Shiny app page. These values are from the browser's perspective, so neither HTTP proxies nor Shiny Server will affect these values. The url_search value may be used with parseQueryString() to access query string parameters.

clientData also contains information about each output. output_outputId_width and output_outputId_height give the dimensions (using offsetWidth and offsetHeight) of the DOM element that is bound to outputId, and output_outputId_hidden is a logical that indicates whether the element is hidden. These values may be NULL if the output is not bound.

input

The session’s input object (the same as is passed into the Shiny server function as an argument).

isClosed()

A function that returns TRUE if the client has disconnected.

ns(id)

Server-side version of ns <- NS(id). If bare IDs need to be explicitly namespaced for the current module, session$ns("name") will return the fully-qualified ID.

onEnded(callback)

Synonym for onSessionEnded.

onFlush(func, once=TRUE)

Registers a function to be called before the next time (if once=TRUE) or every time (if once=FALSE) Shiny flushes the reactive system. Returns a function that can be called with no arguments to cancel the registration.

onFlushed(func, once=TRUE)

Registers a function to be called after the next time (if once=TRUE) or every time (if once=FALSE) Shiny flushes the reactive system. Returns a function that can be called with no arguments to cancel the registration.

onSessionEnded(callback)

Registers a function to be called after the client has disconnected. Returns a function that can be called with no arguments to cancel the registration.
output  The session’s output object (the same as is passed into the Shiny server function as an argument).

reactlog  For internal use.

registerDataObj(name, data, filterFunc)
  Publishes any R object as a URL endpoint that is unique to this session. name must be a single element character vector; it will be used to form part of the URL. filterFunc must be a function that takes two arguments: data (the value that was passed into registerDataObj) and req (an environment that implements the Rook specification for HTTP requests). filterFunc will be called with these values whenever an HTTP request is made to the URL endpoint. The return value of filterFunc should be a Rook-style response.

reload()  The equivalent of hitting the browser’s Reload button. Only works if the session is actually connected.

request  An environment that implements the Rook specification for HTTP requests. This is the request that was used to initiate the websocket connection (as opposed to the request that downloaded the web page for the app).

userData  An environment for app authors and module/package authors to store whatever session-specific data they want.

user  User’s log-in information. Useful for identifying users on hosted platforms such as RStudio Connect and Shiny Server.

groups  The user’s relevant group information. Useful for determining what privileges the user should or shouldn’t have.

resetBrush(brushId)
  Resets/clears the brush with the given brushId, if it exists on any imageOutput or plotOutput in the app.

sendCustomMessage(type, message)
  Sends a custom message to the web page. type must be a single-element character vector giving the type of message, while message can be any jsonlite-encodable value. Custom messages have no meaning to Shiny itself; they are used solely to convey information to custom JavaScript logic in the browser. You can do this by adding JavaScript code to the browser that calls Shiny.addCustomMessageHandler(type, function(message){...}) as the page loads; the function you provide to addCustomMessageHandler will be invoked each time sendCustomMessage is called on the server.

sendBinaryMessage(type, message)
  Similar to sendCustomMessage, but the message must be a raw vector and the registration method on the client is Shiny.addBinaryMessageHandler(type, function(message){...}). The message argument on the client will be a DataView.

sendInputMessage(inputId, message)
  Sends a message to an input on the session’s client web page; if the input is present and bound on the page at the time the message is received, then the input binding object’s receiveMessage(el, message) method will be called. sendInputMessage should generally not be called directly from Shiny apps, but through friendlier wrapper functions like updateTextInput().

setBookmarkExclude(names)
  Set input names to be excluded from bookmarking.
setBookmarkExclude

getBookmarkExclude()
Returns the set of input names to be excluded from bookmarking.
onBookmark(fun)
Registers a function that will be called just before bookmarking state.
onBookmarked(fun)
Registers a function that will be called just after bookmarking state.
onRestore(fun)
Registers a function that will be called when a session is restored, before all other reactivities, observers, and render functions are run.
onRestored(fun)
Registers a function that will be called when a session is restored, after all other reactivities, observers, and render functions are run.
doBookmark()
Do bookmarking and invoke the onBookmark and onBookmarked callback functions.
exportTestValues()
Registers expressions for export in test mode, available at the test snapshot URL.
getTestSnapshotUrl(input=TRUE, output=TRUE, export=TRUE, format="json")
Returns a URL for the test snapshots. Only has an effect when the shiny.testmode option is set to TRUE. For the input, output, and export arguments, TRUE means to return all of these values. It is also possible to specify by name which values to return by providing a character vector, as in input=c("x", "y"). The format can be "rds" or "json".
setCurrentTheme(theme)
Sets the current bootstrapLib() theme, which updates the value of getCurrentTheme(), invalidates session$getCurrentTheme(), and calls function(s) registered with registerThemeDependency() with provided theme. If those function calls return htmltools::htmlDependency()s with stylesheet s, then those stylesheet s are "refreshed" (i.e., the new stylesheet s are inserted on the page and the old ones are disabled and removed).
ggetCurrentTheme()
A reactive read of the current bootstrapLib() theme.

Description
This function tells Shiny which inputs should be excluded from bookmarking. It should be called from inside the application’s server function.

Usage
setBookmarkExclude(names = character(0), session = getDefaultReactiveDomain())

Arguments

names
A character vector containing names of inputs to exclude from bookmarking.

session
A shiny session object.
Details

This function can also be called from a module’s server function, in which case it will exclude inputs with the specified names, from that module. It will not affect inputs from other modules or from the top level of the Shiny application.

See Also

enableBookmarking() for examples.

---

### setSerializer

Add a function for serializing an input before bookmarking application state

#### Usage

```r
setSerializer(inputId, fun, session = getDefaultReactiveDomain())
```

#### Arguments

- **inputId**: Name of the input value.
- **fun**: A function that takes the input value and returns a modified value. The returned value will be used for the test snapshot.
- **session**: A Shiny session object.

---

### shinyApp

Create a Shiny app object

#### Description

These functions create Shiny app objects from either an explicit UI/server pair (shinyApp), or by passing the path of a directory that contains a Shiny app (shinyAppDir).
Usage

shinyApp(
    ui,
    server,
    onStart = NULL,
    options = list(),
    uiPattern = "/",
    enableBookmarking = NULL
)

shinyAppDir(appDir, options = list())

shinyAppFile(appFile, options = list())

Arguments

ui          The UI definition of the app (for example, a call to fluidPage() with nested
            controls).
            If bookmarking is enabled (see enableBookmarking), this must be a single argument function that returns the UI definition.

server      A function with three parameters: input, output, and session. The function
            is called once for each session ensuring that each app is independent.

onStart     A function that will be called before the app is actually run. This is only needed
            for shinyAppObj, since in the shinyAppDir case, a global.R file can be used
            for this purpose.

options     Named options that should be passed to the runApp call (these can be any of
            the following: "port", "launch.browser", "host", "quiet", "display.mode" and
            "test.mode"). You can also specify width and height parameters which provide a hint to the embedding environment about the ideal height/width for the
            app.

uiPattern   A regular expression that will be applied to each GET request to determine whether
            the ui should be used to handle the request. Note that the entire request path
            must match the regular expression in order for the match to be considered success-
            full.

enableBookmarking
            Can be one of "url", "server", or "disable". The default value, NULL, will re-
            spect the setting from any previous calls to enableBookmarking(). See enableBookmarking() for more information on bookmarking your app.

appDir      Path to directory that contains a Shiny app (i.e. a server.R file and either ui.R or
            www/index.html)

appFile     Path to a .R file containing a Shiny application

Details

Normally when this function is used at the R console, the Shiny app object is automatically passed
  to the print() function, which runs the app. If this is called in the middle of a function, the value
will not be passed to print() and the app will not be run. To make the app run, pass the app object to print() or runApp().

Value

An object that represents the app. Printing the object or passing it to runApp() will run the app.

Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  shinyApp(
    ui = fluidPage(
      numericInput("n", "n", 1),
      plotOutput("plot")
    ),
    server = function(input, output) {
      output$plot <- renderPlot( plot(head(cars, input$n)) )
    }
  )

  shinyAppDir(system.file("examples/01_hello", package="shiny"))
}

# The object can be passed to runApp()
app <- shinyApp(
  ui = fluidPage(
    numericInput("n", "n", 1),
    plotOutput("plot")
  ),
  server = function(input, output) {
    output$plot <- renderPlot( plot(head(cars, input$n)) )
  }
)

  runApp(app)
}
```

shinyAppTemplate  Generate a Shiny application from a template

Description

This function populates a directory with files for a Shiny application.

Usage

shinyAppTemplate(path = NULL, examples = "default", dryrun = FALSE)
shinyAppTemplate

Arguments

path          Path to create new shiny application template.
examples      Either one of "default", "ask", "all", or any combination of "app", "rdir", "module", and "tests". In an interactive session, "default" falls back to "ask"; in a non-interactive session, "default" falls back to "all". With "ask", this function will prompt the user to select which template items will be added to the new app directory. With "all", all template items will be added to the app directory.
dryrun        If TRUE, don’t actually write any files; just print out which files would be written.

Details

In an interactive R session, this function will, by default, prompt the user to select which components to add to the application. Choices are

1: All
2: app.R : Main application file
3: R/example.R : Helper file with R code
4: R/example-module.R : Example module
5: tests/testthat/ : Tests using the testthat and shinytest2 package

If option 1 is selected, the full example application including the following files and directories is created:

appdir/
  |-- app.R
  |-- R
  |  |-- example-module.R
  |  `-- example.R
  `-- tests
       |-- testthat.R
       `-- testthat

Some notes about these files:

• app.R is the main application file.
• All files in the R/ subdirectory are automatically sourced when the application is run.
• R/example.R and R/example-module.R are automatically sourced when the application is run. The first contains a function lexical_sort(), and the second contains code for module created by the moduleServer() function, which is used in the application.
• tests/ contains various tests for the application. You may choose to use or remove any of them. They can be executed by the runTests() function.
• `tests/testthat.R` is a test runner for test files in the `tests/testthat/` directory using the `shinytest2` package.
• `tests/testthat/setup-shinytest2.R` is setup file to source your `.R` folder into the testing environment.
• `tests/testthat/test-examplemodule.R` is a test for an application's module server function.
• `tests/testthat/test-server.R` is a test for the application's server code
• `tests/testthat/test-shinytest2.R` is a test that uses the `shinytest2` package to do snapshot-based testing.
• `tests/testthat/test-sort.R` is a test for a supporting function in the `R/` directory.

---

**showBookmarkUrlModal**  
*Display a modal dialog for bookmarking*

**Description**

This is a wrapper function for `urlModal()` that is automatically called if an application is bookmarked but no other `onBookmark()` callback was set. It displays a modal dialog with the bookmark URL, along with a subtitle that is appropriate for the type of bookmarking used ("url" or "server").

**Usage**

```
showBookmarkUrlModal(url)
```

**Arguments**

- `url`  
  A URL to show in the modal dialog.

---

**showModal**  
*Show or remove a modal dialog*

**Description**

This causes a modal dialog to be displayed in the client browser, and is typically used with `modalDialog()`.

**Usage**

```
showModal(ui, session = getDefaultReactiveDomain())
removeModal(session = getDefaultReactiveDomain())
```

**Arguments**

- `ui`  
  UI content to show in the modal.
- `session`  
  The session object passed to function given to `shinyServer`. 
showNotification

See Also

modalDialog() for examples.

showNotification  Show or remove a notification

Description

These functions show and remove notifications in a Shiny application.

Usage

```
showNotification(
  ui,
  action = NULL,
  duration = 5,
  closeButton = TRUE,
  id = NULL,
  type = c("default", "message", "warning", "error"),
  session = getDefaultReactiveDomain()
)
```

```
removeNotification(id, session = getDefaultReactiveDomain())
```

Arguments

- **ui**  Content of message.
- **action**  Message content that represents an action. For example, this could be a link that the user can click on. This is separate from `ui` so customized layouts can handle the main notification content separately from action content.
- **duration**  Number of seconds to display the message before it disappears. Use NULL to make the message not automatically disappear.
- **closeButton**  If TRUE, display a button which will make the notification disappear when clicked. If FALSE do not display.
- **id**  A unique identifier for the notification. `id` is optional for `showNotification()`: Shiny will automatically create one if needed. If you do supply it, Shiny will update an existing notification if it exists, otherwise it will create a new one. `id` is required for `removeNotification()`.
- **type**  A string which controls the color of the notification. One of "default" (gray), "message" (blue), "warning" (yellow), or "error" (red).
- **session**  Session object to send notification to.

Value

An ID for the notification.
## Only run examples in interactive R sessions

```r
if (interactive()) {
  # Show a message when button is clicked
  shinyApp(
    ui = fluidPage(
      actionButton("show", "Show")
    ),
    server = function(input, output) {
      observeEvent(input$show, {
        showNotification("Message text",
          action = a(href = "javascript:location.reload();", "Reload page")
      })
    }
  )
}
```

# App with show and remove buttons

```r
shinyApp(
  ui = fluidPage(
    actionButton("show", "Show"),
    actionButton("remove", "Remove")
  ),
  server = function(input, output) {
    # A queue of notification IDs
    ids <- character(0)
    # A counter
    n <- 0

    observeEvent(input$show, {
      # Save the ID for removal later
      id <- showNotification(paste("Message", n), duration = NULL)
      ids <<- c(ids, id)
      n <<- n + 1
    })

    observeEvent(input$remove, {
      if (length(ids) > 0)
        removeNotification(ids[1])
      ids <<- ids[-1]
    })
  }
)
```

---

**showTab**

Dynamically hide/show a tabPanel
**Description**

Dynamically hide or show a `tabPanel()` (or a `navbarMenu()`) from an existing `tabsetPanel()`, `navlistPanel()` or `navbarPage()`.

**Usage**

```
showTab(inputId, target, select = FALSE, session = getDefaultReactiveDomain())
```

```
hideTab(inputId, target, session = getDefaultReactiveDomain())
```

**Arguments**

- **inputId**
  The id of the `tabsetPanel` (or `navlistPanel` or `navbarPage`) in which to find `target`.

- **target**
  The value of the `tabPanel` to be hidden/shown. See Details if you want to hide/show an entire `navbarMenu` instead.

- **select**
  Should `target` be selected upon being shown?

- **session**
  The shiny session within which to call this function.

**Details**

For `navbarPage`, you can hide/show conventional `tabPanels` (whether at the top level or nested inside a `navbarMenu`), as well as an entire `navbarMenu()`. For the latter case, `target` should be the `menuName` that you gave your `navbarMenu` when you first created it (by default, this is equal to the value of the `title` argument).

**See Also**

- `insertTab()`

**Examples**

```r
## Only run this example in interactive R sessions
if (interactive()) {

  ui <- navbarPage("Nav bar page", id = "tabs",
  tabPanel("Home",
  actionButton("hideTab", "Hide 'Foo' tab"),
  actionButton("showTab", "Show 'Foo' tab"),
  actionButton("hideMenu", "Hide 'More' navbarMenu"),
  actionButton("showMenu", "Show 'More' navbarMenu")
  ),
  tabPanel("Foo", "This is the foo tab"),
  tabPanel("Bar", "This is the bar tab"),
  navbarMenu("More",
  tabPanel("Table", "Table page"),
  tabPanel("About", "About page"),
  "------",
  "Even more!",
  tabPanel("Email", "Email page")
}
```
server <- function(input, output, session) {
  observeEvent(input$hideTab, {
    hideTab(inputId = "tabs", target = "Foo")
  })
  observeEvent(input$showTab, {
    showTab(inputId = "tabs", target = "Foo")
  })
  observeEvent(input$hideMenu, {
    hideTab(inputId = "tabs", target = "More")
  })
  observeEvent(input$showMenu, {
    showTab(inputId = "tabs", target = "More")
  })
}
shinyApp(ui, server)

---

**sidebarLayout**

*Layout a sidebar and main area*

**Description**

Create a layout (`sidebarLayout()`) with a sidebar (`sidebarPanel()`) and main area (`mainPanel()`). The sidebar is displayed with a distinct background color and typically contains input controls. The main area occupies 2/3 of the horizontal width and typically contains outputs.

**Usage**

```r
sidebarLayout(
  sidebarPanel,
  mainPanel,
  position = c("left", "right"),
  fluid = TRUE
)

sidebarPanel(..., width = 4)

mainPanel(..., width = 8)
```
Arguments

sidebarPanel  The sidebarPanel() containing input controls.
mainPanel    The mainPanel() containing outputs.
positional  The position of the sidebar relative to the main area ("left" or "right").
fluid        TRUE to use fluid layout; FALSE to use fixed layout.
             ... Output elements to include in the sidebar/main panel.
width        The width of the sidebar and main panel. By default, the sidebar takes up 1/3
             of the width, and the main panel 2/3. The total width must be 12 or less.

See Also

Other layout functions: fillPage(), fixedPage(), flowLayout(), fluidPage(), navbarPage(),
splitLayout(), verticalLayout()

Examples

## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  # Define UI
  ui <- fluidPage(
    # Application title
    titlePanel("Hello Shiny!"),

    sidebarLayout(
      # Sidebar with a slider input
      sidebarPanel(
        sliderInput("obs",
          "Number of observations:",
          min = 0,
          max = 1000,
          value = 500)
      ),
      # Show a plot of the generated distribution
      mainPanel(
        plotOutput("distPlot")
      )
    )
  )

  # Server logic
  server <- function(input, output) {
    output$distPlot <- renderPlot({
      hist(rnorm(input$obs))
    })
  }
}
# Complete app with UI and server components
shinyApp(ui, server)
}

---

`sizeGrowthRatio`  
_create a sizing function that grows at a given ratio_

**Description**

Returns a function which takes a two-element vector representing an input width and height, and returns a two-element vector of width and height. The possible widths are the base width times the `growthRate` to any integer power. For example, with a base width of 500 and growth rate of 1.25, the possible widths include 320, 400, 500, 625, 782, and so on, both smaller and larger. Sizes are rounded up to the next pixel. Heights are computed the same way as widths.

**Usage**

```r
desc <- sizeGrowthRatio(width = 400, height = 400, growthRate = 1.2)
```

**Arguments**

- `width, height`  
  Base width and height.
- `growthRate`  
  Growth rate multiplier.

**See Also**

This is to be used with `renderCachedPlot()`.

**Examples**

```r
f <- sizeGrowthRatio(500, 500, 1.25)
f(c(400, 400))
f(c(500, 500))
f(c(530, 550))
f(c(625, 700))```
sliderInput

**Description**

Constructs a slider widget to select a number, date, or date-time from a range.

**Usage**

```r
sliderInput(
  inputId,  # The input slot that will be used to access the value.
  label,    # Display label for the control, or NULL for no label.
  min, max, # The minimum and maximum values (inclusive) that can be selected.
  value,    # The initial value of the slider, either a number, a date (class Date),
             # or a date-time (class POSIXx). A length one vector will create a
             # regular slider; a length two vector will create a double-ended
             # range slider. Must lie between min and max.
  step = NULL,  # Specifies the interval between each selectable value on the slider.
  round = FALSE,  # Either NULL, the default, which uses a heuristic to determine the step size
                  # or a single number. If the values are dates, step is in days;
  ticks = TRUE,  # if the values are date-times, step is in seconds.
  animate = FALSE,  # Animation options.
  width = NULL,  # The animation interval.
  sep = ",",  # The animation loop.
  pre = NULL,  # Display options.
  post = NULL,  # Time format and timezone.
  timeFormat = NULL,  # Drag range.
  timezone = NULL,  # Drag range.
  dragRange = TRUE
)
```

**Arguments**

- `inputId` The input slot that will be used to access the value.
- `label` Display label for the control, or NULL for no label.
- `min, max` The minimum and maximum values (inclusive) that can be selected.
- `value` The initial value of the slider, either a number, a date (class Date),
  or a date-time (class POSIXx). A length one vector will create a regular slider;
  a length two vector will create a double-ended range slider. Must lie between min and max.
- `step` Specifies the interval between each selectable value on the slider. Either NULL,
  the default, which uses a heuristic to determine the step size or a single number.
  If the values are dates, step is in days; if the values are date-times, step is in seconds.
round

TRUE to round all values to the nearest integer; FALSE if no rounding is desired; or an integer to round to that number of digits (for example, 1 will round to the nearest 10, and -2 will round to the nearest .01). Any rounding will be applied after snapping to the nearest step.

ticks

FALSE to hide tick marks, TRUE to show them according to some simple heuristics.

animate

TRUE to show simple animation controls with default settings; FALSE not to; or a custom settings list, such as those created using animationOptions().

width

The width of the input, e.g. '400px', or '100%'; see validateCssUnit().

sep

Separator between thousands places in numbers.

pre

A prefix string to put in front of the value.

post

A suffix string to put after the value.

timeFormat

Only used if the values are Date or POSIXt objects. A time format string, to be passed to the Javascript strftime library. See https://github.com/samsonjs/strftime for more details. The allowed format specifications are very similar, but not identical, to those for R’s base::strftime() function. For Dates, the default is "%F" (like "2015-07-01"), and for POSIXt, the default is "%F %T" (like "2015-07-01 15:32:10").

timezone

Only used if the values are POSIXt objects. A string specifying the time zone offset for the displayed times, in the format "+HHMM" or "-HHMM". If NULL (the default), times will be displayed in the browser’s time zone. The value "+0000" will result in UTC time.

dragRange

This option is used only if it is a range slider (with two values). If TRUE (the default), the range can be dragged. In other words, the min and max can be dragged together. If FALSE, the range cannot be dragged.

interval

The interval, in milliseconds, between each animation step.

loop

TRUE to automatically restart the animation when it reaches the end.

playButton

Specifies the appearance of the play button. Valid values are a one-element character vector (for a simple text label), an HTML tag or list of tags (using tag() and friends), or raw HTML (using HTML()).

pauseButton

Similar to playButton, but for the pause button.

Server value

A number, date, or date-time (depending on the class of value), or in the case of slider range, a vector of two numbers/dates/date-times.

See Also

updateSliderInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), numericInput(), passwordInput(), radioButtons(), selectInput(), submitButton(), textareaInput(), textInput(), varSelectInput()
Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  ui <- fluidPage(
    sliderInput("obs", "Number of observations:",
      min = 0, max = 1000, value = 500
    ),
    plotOutput("distPlot"
  )
)

  # Server logic
  server <- function(input, output) {
    output$distPlot <- renderPlot({
      hist(rnorm(input$obs))
    })
  }

  # Complete app with UI and server components
  shinyApp(ui, server)
}
```

---

**snapshotExclude**

Mark an output to be excluded from test snapshots

### Description

Mark an output to be excluded from test snapshots

### Usage

```r
snapshotExclude(x)
```

### Arguments

- `x` A reactive which will be assigned to an output.

---

**snapshotPreprocessInput**

Add a function for preprocessing an input before taking a test snapshot

### Description

Add a function for preprocessing an input before taking a test snapshot
Usage

snapshotPreprocessInput(inputId, fun, session = getDefaultReactiveDomain())

Arguments

inputId.Name of the input value.

fun.A function that takes the input value and returns a modified value. The returned value will be used for the test snapshot.

session.A Shiny session object.

snapshotPreprocessOutput

Add a function for preprocessing an output before taking a test snapshot

Usage

snapshotPreprocessOutput(x, fun)

Arguments

x.A reactive which will be assigned to an output.

fun.A function that takes the output value as an input and returns a modified value. The returned value will be used for the test snapshot.

splitLayout

Split layout

Description

Lays out elements horizontally, dividing the available horizontal space into equal parts (by default).

Usage

splitLayout(..., cellWidths = NULL, cellArgs = list())
splitLayout

Arguments

...  Unnamed arguments will become child elements of the layout. Named arguments will become HTML attributes on the outermost tag.

cellWidths  Character or numeric vector indicating the widths of the individual cells. Recycling will be used if needed. Character values will be interpreted as CSS lengths (see validateCssUnit()), numeric values as pixels.

cellArgs  Any additional attributes that should be used for each cell of the layout.

See Also

Other layout functions: fillPage(), fixedPage(), flowLayout(), fluidPage(), navbarPage(), sidebarLayout(), verticalLayout()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  # Server code used for all examples
  server <- function(input, output) {
    output$plot1 <- renderPlot(plot(cars))
    output$plot2 <- renderPlot(plot(pressure))
    output$plot3 <- renderPlot(plot(AirPassengers))
  }

  # Equal sizing
  ui <- splitLayout(plotOutput("plot1"), plotOutput("plot2"))
  shinyApp(ui, server)

  # Custom widths
  ui <- splitLayout(cellWidths = c("25\%", "75\%"),
                    plotOutput("plot1"),
                    plotOutput("plot2"))
  shinyApp(ui, server)

  # All cells at 300 pixels wide, with cell padding
  # and a border around everything
  ui <- splitLayout(
    style = "border: 1px solid silver;",
    cellWidths = 300,
    cellArgs = list(style = "padding: 6px"),
    plotOutput("plot1"),
    plotOutput("plot2"),
    plotOutput("plot3")
  )
  shinyApp(ui, server)
```
stopApp

Stop the currently running Shiny app

Description
Stops the currently running Shiny app, returning control to the caller of runApp().

Usage
stopApp(returnValue = invisible())

Arguments
returnValue The value that should be returned from runApp().

submitButton

Create a submit button

Description
Create a submit button for an app. Apps that include a submit button do not automatically update their outputs when inputs change, rather they wait until the user explicitly clicks the submit button. The use of submitButton is generally discouraged in favor of the more versatile actionBar() (see details below).

Usage
submitButton(text = "Apply Changes", icon = NULL, width = NULL)

Arguments
text Button caption
icon Optional icon() to appear on the button
width The width of the button, e.g. '400px', or '100%'; see validateCssUnit().

Details
Submit buttons are unusual Shiny inputs, and we recommend using actionBar() instead of submitButton when you want to delay a reaction. See this article for more information (including a demo of how to "translate" code using a submitButton to code using an actionBar).

In essence, the presence of a submit button stops all inputs from sending their values automatically to the server. This means, for instance, that if there are two submit buttons in the same app, clicking either one will cause all inputs in the app to send their values to the server. This is probably not what you'd want, which is why submit button are unwieldy for all but the simplest apps. There are other problems with submit buttons: for example, dynamically created submit buttons (for example, with renderUI() or insertUI()) will not work.
Value

A submit button that can be added to a UI definition.

See Also

Other input elements: `actionButton()`, `checkboxGroupInput()`, `checkboxInput()`, `dateInput()`, `dateRangeInput()`, `fileInput()`, `numericInput()`, `passwordInput()`, `radioButtons()`, `selectInput()`, `sliderInput()`, `textareaInput()`, `textInput()`, `varSelectInput()`

Examples

```r
if (interactive()) {
  shinyApp(
    ui = basicPage(
      numericInput("num", label = "Make changes", value = 1),
      submitButton("Update View", icon("refresh")),
      helpText("When you click the button above, you should see",
        "the output below update to reflect the value you",
        "entered at the top:"),
      verbatimTextOutput("value")
    ),
    server = function(input, output) {
      # submit buttons do not have a value of their own,
      # they control when the app accesses values of other widgets.
      # input$num is the value of the number widget.
      output$value <- renderPrint({ input$num })
    }
  )
}
```

---

### tableOutput

**Table Output**

The `tableOutput()` function is used to create a reactive table that is suitable for displaying small matrices and data frames. The columns are formatted using `xtable::xtable()`.

**Usage**

```r
tableOutput(outputId)
```

```r
renderTable(
  expr,
  striped = FALSE,
)```
```r
hover = FALSE,
bordered = FALSE,
spacing = c("s", "xs", "m", "l"),
width = "auto",
align = NULL,
rownames = FALSE,
colnames = TRUE,
digits = NULL,
na = "NA",
...
env = parent.frame(),
quoted = FALSE,
outputArgs = list()
```

**Arguments**

- `outputId`: output variable to read the table from
- `expr`: An expression that returns an R object that can be used with `xtable::xtable()`.
- `striped`, `hover`, `bordered`: Logicals: if TRUE, apply the corresponding Bootstrap table format to the output table.
- `spacing`: The spacing between the rows of the table (xs stands for "extra small", s for "small", m for "medium" and l for "large").
- `width`: Table width. Must be a valid CSS unit (like "100%", "400px", "auto") or a number, which will be coerced to a string and have "px" appended.
- `align`: A string that specifies the column alignment. If equal to 'l', 'c' or 'r', then all columns will be, respectively, left-, center- or right-aligned. Otherwise, align must have the same number of characters as the resulting table (if `rownames` = TRUE, this will be equal to ncol()+1), with the i-th character specifying the alignment for the i-th column (besides 'l', 'c' and 'r', '? is also permitted - '?' is a placeholder for that particular column, indicating that it should keep its default alignment). If NULL, then all numeric/integer columns (including the row names, if they are numbers) will be right-aligned and everything else will be left-aligned (align = '?' produces the same result).
- `rownames`, `colnames`: Logicals: include rownames? include colnames (column headers)?
- `digits`: An integer specifying the number of decimal places for the numeric columns (this will not apply to columns with an integer class). If digits is set to a negative value, then the numeric columns will be displayed in scientific format with a precision of abs(digits) digits.
- `na`: The string to use in the table cells whose values are missing (i.e. they either evaluate to NA or NaN).
- `...`: Arguments to be passed through to `xtable::xtable()` and `xtable::print.xtable()`.
- `env`: The parent environment for the reactive expression. By default, this is the calling environment, the same as when defining an ordinary non-reactive expression. If `expr` is a quosure and quoted is TRUE, then env is ignored.
tablePanel

### Description

Create a tab panel

### Usage

```r
# Only run this example in interactive R sessions
if (interactive()) {
  # table example
  shinyApp(
    ui = fluidPage(
      fluidRow(
        column(12,
          tableOutput('table')
        ),
        server = function(input, output) {
          output$table <- renderTable(iris)
        }
      )
    )
  )
}
```

```r
# Create a tab panel

```r
tabPanel

Create a tab panel

#### Arguments

- **title**
  - Display title for tab
- **...**
  - UI elements to include within the tab
- **value**
  - The value that should be sent when `tabsetPanel` reports that this tab is selected. If omitted and `tabsetPanel` has an id, then the title will be used.
- **icon**
  - Optional icon to appear on the tab. This attribute is only valid when using a `tabPanel` within a `navbarPage`.

---

**Example**

## Only run this example in interactive R sessions

```r
if (interactive()) {
  # table example
  shinyApp(
    ui = fluidPage(
      fluidRow(
        column(12,
          tableOutput('table')
        )
      )
    )
  )
}

# outputArgs

A list of arguments to be passed through to the implicit call to `tableOutput()` when `renderTable` is used in an interactive R Markdown document.

---

**Examples**

```r
## Only run this example in interactive R sessions
if (interactive()) {
  # table example
  shinyApp(
    ui = fluidPage(
      fluidRow(
        column(12,
          tableOutput('table')
        )
      )
    )
  )
}
```
Value

A tab that can be passed to `tabsetPanel()`

Functions

- `tabPanel()`: Create a tab panel that can be included within a `tabsetPanel()` or a `navbarPage()`.
- `tabPanelBody()`: Create a tab panel that drops the title argument. This function should be used within `tabsetPanel(type = "hidden")`. See `tabsetPanel()` for example usage.

See Also

`tabsetPanel()`

Examples

```r
# Show a tabset that includes a plot, summary, and
# table view of the generated distribution
mainPanel(
  tabsetPanel(
    tabPanel("Plot", plotOutput("plot")),
    tabPanel("Summary", verbatimTextOutput("summary")),
    tabPanel("Table", tableOutput("table"))
  )
)
```

---

**tabsetPanel**

Create a tabset panel

Description

Create a tabset that contains `tabPanel()` elements. Tabsets are useful for dividing output into multiple independently viewable sections.

Usage

```r
tabsetPanel(
  ..., 
  id = NULL, 
  selected = NULL, 
  type = c("tabs", "pills", "hidden"), 
  header = NULL, 
  footer = NULL 
)
```
Arguments

...  `tabPanel()` elements to include in the tabset
id  If provided, you can use `input$id` in your server logic to determine which of the current tabs is active. The value will correspond to the value argument that is passed to `tabPanel()`.
selected  The value (or, if none was supplied, the title) of the tab that should be selected by default. If NULL, the first tab will be selected.
type  "tabs" Standard tab look
        "pills" Selected tabs use the background fill color
        "hidden" Hides the selectable tabs. Use `type = "hidden"` in conjunction with `tabPanelBody()` and `updateTabsetPanel()` to control the active tab via other input controls. (See example below)
header  Tag or list of tags to display as a common header above all `tabPanels`.
footer  Tag or list of tags to display as a common footer below all `tabPanels`

Value

A tabset that can be passed to `mainPanel()`

See Also

`tabPanel()`, `updateTabsetPanel()`, `insertTab()`, `showTab()`

Examples

```r
# Show a tabset that includes a plot, summary, and
# table view of the generated distribution
mainPanel(
  tabsetPanel(
    tabPanel("Plot", plotOutput("plot")),
    tabPanel("Summary", verbatimTextOutput("summary")),
    tabPanel("Table", tableOutput("table"))
  )
)
```

```r
ui <- fluidPage(
  sidebarLayout(
    sidebarPanel(
      radioButton("controller", "Controller", 1:3, 1)
    ),
    mainPanel(
      tabsetPanel(
        id = "hidden_tabs",
        # Hide the tab values.
        # Can only switch tabs by using `updateTabsetPanel()`
        type = "hidden",
        tabPanelBody("panel1", "Panel 1 content"),
        tabPanelBody("panel2", "Panel 2 content"),
        tabPanelBody("panel3", "Panel 3 content")
      )
    )
  )
)```
testServer

Reactive testing for Shiny server functions and modules

Description

A way to test the reactive interactions in Shiny applications. Reactive interactions are defined in the server function of applications and in modules.

Usage

testServer(app = NULL, expr, args = list(), session = MockShinySession$new())

Arguments

app
A server function (i.e. a function with input, output, and session), or a module function (i.e. a function with first argument id that calls moduleServer()). You can also provide an app, a path an app, or anything that as.shiny.appobj() can handle.

expr
Test code containing expectations. The objects from inside the server function environment will be made available in the environment of the test expression (this is done using a data mask with rlang::eval_tidy()). This includes the parameters of the server function (e.g. input, output, and session), along with any other values created inside of the server function.

args
Additional arguments to pass to the module function. If app is a module, and no id argument is provided, one will be generated and supplied automatically.

session
The MockShinySession object to use as the reactive domain. The same session object is used as the domain both during invocation of the server or module under test and during evaluation of expr.

server <- function(input, output, session) {
  observeEvent(input$controller, {
    updateTabsetPanel(session, "hidden_tabs", selected = paste0("panel", input$controller))
  })
}

if (interactive()) {
  shinyApp(ui, server)
}
Examples

# Testing a server function ----------------------------------------------
server <- function(input, output, session) {
  x <- reactive(input$a * input$b)
}

testServer(server, {
  session$setInputs(a = 2, b = 3)
  stopifnot(x() == 6)
})

# Testing a module --------------------------------------------------------
myModuleServer <- function(id, multiplier = 2, prefix = "I am ") {
  moduleServer(id, function(input, output, session) {
    myreactive <- reactive({
      input$x * multiplier
    })
    output$txt <- renderText(
      paste0(prefix, myreactive())
    )
  })
}

testServer(myModuleServer, args = list(multiplier = 2), {
  session$setInputs(x = 1)
  # You're also free to use third-party testing packages like testthat:
  # expect_equal(myreactive(), 2)
  stopifnot(myreactive() == 2)
  stopifnot(output$txt == "I am 2")

  session$setInputs(x = 2)
  stopifnot(myreactive() == 4)
  stopifnot(output$txt == "I am 4")
  # Any additional arguments, below, are passed along to the module.
})

textareaInput

Create a textarea input control

Description

Create a textarea input control for entry of unstructured text values.

Usage

textAreaInput(
  inputId,
label,  
value = "",  
width = NULL,  
height = NULL,  
cols = NULL,  
rows = NULL,  
placeholder = NULL,  
resize = NULL
)

Arguments

inputId The input slot that will be used to access the value.
label Display label for the control, or NULL for no label.
value Initial value.
width The width of the input, e.g. '400px', or '100%'; see validateCssUnit().
height The height of the input, e.g. '400px', or '100%'; see validateCssUnit().
cols Value of the visible character columns of the input, e.g. 80. This argument will only take effect if there is not a CSS width rule defined for this element; such a rule could come from the width argument of this function or from a containing page layout such as fluidPage().
rows The value of the visible character rows of the input, e.g. 6. If the height argument is specified, height will take precedence in the browser’s rendering.
placeholder A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.
resize Which directions the textarea box can be resized. Can be one of "both", "none", "vertical", and "horizontal". The default, NULL, will use the client browser’s default setting for resizing textareas.

Value

A textarea input control that can be added to a UI definition.

Server value

A character string of the text input. The default value is "" unless value is provided.

See Also

updateTextAreaInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), numericInput(), passwordInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textField(), varSelectInput()
Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    textAreaInput("caption", "Caption", "Data Summary", width = "1000px"),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$caption })
  }
  shinyApp(ui, server)
}
```

**textInput**  
Create a text input control

**Description**

Create an input control for entry of unstructured text values

**Usage**

```r
textInput(inputId, label, value = "", width = NULL, placeholder = NULL)
```

**Arguments**

- **inputId**: The input slot that will be used to access the value.
- **label**: Display label for the control, or NULL for no label.
- **value**: Initial value.
- **width**: The width of the input, e.g. '400px', or '100%'; see `validateCssUnit()`.
- **placeholder**: A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.

**Value**

A text input control that can be added to a UI definition.

**Server value**

A character string of the text input. The default value is "" unless value is provided.
See Also

updateTextInput()

Other input elements: actionButton(), checkboxGroupInput(), checkboxInput(), dateInput(), dateRangeInput(), fileInput(), numericInput(), radioButtons(), selectInput(), sliderInput(), submitButton(), textareaInput(), varSelectInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    textInput("caption", "Caption", "Data Summary"),
    verbatimTextOutput("value")
  )
  server <- function(input, output) {
    output$value <- renderText({ input$caption })
  }
  shinyApp(ui, server)
}
```

## Create a text output element

textOutput(outputId, container = if (inline) span else div, inline = FALSE)

verbatimTextOutput(outputId, placeholder = FALSE)

**Description**

Render a reactive output variable as text within an application page. `textOutput()` is usually paired with `renderText()` and puts regular text in `<div>` or `<span>; `verbatimTextOutput()` is usually paired with `renderPrint()` and provides fixed-width text in a `<pre>`.

**Usage**

```r
textOutput(outputId, container = if (inline) span else div, inline = FALSE)
verbatimTextOutput(outputId, placeholder = FALSE)
```

**Arguments**

- `outputId`: output variable to read the value from
- `container`: a function to generate an HTML element to contain the text
- `inline`: use an inline (`span()`) or block container (`div()`) for the output
- `placeholder`: if the output is empty or `NULL`, should an empty rectangle be displayed to serve as a placeholder? (does not affect behavior when the output is nonempty)

**Details**

In both functions, text is HTML-escaped prior to rendering.
**Value**

An output element for use in UI.

**Examples**

```r
## Only run this example in interactive R sessions
if (interactive()) {
  shinyApp(
    ui = basicPage(
      textInput("txt", "Enter the text to display below:"),
      textOutput("text"),
      verbatimTextOutput("verb")
    ),
    server = function(input, output) {
      output$text <- renderText({ input$txt })
      output$verb <- renderText({ input$txt })
    }
  )
}
```

---

**titlePanel**

Create a panel containing an application title.

**Description**

Create a panel containing an application title.

**Usage**

```r
titlePanel(title, windowTitle = title)
```

**Arguments**

- `title`: An application title to display
- `windowTitle`: The title that should be displayed by the browser window.

**Details**

Calling this function has the side effect of including a title tag within the head. You can also specify a page title explicitly using the title parameter of the top-level page function.

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    titlePanel("Hello Shiny!")
  )
}
```
updateActionButton

Change the label or icon of an action button on the client

Description

Change the label or icon of an action button on the client

Usage

```r
updateActionButton(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  icon = NULL,
  disabled = NULL
)
```

```r
updateActionLink(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  icon = NULL
)
```

Arguments

- **session**: The session object passed to function given to `shinyServer`. Default is `getDefaultReactiveDomain()`.
- **inputId**: The id of the input object.
- **label**: The label to set for the input object.
- **icon**: An optional `icon()` to appear on the button.
- **disabled**: If TRUE, the button will not be clickable; if FALSE, it will be.

Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`. 
updateActionButton

See Also

actionButton()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  actionButton("update", "Update other buttons and link"),
  br(),
  actionButton("goButton", "Go"),
  br(),
  actionButton("goButton2", "Go 2", icon = icon("area-chart")),
  br(),
  actionButton("goButton3", "Go 3"),
  br(),
  actionLink("goLink", "Go Link")
)

server <- function(input, output, session) {
  observe({
    req(input$update)
    
    # Updates goButton's label and icon
    updateActionButton(session, "goButton",
                       label = "New label",
                       icon = icon("calendar"))

    # Leaves goButton2's label unchanged and
    # removes its icon
    updateActionButton(session, "goButton2",
                        icon = character(0))

    # Leaves goButton3's icon, if it exists, 
    # unchanged and changes its label
    updateActionButton(session, "goButton3",
                        label = "New label 3")

    # Updates goLink's label and icon
    updateActionButton(session, "goLink",
                        label = "New link label",
                        icon = icon("link"))
  })
}

shinyApp(ui, server)
}
updateCheckboxGroupInput

Change the value of a checkbox group input on the client

Description

Change the value of a checkbox group input on the client

Usage

updateCheckboxGroupInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  choices = NULL,
  selected = NULL,
  inline = FALSE,
  choiceNames = NULL,
  choiceValues = NULL
)

Arguments

session The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain()
inputId The id of the input object.
label The label to set for the input object.
choices List of values to show checkboxes for. If elements of the list are named then that name rather than the value is displayed to the user. If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
selected The values that should be initially selected, if any.
inline If TRUE, render the choices inline (i.e. horizontally)
choiceNames, choiceValues List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length). If either of these arguments is provided, then the other must be provided and choices must not be provided. The advantage of using both of these over a named list for choices is that choiceNames allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.
Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, numericInput() and updateNumericInput() take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For radioButtons(), checkboxGroupInput() and selectInput(), the set of choices can be cleared by using choices=character(0). Similarly, for these inputs, the selected item can be cleared by using selected=character(0).

See Also

checkboxGroupInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    p("The first checkbox group controls the second"),
    checkboxGroupInput("inCheckboxGroup", "Input checkbox",
      c("Item A", "Item B", "Item C")),
    checkboxGroupInput("inCheckboxGroup2", "Input checkbox 2",
      c("Item A", "Item B", "Item C"))
  )

  server <- function(input, output, session) {
    observe(
      x <- input$inCheckboxGroup
      # Can use character(0) to remove all choices
      if (is.null(x))
        x <- character(0)
      # Can also set the label and select items
      updateCheckboxGroupInput(session, "inCheckboxGroup2",
        label = paste("Checkboxgroup label", length(x)),
        choices = x,
        selected = x
      )
    )
  }
}

shinyApp(ui, server)
```
updateCheckboxInput  
*Change the value of a checkbox input on the client*

**Description**

Change the value of a checkbox input on the client

**Usage**

```r
updateCheckboxInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  value = NULL
)
```

**Arguments**

- `session`: The session object passed to function given to `shinyServer`. Default is `getDefaultReactiveDomain()`.
- `inputId`: The id of the input object.
- `label`: The label to set for the input object.
- `value`: Initial value (`TRUE` or `FALSE`).

**Details**

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.

**See Also**

`checkboxInput()`
Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(
    sliderInput("controller", "Controller", 0, 1, 0, step = 1),
    checkboxInput("inCheckbox", "Input checkbox")
  )

  server <- function(input, output, session) {
    observe({
      # TRUE if input$controller is odd, FALSE if even.
      x_even <- input$controller %% 2 == 1

      updateCheckboxInput(session, "inCheckbox", value = x_even)
    })
  }

  shinyApp(ui, server)
}
```

updateDateInput  Change the value of a date input on the client

Description

Change the value of a date input on the client

Usage

```r
updateDateInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  value = NULL,
  min = NULL,
  max = NULL
)
```

Arguments

- `session`: The session object passed to function given to `shinyServer`. Default is `getDefaultReactiveDomain()`.
- `inputId`: The id of the input object.
- `label`: The label to set for the input object.
- `value`: The starting date. Either a Date object, or a string in `yyyy-mm-dd` format. If NULL (the default), will use the current date in the client’s time zone.
min The minimum allowed date. Either a Date object, or a string in yyyy-mm-dd format.
max The maximum allowed date. Either a Date object, or a string in yyyy-mm-dd format.

Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, numericInput() and updateNumericInput() take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For radioButtons(), checkboxGroupInput() and selectInput(), the set of choices can be cleared by using choices=character(0). Similarly, for these inputs, the selected item can be cleared by using selected=character(0).

See Also

dateInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sliderInput("n", "Day of month", 1, 30, 10),
  dateInput("inDate", "Input date")
)

server <- function(input, output, session) {
  observe({
    date <- as.Date(paste0("2013-04-", input$n))
    updateDateInput(session, "inDate",
                   label = paste("Date label", input$n),
                   value = date,
                   min  = date - 3,
                   max  = date + 3
    )
  })
}

shinyApp(ui, server)
}```
updateDateRangeInput  

Description

Change the start and end values of a date range input on the client

Usage

```r
updateDateRangeInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  start = NULL,
  end = NULL,
  min = NULL,
  max = NULL
)
```

Arguments

- **session**: The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain().
- **inputId**: The id of the input object.
- **label**: The label to set for the input object.
- **start**: The initial start date. Either a Date object, or a string in yyyy-mm-dd format. If NULL (the default), will use the current date in the client’s time zone.
- **end**: The initial end date. Either a Date object, or a string in yyyy-mm-dd format. If NULL (the default), will use the current date in the client’s time zone.
- **min**: The minimum allowed date. Either a Date object, or a string in yyyy-mm-dd format.
- **max**: The maximum allowed date. Either a Date object, or a string in yyyy-mm-dd format.

Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.
See Also

dateRangeInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sliderInput("n", "Day of month", 1, 30, 10),
  dateRangeInput("inDateRange", "Input date range")
)

server <- function(input, output, session) {
  observe({
    date <- as.Date(paste0("2013-04-", input$n))
    updateDateRangeInput(session, "inDateRange",
      label = paste("Date range label", input$n),
      start = date - 1,
      end = date + 1,
      min = date - 5,
      max = date + 5
    )
  })
}
}

shinyApp(ui, server)
}
```
Arguments

- session: The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain().
- inputId: The id of the input object.
- label: The label to set for the input object.
- value: Initial value.
- min: Minimum allowed value.
- max: Maximum allowed value.
- step: Interval to use when stepping between min and max.

Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, numericInput() and updateNumericInput() take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For radioButtons(), checkboxGroupInput() and selectInput(), the set of choices can be cleared by using choices=character(0). Similarly, for these inputs, the selected item can be cleared by using selected=character(0).

See Also

numericInput()

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  sliderInput("controller", "Controller", 0, 20, 10),
  numericInput("inNumber", "Input number", 0),
  numericInput("inNumber2", "Input number 2", 0)
)

server <- function(input, output, session) {

  observeEvent(input$controller, {
    # We'll use the input$controller variable multiple times, so save it as x
    # for convenience.
    x <- input$controller

    updateNumericInput(session, "inNumber", value = x)

    updateNumericInput(session, "inNumber2",
```
updateQueryString

Update URL in browser's location bar

Description

This function updates the client browser's query string in the location bar. It typically is called from an observer. Note that this will not work in Internet Explorer 9 and below.

Usage

updateQueryString(
  queryString, 
  mode = c("replace", "push"), 
  session = getDefaultReactiveDomain()
)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>queryString</td>
<td>The new query string to show in the location bar.</td>
</tr>
<tr>
<td>mode</td>
<td>When the query string is updated, should the current history entry be replaced (default), or should a new history entry be pushed onto the history stack? The former should only be used in a live bookmarking context. The latter is useful if you want to navigate between states using the browser's back and forward buttons. See Examples.</td>
</tr>
<tr>
<td>session</td>
<td>A Shiny session object.</td>
</tr>
</tbody>
</table>

Details

For mode = "push", only three updates are currently allowed:

1. the query string (format: ?param1=val1&param2=val2)
2. the hash (format: #hash)
3. both the query string and the hash (format: ?param1=val1&param2=val2#hash)

In other words, if mode = "push", the queryString must start with either ? or with #.

A technical curiosity: under the hood, this function is calling the HTML5 history API (which is where the names for the mode argument come from). When mode = "replace", the function called is window.history.replaceState(null, null, queryString). When mode = "push", the function called is window.history.pushState(null, null, queryString).
updateQueryString

See Also

`enableBookmarking()`
`getQueryString()`

Examples

```r
## Only run these examples in interactive sessions
if (interactive()) {

## App 1: Doing "live" bookmarking
## Update the browser's location bar every time an input changes.
## This should not be used with enableBookmarking("server"),
## because that would create a new saved state on disk every time
## the user changes an input.
enableBookmarking("url")
shinyApp(
  ui = function(req) {
    fluidPage(
      textInput("txt", "Text"),
      checkboxInput("chk", "Checkbox")
    ),
  },
  server = function(input, output, session) {
    observe(
      # Trigger this observer every time an input changes
      reactiveValuesToList(input)
      session$doBookmark()
    )
    onBookmarked(function(url) {
      updateQueryString(url)
    })
  }
)

## App 2: Printing the value of the query string
## (Use the back and forward buttons to see how the browser
## keeps a record of each state)
shinyApp(
  ui = fluidPage(
    textInput("txt", "Enter new query string"),
    helpText("Format: ?param1=val1&param2=val2"),
    actionButton("go", "Update"),
    hr(),
    verbatimTextOutput("query")
  ),
  server = function(input, output, session) {
    observeEvent(input$go, {
      updateQueryString(input$txt, mode = "push")
    })
    output$"query" <- renderText({
      query <- getQueryString()
      queryText <- paste(names(query), query,
        sep = "=", collapse=",")
    })
  }
)
```
updateRadioButtons

Change the value of a radio input on the client

Description

Change the value of a radio input on the client

Usage

updateRadioButtons(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  choices = NULL,
  selected = NULL,
  inline = FALSE,
  choiceNames = NULL,
  choiceValues = NULL
)

Arguments

session  The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain()
inputId  The id of the input object.
label    The label to set for the input object.
choices  List of values to select from (if elements of the list are named then that name rather than the value is displayed to the user). If this argument is provided, then choiceNames and choiceValues must not be provided, and vice-versa. The values should be strings; other types (such as logicals and numbers) will be coerced to strings.
selected The initially selected value. If not specified, then it defaults to the first item in choices. To start with no items selected, use character(0).
inline   If TRUE, render the choices inline (i.e. horizontally)
choiceNames, choiceValues  List of names and values, respectively, that are displayed to the user in the app and correspond to the each choice (for this reason, choiceNames and choiceValues must have the same length). If either of these arguments is provided, then the other must be provided and choices must not be provided. The advantage of using both of these over a named list for choices is that choiceNames allows any type of UI object to be passed through (tag objects, icons, HTML code, ...), instead of just simple text. See Examples.
Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.

See Also

`radioButtons()`

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

ui <- fluidPage(
  p("The first radio button group controls the second"),
  radioButtons("inRadioButtons", "Input radio buttons",
    c("Item A", "Item B", "Item C")),
  radioButtons("inRadioButtons2", "Input radio buttons 2",
    c("Item A", "Item B", "Item C"))
)

server <- function(input, output, session) {
  observe({
    x <- input$inRadioButtons

    # Can also set the label and select items
    updateRadioButtons(session, "inRadioButtons2",
      label = paste("radioButtons label", x),
      choices = x,
      selected = x
    )
  })
}

shinyApp(ui, server)
}
```
updateSelectInput  
*Change the value of a select input on the client*

**Description**

Change the value of a select input on the client

**Usage**

```r
updateSelectInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  choices = NULL,
  selected = NULL
)
```

```r
updateSelectizeInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  choices = NULL,
  selected = NULL,
  options = list(),
  server = FALSE
)
```

```r
updateVarSelectInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  data = NULL,
  selected = NULL
)
```

```r
updateVarSelectizeInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  data = NULL,
  selected = NULL,
  options = list(),
  server = FALSE
)
```

**Arguments**

- `session` The session object passed to function given to `shinyServer`. Default is `getDefaultReactiveDomain()`
**updateSelectInput**

- **inputId**: The id of the input object.
- **label**: The label to set for the input object.
- **choices**: List of values to select from. If elements of the list are named, then that name — rather than the value — is displayed to the user. It’s also possible to group related inputs by providing a named list whose elements are (either named or unnamed) lists, vectors, or factors. In this case, the outermost names will be used as the group labels (leveraging the `<optgroup>` HTML tag) for the elements in the respective sublist. See the example section for a small demo of this feature.
- **selected**: The initially selected value (or multiple values if `multiple = TRUE`). If not specified then defaults to the first value for single-select lists and no values for multiple select lists.
- **options**: A list of options. See the documentation of `selectize.js` ([https://selectize.dev/docs/usage](https://selectize.dev/docs/usage)) for possible options (character option values inside `base::I()` will be treated as literal JavaScript code; see `renderDataTable()` for details).
- **server**: Whether to store choices on the server side, and load the select options dynamically on searching, instead of writing all choices into the page at once (i.e., only use the client-side version of `selectize.js`).
- **data**: A data frame. Used to retrieve the column names as choices for a `selectInput()`

### Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take similar sets of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.  

### See Also

`selectInput()` `varSelectInput()`

### Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    p("The checkbox group controls the select input"),
    checkboxGroupInput("inCheckboxGroup", "Input checkbox",
      c("Item A", "Item B", "Item C")),
    selectInput("inSelect", "Select input",
      c("Item A", "Item B", "Item C"))
  )
```

---

**updateSelectInput**

- **inputId**: The id of the input object.
- **label**: The label to set for the input object.
- **choices**: List of values to select from. If elements of the list are named, then that name — rather than the value — is displayed to the user. It’s also possible to group related inputs by providing a named list whose elements are (either named or unnamed) lists, vectors, or factors. In this case, the outermost names will be used as the group labels (leveraging the `<optgroup>` HTML tag) for the elements in the respective sublist. See the example section for a small demo of this feature.
- **selected**: The initially selected value (or multiple values if `multiple = TRUE`). If not specified then defaults to the first value for single-select lists and no values for multiple select lists.
- **options**: A list of options. See the documentation of `selectize.js` ([https://selectize.dev/docs/usage](https://selectize.dev/docs/usage)) for possible options (character option values inside `base::I()` will be treated as literal JavaScript code; see `renderDataTable()` for details).
- **server**: Whether to store choices on the server side, and load the select options dynamically on searching, instead of writing all choices into the page at once (i.e., only use the client-side version of `selectize.js`).
- **data**: A data frame. Used to retrieve the column names as choices for a `selectInput()`

### Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take similar sets of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.

### See Also

`selectInput()` `varSelectInput()`

### Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    p("The checkbox group controls the select input"),
    checkboxGroupInput("inCheckboxGroup", "Input checkbox",
      c("Item A", "Item B", "Item C")),
    selectInput("inSelect", "Select input",
      c("Item A", "Item B", "Item C"))
  )
```
server <- function(input, output, session) {
  observe(
    x <- input$inCheckboxGroup
    # Can use character(0) to remove all choices
    if (is.null(x))
      x <- character(0)
    # Can also set the label and select items
    updateSelectInput(session, "inSelect",
      label = paste("Select input label", length(x)),
      choices = x,
      selected = tail(x, 1)
    )
  )
}
}

shinyApp(ui, server)

---

title: `updateSliderInput`  
subtitle: Update Slider Input Widget

### Description

Change the value of a slider input on the client.

### Usage

```r
updateSliderInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
  value = NULL,
  min = NULL,
  max = NULL,
  step = NULL,
  timeFormat = NULL,
  timezone = NULL
)
```

### Arguments

- **session**  The session object passed to function given to `shinyServer`. Default is `getDefaultReactiveDomain()`.
- **inputId**  The id of the input object.
- **label**  The label to set for the input object.
The initial value of the slider, either a number, a date (class Date), or a date-time (class POSIXt). A length one vector will create a regular slider; a length two vector will create a double-ended range slider. Must lie between \texttt{min} and \texttt{max}.

\texttt{min, max}  
The minimum and maximum values (inclusive) that can be selected.

\texttt{step}  
Specifies the interval between each selectable value on the slider. Either \texttt{NULL}, the default, which uses a heuristic to determine the step size or a single number. If the values are dates, \texttt{step} is in days; if the values are date-times, \texttt{step} is in seconds.

\texttt{timeFormat}  
Only used if the values are Date or POSIXt objects. A time format string, to be passed to the Javascript \texttt{strptime} library. See \url{https://github.com/samsonjs/strftime} for more details. The allowed format specifications are very similar, but not identical, to those for R’s \texttt{base::strftime()} function. For Dates, the default is “\%F” (like “2015-07-01”), and for POSIXt, the default is “\%F \%T” (like “2015-07-01 15:32:10”).

\texttt{timezone}  
Only used if the values are POSIXt objects. A string specifying the time zone offset for the displayed times, in the format “+HHMM” or “-HHMM”. If \texttt{NULL} (the default), times will be displayed in the browser’s time zone. The value “+0000” will result in UTC time.

### Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, \texttt{numericInput()} and \texttt{updateNumericInput()} take a similar set of arguments.

Any arguments with \texttt{NULL} values will be ignored; they will not result in any changes to the input object on the client.

For \texttt{radioButtons()}, \texttt{checkboxGroupInput()} and \texttt{selectInput()}, the set of choices can be cleared by using \texttt{choices=character(0)}. Similarly, for these inputs, the selected item can be cleared by using \texttt{selected=character(0)}.

### See Also

\texttt{sliderInput()}

### Examples

```r
## Only run this example in interactive R sessions
if (interactive()) {
  shinyApp(
    ui = fluidPage(
      sidebarLayout(
        sidebarPanel(
          p("The first slider controls the second"),
          sliderInput("control", "Controller:", min=0, max=20, value=10,
                      step=1),
          sliderInput("receive", "Receiver:", min=0, max=20, value=10,
                      step=1),
```
server = function(input, output, session) {
  observe({
    val <- input$control
    # Control the value, min, max, and step.
    # Step size is 2 when input value is even; 1 when value is odd.
    updateSliderInput(session, "receive", value = val,
                      min = floor(val/2), max = val+4, step = (val+1)%%2 + 1)
  })
}

updateTabsetPanel

Change the selected tab on the client

Description
Change the selected tab on the client

Usage
updateTabsetPanel(
  session = getDefaultReactiveDomain(),
  inputId, selected = NULL
)

updateNavbarPage(
  session = getDefaultReactiveDomain(),
  inputId, selected = NULL
)

updateNavlistPanel(
  session = getDefaultReactiveDomain(),
  inputId, selected = NULL
)

Arguments

  session       The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain()
  inputId       The id of the tabsetPanel, navlistPanel, or navbarPage object.
selected  The value (or, if none was supplied, the title) of the tab that should be selected by default. If NULL, the first tab will be selected.

See Also  
tabsetPanel(), navlistPanel(), navbarPage()

Examples

## Only run examples in interactive R sessions
if (interactive()) {

  ui <- fluidPage(sidebarLayout(
    sidebarPanel(
      sliderInput("controller", "Controller", 1, 3, 1)
    ),
    mainPanel(
      tabsetPanel(id = "inTabset",
        tabPanel(title = "Panel 1", value = "panel1", "Panel 1 content"),
        tabPanel(title = "Panel 2", value = "panel2", "Panel 2 content"),
        tabPanel(title = "Panel 3", value = "panel3", "Panel 3 content")
      )
    )
  )
)

  server <- function(input, output, session) {
    observeEvent(input$controller, {
      updateTabsetPanel(session, "inTabset",
        selected = paste0("panel", input$controller)
      )
    })
  }

  shinyApp(ui, server)
}

updateTextAreaInput  Change the value of a textarea input on the client

Description

Change the value of a textarea input on the client

Usage

updateTextAreaInput(
  session = getDefaultReactiveDomain(),
  inputId,
  label = NULL,
Arguments

- **session**
  The session object passed to function given to `shinyServer`. Default is `getDefaultReactiveDomain()`.

- **inputId**
  The id of the input object.

- **label**
  The label to set for the input object.

- **value**
  Initial value.

- **placeholder**
  A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.

Details

The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, `numericInput()` and `updateNumericInput()` take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.

For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.

See Also

- `textAreaInput()`

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    sliderInput("controller", "Controller", 0, 20, 10),
    textAreaInput("inText", "Input textarea"),
    textAreaInput("inText2", "Input textarea 2")
  )

  server <- function(input, output, session) {
    observe(
      # We’ll use the input$controller variable multiple times, so save it as x
      # for convenience.
      x <- input$controller

      # This will change the value of input$inText, based on x
      updateTextAreaInput(session, "inText", value = paste("New text", x))
    )
  }
}
```
# Can also set the label, this time for input$inText2
updateTextAreaInput(session, "inText2",
    label = paste("New label", x),
    value = paste("New text", x))
}
shinyApp(ui, server)

updateTextInput  Change the value of a text input on the client

Description
Change the value of a text input on the client

Usage
updateTextInput(
    session = getDefaultReactiveDomain(),
    inputId,
    label = NULL,
    value = NULL,
    placeholder = NULL
)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>session</td>
<td>The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain()</td>
</tr>
<tr>
<td>inputId</td>
<td>The id of the input object.</td>
</tr>
<tr>
<td>label</td>
<td>The label to set for the input object.</td>
</tr>
<tr>
<td>value</td>
<td>Initial value.</td>
</tr>
<tr>
<td>placeholder</td>
<td>A character string giving the user a hint as to what can be entered into the control. Internet Explorer 8 and 9 do not support this option.</td>
</tr>
</tbody>
</table>

Details
The input updater functions send a message to the client, telling it to change the settings of an input object. The messages are collected and sent after all the observers (including outputs) have finished running.

The syntax of these functions is similar to the functions that created the inputs in the first place. For example, numericInput() and updateNumericInput() take a similar set of arguments.

Any arguments with NULL values will be ignored; they will not result in any changes to the input object on the client.
For `radioButtons()`, `checkboxGroupInput()` and `selectInput()`, the set of choices can be cleared by using `choices=character(0)`. Similarly, for these inputs, the selected item can be cleared by using `selected=character(0)`.

**See Also**

`textInput()`

**Examples**

```r
## Only run examples in interactive R sessions
if (interactive()) {
    ui <- fluidPage(
        sliderInput("controller", "Controller", 0, 20, 10),
        textInput("inText", "Input text"),
        textInput("inText2", "Input text 2")
    )

    server <- function(input, output, session) {
        observe(
            # We'll use the input$controller variable multiple times, so save it as x
            # for convenience.
            x <- input$controller

            # This will change the value of input$inText, based on x
            updateTextInput(session, "inText", value = paste("New text", x))

            # Can also set the label, this time for input$inText2
            updateTextInput(session, "inText2",
                label = paste("New label", x),
                value = paste("New text", x))
        )
    }

    shinyApp(ui, server)
}
```

---

**urlModal**

*Generate a modal dialog that displays a URL*

**Description**

The modal dialog generated by `urlModal` will display the URL in a textarea input, and the URL text will be selected so that it can be easily copied. The result from `urlModal` should be passed to the `showModal()` function to display it in the browser.

**Usage**

`urlModal(url, title = "Bookmarked application link", subtitle = NULL)`
validate

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>url</td>
<td>A URL to display in the dialog box.</td>
</tr>
<tr>
<td>title</td>
<td>A title for the dialog box.</td>
</tr>
<tr>
<td>subtitle</td>
<td>Text to display underneath URL.</td>
</tr>
</tbody>
</table>

validate() provides convenient mechanism for validating that an output has all the inputs necessary for successful rendering. It takes any number of (unnamed) arguments, each representing a condition to test. If any of condition fails (i.e. is not "truthy"), a special type of error is signaled to stop execution. If this error is not handled by application-specific code, it is displayed to the user by Shiny.

If you use validate() in a reactive() validation failures will automatically propagate to outputs that use the reactive.

Usage

validate(..., errorClass = character(0))

need(expr, message = paste(label, "must be provided"), label)

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>...</td>
<td>A list of tests. Each test should equal NULL for success, FALSE for silent failure, or a string for failure with an error message.</td>
</tr>
<tr>
<td>errorClass</td>
<td>A CSS class to apply. The actual CSS string will have shiny-output-error-prepended to this value.</td>
</tr>
<tr>
<td>expr</td>
<td>An expression to test. The condition will pass if the expression meets the conditions spelled out in Details.</td>
</tr>
<tr>
<td>message</td>
<td>A message to convey to the user if the validation condition is not met. If no message is provided, one will be created using label. To fail with no message, use FALSE for the message.</td>
</tr>
<tr>
<td>label</td>
<td>A human-readable name for the field that may be missing. This parameter is not needed if message is provided, but must be provided otherwise.</td>
</tr>
</tbody>
</table>

need()

An easy way to provide arguments to validate() is to use need(), which takes an expression and a string. If the expression is not "truthy" then the string will be used as the error message. If "truthiness" is flexible for your use case, you'll need to explicitly generate a logical values. For example, if you want allow NA but not NULL, you can !is.null(input$foo).
If you need validation logic that differs significantly from `need()`, you can create your own validation test functions. A passing test should return `NULL`. A failing test should return either a string providing the error to display to the user, or if the failure should happen silently, `FALSE`.

Alternatively you can use `validate()` within an if statement, which is particularly useful for more complex conditions:

```r
if (input$x < 0 && input$choice == "positive") {
  validate("If choice is positive then x must be greater than 0")
}
```

### Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  ui <- fluidPage(
    checkboxGroupInput("in1", 'Check some letters', choices = head(LETTERS)),
    selectizeInput("in2", 'Select a state', choices = c("", state.name)),
    plotOutput("plot")
  )

  server <- function(input, output) {
    output$plot <- renderPlot({
      validate(
        need(input$in1, 'Check at least one letter!'),
        need(input$in2 != "", 'Please choose a state.')
      )
      plot(1:10, main = paste(c(input$in1, input$in2), collapse = ', '))
    })
  }

  shinyApp(ui, server)
}
```

---

**varSelectInput**

Select variables from a data frame

### Description

Create a select list that can be used to choose a single or multiple items from the column names of a data frame.

### Usage

```r
varSelectInput(
  inputId,
  label,
```
varSelectInput

```r
data,
selected = NULL,
multiple = FALSE,
selectize = TRUE,
width = NULL,
size = NULL
```

```r
varSelectizeInput(inputId, ..., options = NULL, width = NULL)
```

**Arguments**

- **inputId**: The input slot that will be used to access the value.
- **label**: Display label for the control, or NULL for no label.
- **data**: A data frame. Used to retrieve the column names as choices for a `selectInput()`.
- **selected**: The initially selected value (or multiple values if `multiple = TRUE`). If not specified then defaults to the first value for single-select lists and no values for multiple select lists.
- **multiple**: Is selection of multiple items allowed?
- **selectize**: Whether to use `selectize.js` or not.
- **width**: The width of the input, e.g. '400px', or '100%'; see `validateCssUnit()`.
- **size**: Number of items to show in the selection box; a larger number will result in a taller box. Not compatible with `selectize=TRUE`, a select input will be a drop-down list, but when size is set, it will be a box instead.
- **...**: Arguments passed to `varSelectInput()`.
- **options**: A list of options. See the documentation of `selectize.js(https://selectize.dev/docs/usage)` for possible options (character option values inside `base::I()` will be treated as literal JavaScript code; see `renderDataTable()` for details).

**Details**

By default, `varSelectInput()` and `selectizeInput()` use the JavaScript library `selectize.js (https://selectize.dev/)` to instead of the basic select input element. To use the standard HTML select input element, use `selectInput()` with `selectize=FALSE`.

**Value**

A variable select list control that can be added to a UI definition.

**Server value**

The resulting server input value will be returned as:

- A symbol if `multiple = FALSE`. The input value should be used with rlang’s `rlang::!!()`.
  For example, `ggplot2::aes(!!input$variable)`.
• A list of symbols if `multiple = TRUE`. The input value should be used with `rlang::!!!()` to expand the symbol list as individual arguments. For example, `dplyr::select(mtcars, !!!input$variables)` which is equivalent to `dplyr::select(mtcars, !!!input$variables[[1]], !!!input$variables[[2]], ..., !!!input$variables[[length(input$variables)]]).

Note

The variable selectize input created from `varSelectizeInput()` allows deletion of the selected option even in a single select input, which will return an empty string as its value. This is the default behavior of `selectize.js`. However, the selectize input created from `selectInput(..., selectize = TRUE)` will ignore the empty string value when it is a single choice input and the empty string is not in the `choices` argument. This is to keep compatibility with `selectInput(..., selectize = FALSE).

See Also

`updateSelectInput()`

Other input elements: `actionButton()`, `checkboxGroupInput()`, `checkboxInput()`, `dateInput()`, `dateRangeInput()`, `fileInput()`, `numericInput()`, `passwordInput()`, `radioButtons()`, `selectInput()`, `sliderInput()`, `submitButton()`, `textareaInput()`, `textInput()`

Examples

```r
## Only run examples in interactive R sessions
if (interactive()) {

library(ggplot2)

# single selection
shinyApp(
  ui = fluidPage(
    varSelectInput("variable", "Variable:", mtcars),
    plotOutput("data")
  ),
  server = function(input, output) {
    output$data <- renderPlot({
      ggplot(mtcars, aes(!!input$variable)) + geom_histogram()
    })
  }
)

# multiple selections
## Not run:
shinyApp(
  ui = fluidPage(
    varSelectInput("variables", "Variable:", mtcars, multiple = TRUE),
    tableOutput("data")
  ),
  server = function(input, output) {
```
verticalLayout

Lay out UI elements vertically

Description

Create a container that includes one or more rows of content (each element passed to the container will appear on its own line in the UI)

Usage

verticalLayout(..., fluid = TRUE)

Arguments

... Elements to include within the container
fluid TRUE to use fluid layout; FALSE to use fixed layout.

See Also

Other layout functions: fillPage(), fixedPage(), flowLayout(), fluidPage(), navbarPage(), sidebarLayout(), splitLayout()

Examples

## Only run examples in interactive R sessions
if (interactive()) {
  ui <- fluidPage(
    verticalLayout(
      a(href="http://example.com/link1", "Link One"),
      a(href="http://example.com/link2", "Link Two"),
      a(href="http://example.com/link3", "Link Three")
    )
  )
  shinyApp(ui, server = function(input, output) { })
}
viewer

**Viewer options**

### Description

Use these functions to control where the gadget is displayed in RStudio (or other R environments that emulate RStudio’s viewer pane/dialog APIs). If viewer APIs are not available in the current R environment, then the gadget will be displayed in the system’s default web browser (see `utils::browseURL()`).

### Usage

- `paneViewer(minHeight = NULL)`
- `dialogViewer(dialogName, width = 600, height = 600)`
- `browserViewer(browser = getOption("browser"))`

### Arguments

- **minHeight**
  - The minimum height (in pixels) desired to show the gadget in the viewer pane. If a positive number, resize the pane if necessary to show at least that many pixels. If NULL, use the existing viewer pane size. If "maximize", use the maximum available vertical space.

- **dialogName**
  - The window title to display for the dialog.

- **width, height**
  - The desired dialog width/height, in pixels.

- **browser**
  - See `utils::browseURL()`.

### Value

A function that takes a single `url` parameter, suitable for passing as the `viewer` argument of `runGadget()`.

---

### wellPanel

**Create a well panel**

### Description

Creates a panel with a slightly inset border and grey background. Equivalent to Bootstrap’s `well` CSS class.

### Usage

`wellPanel(...)`
withMathJax

Arguments

... UI elements to include inside the panel.

Value

The newly created panel.

Load the MathJax library and typeset math expressions

Description

This function adds MathJax to the page and typeset the math expressions (if found) in the content... It only needs to be called once in an app unless the content is rendered after the page is loaded, e.g. via renderUI(), in which case we have to call it explicitly every time we write math expressions to the output.

Usage

withMathJax(...)

Arguments

... any HTML elements to apply MathJax to

Examples

withMathJax(helpText("Some math here \$$\alpha+\beta\$$"))
# now we can just write "static" content without withMathJax()
div("more math here \$$\sqrt{2}\$$")

withProgress

Reporting progress (functional API)

Description

Reports progress to the user during long-running operations.
withProgress(
  expr,
  min = 0,
  max = 1,
  value = min + (max - min) * 0.1,
  message = NULL,
  detail = NULL,
  style = getShinyOption("progress.style", default = "notification"),
  session = getDefaultReactiveDomain(),
  env = parent.frame(),
  quoted = FALSE
)

setProgress(
  value = NULL,
  message = NULL,
  detail = NULL,
  session = getDefaultReactiveDomain()
)

incProgress(
  amount = 0.1,
  message = NULL,
  detail = NULL,
  session = getDefaultReactiveDomain()
)

Arguments

expr  The work to be done. This expression should contain calls to setProgress() or incProgress().

min   The value that represents the starting point of the progress bar. Must be less than max. Default is 0.

max   The value that represents the end of the progress bar. Must be greater than min. Default is 1.

value Single-element numeric vector; the value at which to set the progress bar, relative to min and max.

message A single-element character vector; the message to be displayed to the user, or NULL to hide the current message (if any).

detail A single-element character vector; the detail message to be displayed to the user, or NULL to hide the current detail message (if any). The detail message will be shown with a de-emphasized appearance relative to message.

style Progress display style. If "notification" (the default), the progress indicator will show using Shiny’s notification API. If “old”, use the same HTML and CSS used in Shiny 0.13.2 and below (this is for backward-compatibility).
withProgress

session The Shiny session object, as provided by shinyServer to the server function. The default is to automatically find the session by using the current reactive domain.

env The environment in which expr should be evaluated.

quoted Whether expr is a quoted expression (this is not common).

amount For incProgress, the amount to increment the status bar. Default is 0.1.

Details

This package exposes two distinct programming APIs for working with progress. Using withProgress with incProgress or setProgress provide a simple function-based interface, while the Progress() reference class provides an object-oriented API.

Use withProgress to wrap the scope of your work; doing so will cause a new progress panel to be created, and it will be displayed the first time incProgress or setProgress are called. When withProgress exits, the corresponding progress panel will be removed.

The incProgress function increments the status bar by a specified amount, whereas the setProgress function sets it to a specific value, and can also set the text displayed.

Generally, withProgress/incProgress/setProgress should be sufficient; the exception is if the work to be done is asynchronous (this is not common) or otherwise cannot be encapsulated by a single scope. In that case, you can use the Progress reference class.

As of version 0.14, the progress indicators use Shiny’s new notification API. If you want to use the old styling (for example, you may have used customized CSS), you can use style="old" each time you call withProgress(). If you don’t want to set the style each time withProgress is called, you can instead call shinyOptions(progress.style="old") just once, inside the server function.

Value

The result of expr.

See Also

Progress()

Examples

## Only run examples in interactive R sessions
if (interactive()) {
  options(device.ask.default = FALSE)

  ui <- fluidPage(
    plotOutput("plot")
  )

  server <- function(input, output) {
    output$plot <- renderPlot({
      withProgress(message = "Calculation in progress",
        detail = "This may take a while...", value = 0, {
        for (i in 1:15) {
          incProgress(amount = 0.1)
        }
      })
    })
  }
}
incProgress(1/15)
Sys.sleep(0.25)
}
})
plot(cars)
})
}

shinyApp(ui, server)
} withProgress
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