

Package ‘gargoyle’

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Title An Event-Based Mechanism for 'Shiny'

Version 0.0.1

Description An event-Based framework for building 'Shiny' apps. Instead of relying on standard 'Shiny' reactive objects, this package allow to relying on a lighter set of triggers, so that reactive contexts can be invalidated with more control.

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

Imports shiny, attempt

Suggests knitr, rmarkdown, testthat (>= 3.0.0)

VignetteBuilder knitr

Config/testthat/edition 3

NeedsCompilation no

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get_gargoyle_logs	<i>Handle logs</i>
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Description

Get / Clear the logs of all the time the ‘trigger()’ functions are launched.

Usage

```
get_gargoyle_logs()

clear_gargoyle_logs()
```

Value

A data.frame of the logs.

Examples

```
if (interactive()){
  get_gargoyle_logs()
  clear_gargoyle_logs()
}
```

init	<i>Initiate, trigger, event</i>
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Description

Initiate, trigger, event

Usage

```
init(..., session = getDefaultReactiveDomain())

trigger(..., session = getDefaultReactiveDomain())

watch(name, session = getDefaultReactiveDomain())
```

Arguments

session	The shiny session object
name, ...	The name(s) of the events

Value

The ‘session’ object invisibly. These functions are mainly used for side-effects.

Examples

```
if (interactive()){
  library(shiny)
  library(gargoyle)
  options("gargoyle.talkative" = TRUE)
  ui <- function(request){
    tagList(
      h4('Go'),
      actionButton("y", "y"),
      h4('Output of z$v'),
      tableOutput("evt")
    )
  }

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

    # Initiating the flags
    init( "plop", "pouet", "poum")

    # Creating a new env to store values, instead of
    # a reactive structure
    z <- new.env()

    observeEvent( input$y , {
      z$v <- mtcars
      # Triggering the flag
      trigger("airquality")
    })

    on("airquality", {
      # Triggering the flag
      z$v <- airquality
      trigger("iris")
    })

    on("iris", {
      # Triggering the flag
      z$v <- iris
      trigger("renderiris")
    })

    output$evt <- renderTable({
      # This part will only render when the renderiris
      # flag is triggered
      watch("renderiris")
      head(z$v)
    })

  }

  shinyApp(ui, server)
```

```
}
```

on

React on an event

Description

React on an event

Usage

```
on(name, expr, session = getDefaultReactiveDomain())
```

Arguments

name	the name of the event to react to
expr	the expression to run when the event is triggered.
session	The shiny session object

Value

An observeEvent object. This object will rarely be used, 'on' is mainly called for side-effects.

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