

Package ‘scoutbaR’

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Title A Spotlight 'React' Widget for 'shiny' Apps

Version 0.1.0

Description

Creates a contextual menu that can be triggered with keyboard shortcuts or programmatically. This can replace traditional sidebars or navigation bars, thereby enhancing the user experience with lighter user interfaces.

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scoutbar	<i>Creates a Scoutbar React widget</i>
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Description

Scoutbar react widget for Shiny.

Use this function from the server side of your Shiny app to update a [scoutbar](#).

Usage

```
scoutbar(  
  inputId,  
  theme = c("light", "dark", "auto"),  
  placeholder = list("Hello", "Type some text"),  
  actions = list(),  
  ...  
)
```

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

Arguments

inputId	Widget input id.
theme	Scoutbar theme.
placeholder	Scoutbar placeholder text. A string or a list of strings.
actions	Scoutbar actions. Expect scout_action or scout_section and scout_page . scout_action can be nested inside scout_section and scout_page .
...	Scoutbar configuration. Expect a list of properties like in scoutbar . See possible values here at https://www.scoutbar.co/docs/features .
session	Shiny session object.

Details

Provides a contextual menu users can activate with keyboard shortcut or programmatically with [update_scoutbar](#). Scoutbar may be seen as an alternative to sidebars and navbars, as it allows to construct better navigation menus.

Value

A list of shiny tags containing all the web dependencies and scoutbar elements required to instantiate the Scoutbar React widget from JavaScript.

This function is called for its side effect. It sends a message to JavaScript through the current websocket connection, leveraging the shiny session object.

scout_action	<i>Creates a scout action</i>
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Description

Creates an item that can perform actions on the server side.

Usage

```
scout_action(id, label, description, closeOnClick = TRUE, ...)
```

Arguments

id	Unique id.
label	Action label.
description	Action description.
closeOnClick	Whether to close the scoutbar whenever this action is clicked. Default to TRUE.
...	Other options. See https://www.scoutbar.co/docs/actions .

Details

This function is meant to be embedded directly within [scoutbar](#) or via a more structured way within [scout_page](#) or [scout_section](#). It serves as a bridge between R and JavaScript to communicate with the Scoutbar React API, so you are not expected to call it on its own.

Value

A list containing:

- children: a sublist where are passed the options.
- class: a character vector to identify the action on the JavaScript side. You are not expected to modify it as it will break the JavaScript binding.

scout_page	<i>Creates a scout page</i>
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Description

Can embed [scout_action](#) on a separate view of the Scoutbar.

Usage

```
scout_page(label, ..., .list = NULL)
```

Arguments

label	Page label.
...	Expect scout_action .
.list	To programmatically pass a list of scout_action , with <code>lapply</code> for instance.

Details

Whenever many [scout_action](#) share a similar topic, or have nested topics, this function allows you to provide a better experience by isolating some actions in a separate view. You can nest pages within other pages and combine it with [scout_section](#).

Value

A list containing:

- children: a sublist where are passed the [scout_action](#).
- label: The page label.
- class: a character vector to identify the page on the JavaScript side. You are not expected to modify it as it will break the JavaScript binding.

scout_section	<i>Creates a scout section</i>
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Description

Sort [scout_action](#) on the same view.

Usage

```
scout_section(label, ..., .list = NULL)
```

Arguments

label	Section label.
...	Expect scout_action .
.list	To programmatically pass a list of scout_action , with <code>lapply</code> for instance.

Details

Whenever many [scout_action](#) share a similar topic, you may use this function to sort them in the UI and offer a better user experience. You can combine it with [scout_page](#).

Value

A list containing:

- children: a sublist where are passed the [scout_action](#).
- label: The section label.
- class: a character vector to identify the section on the JavaScript side. You are not expected to modify it as it will break the JavaScript binding.

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