

Package ‘sever’

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Title Customise 'Shiny' Disconnected Screens and Error Messages

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Description Customise 'Shiny' disconnected screens as well as sanitize error messages to make them clearer and friendlier to the user.

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Encoding UTF-8

RoxygenNote 7.1.1

Imports cli, shiny, htmltools

URL <https://sever.john-coene.com/>

BugReports <https://github.com/JohnCoene/sever/issues>

NeedsCompilation no

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chisel	<i>Chisel</i>
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Description

Customise silent error messages: messages raised by `shiny::validate()` and `shiny::need()`. If used in combination with `cleave()` make sure you are setting `silent_errors` to `FALSE`.

Usage

```
chisel(  
  html = NULL,  
  color = NULL,  
  bg_color = NULL,  
  duration = NULL,  
  center_vertical = NULL,  
  center_horizontal = NULL,  
  ids = NULL,  
  session = shiny::getDefaultReactiveDomain()  
)
```

Arguments

<code>html</code>	Html content to display instead of error messages, if <code>NULL</code> the original message is displayed.
<code>color</code>	Color of error message text.
<code>bg_color</code>	Background color of error message overlay. If <code>NULL</code> will be transparent.
<code>duration</code>	Duration of animation showing the error message, set to <code>0</code> to have none.
<code>center_vertical</code>	Whether to center the message vertically and horizontally, a boolean.
<code>center_horizontal</code>	Whether to center the message vertically and horizontally, a boolean.
<code>ids</code>	Ids of elements to apply the <code>cleave</code> to. If <code>NULL</code> applies to all error messages.
<code>session</code>	A valid shiny session.

Value

None

chisel_theme	<i>Chisel Theme</i>
--------------	---------------------

Description

Define a theme to apply to all subsequent `chisel()`.

Usage

```
chisel_theme(  
  color = "darkgrey",  
  bg_color = NULL,  
  duration = 0.1,  
  center_vertical = TRUE,  
  center_horizontal = TRUE  
)
```

Arguments

color	Color of error message text.
bg_color	Background color of error message overlay. If NULL will be transparent.
duration	Duration of animation showing the error message, set to 0 to have none.
center_vertical	Whether to center the message vertically and horizontally, a boolean.
center_horizontal	Whether to center the message vertically and horizontally, a boolean.

Value

None

cleave	<i>Cleave</i>
--------	---------------

Description

Customise hard error messages.

Usage

```
cleave(  
  html = NULL,  
  color = NULL,  
  bg_color = NULL,  
  duration = NULL,  
  center_vertical = NULL,  
  center_horizontal = NULL,  
  ids = NULL,  
  silent_errors = FALSE,  
  session = shiny::getDefaultReactiveDomain()  
)
```

Arguments

html	Html content to display instead of error messages, if NULL the original message is displayed.
color	Color of error message text.
bg_color	Background color of error message overlay. If NULL will be transparent.
duration	Duration of animation showing the error message, set to 0 to have none.
center_vertical, center_horizontal	Whether to center the message vertically and horizontally, a boolean.
ids	Ids of elements to apply the cleave to. If NULL applies to all error messages.
silent_errors	Set to TRUE to also cleave silent errors: errors that are raised by <code>shiny::validate()</code> . Alternatively you might want to use <code>chisel()</code> to specifically stylise those messages.
session	A valid shiny session.

Value

None

See Also

[chisel\(\)](#) for soft error messages.

cleave_theme

Cleave Theme

Description

Define a theme to apply to all subsequent `cleave()`.

Usage

```

cleave_theme(
  color = "red",
  bg_color = NULL,
  duration = 0.1,
  center_vertical = TRUE,
  center_horizontal = TRUE
)

```

Arguments

color	Color of error message text.
bg_color	Background color of error message overlay. If NULL will be transparent.
duration	Duration of animation showing the error message, set to 0 to have none.
center_vertical	Whether to center the message vertically and horizontally, a boolean.
center_horizontal	Whether to center the message vertically and horizontally, a boolean.

Value

None

dependencies	<i>Dependencies</i>
--------------	---------------------

Description

Import dependencies, place this in your shiny UI.

Usage

```

useSever()

use_sever()

```

Value

[shiny::tags](#) containing the necessary dependencies.

reconnect

Reload

Description

Create a button to reload/reconnect to shiny.

Usage

```
reconnect_button(  
  text = "reconnect",  
  class = c("default", "danger", "info", "success", "warning")  
)
```

```
reconnect_link(  
  text = "reconnect",  
  class = c("default", "danger", "info", "success", "warning")  
)
```

```
f7_reconnect_button(text = "reconnect", color = "#000")
```

Arguments

text	The text to use on the button.
class	The class to apply to the button.
color	Color of button.

Value

A button or link in the form of [shiny::tags](#).

Functions

- `reconnect_button` - Returns a button.
- `reconnect_link` - Returns a link.
- `f7_reconnect_button` - A reconnect button for shinyMobile.

reload_button	<i>Reload</i>
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Description

Create a button to reload/reconnect to shiny.

Usage

```
reload_button(  
  text = "reload",  
  class = c("default", "danger", "info", "success", "warning")  
)
```

```
reload_link(  
  text = "reload",  
  class = c("default", "danger", "info", "success", "warning")  
)
```

```
f7_reload_button(text = "reload", color = "#000")
```

Arguments

text	The text to use on the button.
class	The class to apply to the button.
color	Color of button.

Value

A button or link in the form of [shiny::tags](#).

Functions

- `reload_button` - Returns a button.
- `reload_link` - Returns a link.
- `f7_reload_button` - A reload button for shinyMobile.

rupture

Rupture

Description

Displays a disconnected screen after `ms` milliseconds of inactivity.

Usage

```
rupture(  
  html = rupture_default(),  
  color = "#fff",  
  opacity = 1,  
  bg_color = "#333e48",  
  bg_image = NULL,  
  ms = 1000 * 60 * 15,  
  session = shiny::getDefaultReactiveDomain(),  
  box = FALSE  
)
```

Arguments

<code>html</code>	Shiny tags to use as content for the disconnected screen, generally <code>shiny::tagList()</code> .
<code>opacity</code>	Opacity of background.
<code>bg_color, color</code>	Background color, color of text.
<code>bg_image</code>	Background image to use.
<code>ms</code>	Milliseconds before showing the disconnected screen, defaults to <code>1000 * 60 * 15</code> which is 15 minutes (same as <code>shinyapps.io</code>).
<code>session</code>	A valid shiny session.
<code>box</code>	Set to <code>TRUE</code> to enclose the <code>html</code> in a box.

Value

None

Examples

```
library(shiny)  
  
ui <- fluidPage(  
  useSever(),  
  h1("rupture")  
)  
  
server <- function(input, output){
```



```
rupture(  
  tagList(  
    h1("Whoops"),  
    reconnect_button()  
  )  
)  
}  
  
if(interactive())  
  shinyApp(ui, server)
```

rupture_default

Default Rupture Screen

Description

The default rupture screen for convenience.

Usage

```
rupture_default(  
  title = "Idle",  
  subtitle = "Your session is disconnected",  
  button = "Reconnect",  
  button_class = "default"  
)
```

Arguments

title	Title and subtitle to display.
subtitle	Title and subtitle to display.
button	Text to display on button, passed to reload_button() .
button_class	Class of button, passed to reload_button() .

Value

shiny::tags.

sever	<i>Sever</i>
-------	--------------

Description

Customise the Shiny disconnected screen.

Usage

```
sever(  
  html = sever_default(),  
  color = "#fff",  
  opacity = 1,  
  bg_color = "#333e48",  
  bg_image = NULL,  
  session = shiny::getDefaultReactiveDomain(),  
  box = FALSE  
)
```

Arguments

html	Shiny tags to use as content for the disconnected screen, generally <code>shiny::tagList()</code> .
opacity	Opacity of background.
bg_color, color	Background color, color of text.
bg_image	Background image to use.
session	A valid shiny session.
box	Set to TRUE to enclose the html in a box.

Value

None

Examples

```
library(shiny)  
  
ui <- fluidPage(  
  useSever(),  
  h1("sever")  
)  
  
server <- function(input, output){  
  sever(  
    tagList(  
      h1("Whoops"),  
      reload_button()  
    )  
  )  
}
```

```

    )
  )
}

if(interactive())
  shinyApp(ui, server)

```

sever_default	<i>Default Sever Screen</i>
---------------	-----------------------------

Description

The default sever screen for convenience.

Usage

```

sever_default(
  title = "Whoops!",
  subtitle = "You have been disconnected",
  button = "Reload",
  button_class = "default"
)

```

Arguments

title, subtitle	Title and subtitle to display.
button	Text to display on button, passed to reload_button() .
button_class	Class of button, passed to reload_button() .

Value

shiny::tags.

using_golem	<i>Uses Golem</i>
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Description

Checks if uses golem.

Usage

```

uses_golem()

runs_golem()

```

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