

Package: mwshiny (via r-universe)

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Type Package

Title 'Shiny' for Multiple Windows

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Description A simple function, `mwsApp()`, that runs a 'shiny' app spanning multiple, connected windows. This uses all standard 'shiny' conventions, and depends only on the 'shiny' package.

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Encoding UTF-8

LazyData true

Depends shiny ($\geq 1.2.0$)

Imports htmltools ($\geq 0.3.6$)

Suggests knitr, rmarkdown, ggplot2 ($\geq 3.1.0$), visNetwork ($\geq 2.0.5$),
htmlwidgets (≥ 1.3), datasets

VignetteBuilder knitr

RoxygenNote 6.1.1

Repository <https://delosh653.r-universe.dev>

RemoteUrl <https://github.com/delosh653/mwshiny>

RemoteRef HEAD

RemoteSha c70d7809352bd1a351bcdfce8a691fef31d7141d

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`mwsApp`*Runs Shiny app in multiple specified windows.*

Description

Runs Shiny app in multiple specified windows.

Usage

```
mwsApp(ui_win = list(), serv_calc = list(), serv_out = list())
```

Arguments

<code>ui_win</code>	named list of shiny UI pages. The name of each entry in the UI page list corresponds to its window title. No windows can be named 'WindowSelector', titles must be uniquely named, and titles cannot have spaces.
<code>serv_calc</code>	a named list of functions that calculate variables derived from user input, to be used in rendering output. Each function is of the form <code>function(calc, session)</code> , where <code>calc</code> is a named list containing the traditional Shiny input and user-created reactive values, and <code>session</code> is the traditional Shiny server session value. All calculated variables that are needed to render output should be added, named, to the <code>calc</code> list. When using reactive functions such as <code>observeEvent()</code> , each should be contained in a separate function, and variables dependent on these reactions should be added to <code>calc</code> . Note that these functions follow all Shiny conventions (reactive values must be accessed in a reactive context, etc.).
<code>serv_out</code>	a named list of functions that render output. Each function is of the form <code>function(calc, session)</code> , where <code>calc</code> is a named list containing the traditional Shiny input and reactive values that have calculated values derived from input, and <code>session</code> is the traditional Shiny server session value. It returns the results of a Shiny render function. The name of each function corresponds to its output label. Note that these functions follow all Shiny conventions (reactive values must be accessed in a reactive context, etc.).

Value

Shiny app object (i.e., it runs the app)

Examples

```
if(interactive()){  
  # Run a simple 2-window app, initially bringing up the window selector window:  
  ui_win <- list()  
  ui_win[["clickinput"]] <- fluidPage(numericInput(inputId = "click", label = "a", value = 1))  
  ui_win[["clickoutput"]] <- fluidPage(plotOutput("clickplot"))  
  serv_out <- list()  
  serv_out[["clickplot"]] <- function(calc, session){  
    renderPlot({
```

```
        plot(1:calc$click,1:calc$click)
    })
}
mwsApp(ui_win, list(), serv_out)
}
```

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