

Package ‘shinydisconnect’

October 14, 2022

Title Show a Nice Message When a 'Shiny' App Disconnects or Errors

Version 0.1.0

Description A 'Shiny' app can disconnect for a variety of reasons: an unrecoverable error occurred in the app, the server went down, the user lost internet connection, or any other reason that might cause the 'Shiny' app to lose connection to its server. With 'shinydisconnect', you can call `disconnectMessage()` anywhere in a Shiny app's UI to add a nice message when this happens. Works locally (running Shiny apps within 'RStudio') and on Shiny servers (such as shinyapps.io, 'RStudio Connect', 'Shiny Server Open Source', 'Shiny Server Pro'). See demo online at <https://daattali.com/shiny/shinydisconnect-demo/>.

URL <https://github.com/daattali/shinydisconnect>

BugReports <https://github.com/daattali/shinydisconnect/issues>

Imports checkmate, glue, htmltools, shiny (>= 1.0)

Suggests colourpicker

Depends R (>= 3.0.0)

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.0

NeedsCompilation no

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Repository CRAN

Date/Publication 2020-07-23 15:20:02 UTC

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disconnectMessage *Show a nice message when a shiny app disconnects or errors*

Description

A shiny app can disconnect for a variety of reasons: an unrecoverable error occurred in the app, the server went down, the user lost internet connection, or any other reason that might cause the shiny app to lose connection to its server.

Call `disconnectMessage()` anywhere in a Shiny app's UI to add a nice message when this happens. Works locally (running Shiny apps within RStudio) and on Shiny servers (such as shinyapps.io, RStudio Connect, Shiny Server Open Source, Shiny Server Pro).

See the [demo Shiny app](#) online for examples.

Note that it's not possible to distinguish between errors and timeouts - they will both show the same message.

Usage

```
disconnectMessage(  
  text = "An error occurred. Please refresh the page and try again.",  
  refresh = "Refresh",  
  width = 450,  
  top = 50,  
  size = 22,  
  background = "white",  
  colour = "#444444",  
  overlayColour = "black",  
  overlayOpacity = 0.6,  
  refreshColour = "#337ab7",  
  css = ""  
)
```

Arguments

text	The text to show in the message.
refresh	The text to show in a link that allows the user to refresh the page. Use <code>refresh = ""</code> if you don't want to show a refresh link.
width	The width of the message box. Must be either an integer, or the string "full" to make the message take up the entire page width.
top	The distance from the message to the top of the page. Must be either an integer, or the string "center" to make the box vertically centered.
size	The font size of the text. (integer).
background	The background colour of the message box.

colour	The colour of the text of the message box.
overlayColour	The colour of the overlay to draw on the page behind the message box. An overlay is used to "grey out" the application and draw attention to the message. Use <code>overlayOpacity = 0</code> to disable the overlay.
overlayOpacity	The opacity of the overlay, from 0 (fully transparent/not visible) to 1 (fully opaque). Use <code>overlayOpacity = 0</code> to disable the overlay.
refreshColour	The colour of the refresh text link
css	Any additional CSS rules to apply to the message box. For example, <code>css = "padding: 0 !important; border: 3px solid red;"</code> will remove padding and add a border. Note that you may need to use the <code>!important</code> rule to override default styles.

Details

You can also use `disconnectMessage2()` to use a pre-set combination of parameters that produces a large centered message.

Examples

```
if (interactive()) {
  library(shiny)
  shinyApp(
    ui = fluidPage(
      disconnectMessage(),
      actionButton("disconnect", "Disconnect the app")
    ),
    server = function(input, output, session) {
      observeEvent(input$disconnect, {
        session$close()
      })
    }
  )
}
```

`disconnectMessage2` *Show a nice message when a shiny app disconnects or errors*

Description

This function is a version of `disconnectMessage()` with a pre-set combination of parameters that results in a large centered message.

Usage

```
disconnectMessage2()
```

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