

# Package ‘golem’

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**Title** A Framework for Robust Shiny Applications

**Version** 0.3.4

**Description** An opinionated framework for building a production-ready 'Shiny' application. This package contains a series of tools for building a robust 'Shiny' application from start to finish.

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**BugReports** <https://github.com/ThinkR-open/golem/issues>

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**Description**

activate\_js is used to insert directly some JavaScript functions in your golem. By default bundle\_ressources() load these function automatically for you.

**Usage**

```
activate_js()
```

```
invoke_js(fun, ..., session = shiny::getDefaultReactiveDomain())
```

**Arguments**

fun	JS function to be invoked.
...	JSON-like messages to be sent to the triggered JS function
session	The shiny session within which to call sendCustomMessage.
<b>show</b>	Show an element with the jQuery selector provided. Example: golem::invoke_js("show", "#id");.
<b>hide</b>	Hide an element with the jQuery selector provided. Example: golem::invoke_js("hide", "#id").
<b>showid</b>	Show an element with the id provided. Example: golem::invoke_js("showid", "id").
<b>hideid</b>	Hide an element with the id provided. Example: golem::invoke_js("hideid", "id").
<b>showclass</b>	Same as showid, but with class. Example: golem::invoke_js("showclass", "someClass").
<b>hideclass</b>	Same as hideid, but with class. Example: golem::invoke_js("hideclass", "someClass").
<b>showhref</b>	Same as showid, but with a[href*=. Example: golem::invoke_js("showhref", "thinkr.fr").
<b>hidehref</b>	Same as hideid, but with a[href*=. Example: golem::invoke_js("hidehref", "thinkr.fr").
<b>clickon</b>	Click on an element. The full jQuery selector has to be used. Example: golem::invoke_js("clickon", "#id").
<b>disable</b>	Add "disabled" to an element. The full jQuery selector has to be used. Example: golem::invoke_js("disable", ".someClass").
<b>reable</b>	Remove "disabled" from an element. The full jQuery selector has to be used. Example: golem::invoke_js("reable", ".someClass").
<b>alert</b>	Open an alert box with the message(s) provided. Example: golem::invoke_js("alert", "WELCOME TO MY APP");.

**prompt** Open a prompt box with the message(s) provided. This function takes a list with message and id `list(message = "", id = "")`. The output of the prompt will be sent to `input$id`. Example: `golem::invoke_js("prompt", list(message = "what's your name?", id = "name"))`.

**confirm** Open a confirm box with the message provided. This function takes a list with message and id `list(message = "", id = "")`. The output of the prompt will be sent to `input$id`. Example: `golem::invoke_js("confirm", list(message = "Are you sure you want to do that?", id = "name"))`.

## Details

These JavaScript functions can be called from the server with `invoke_js`. `invoke_js` can also be used to launch any JS function created inside a Shiny JavaScript handler.

## Value

Used for side-effects.

## Examples

```
if (interactive()) {
  library(shiny)
  ui <- fluidPage(
    golem::activate_js(), # already loaded in your golem by `bundle_resources()`
    fluidRow(
      actionButton(inputId = "hidebutton1", label = "hide button1"),
      actionButton(inputId = "showbutton1", label = "show button1"),
      actionButton(inputId = "button1", label = "button1")
    ),
    fluidRow(
      actionButton(inputId = "hideclassA", label = "hide class A"),
      actionButton(inputId = "showclassA", label = "show class A"),
      actionButton(inputId = "buttonA1", label = "button A1", class = "A"),
      actionButton(inputId = "buttonA2", label = "button A2", class = "A"),
      actionButton(inputId = "buttonA3", label = "button A3", class = "A")
    ),
    fluidRow(
      actionButton(inputId = "clickhide", label = "click on 'hide button1' and 'hide class A'"),
      actionButton(inputId = "clickshow", label = "click on 'show button1' and 'show class A'")
    ),
    fluidRow(
      actionButton(inputId = "disableA", label = "disable class A"),
      actionButton(inputId = "reableA", label = "reable class A")
    ),
    fluidRow(
      actionButton(inputId = "alertbutton", label = "alert button"),
      actionButton(inputId = "promptbutton", label = "prompt button"),
      actionButton(inputId = "confirmbutton", label = "confirm button")
    )
  )
}

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

```
observeEvent(input$hidebutton1, {
  golem::invoke_js("hideid", "button1")
})

observeEvent(input$showbutton1, {
  golem::invoke_js("showid", "button1")
})

observeEvent(input$hideclassA, {
  golem::invoke_js("hideclass", "A")
})
observeEvent(input$showclassA, {
  golem::invoke_js("showclass", "A")
})

observeEvent(input$clickhide, {
  golem::invoke_js("clickon", "#hidebutton1")
  golem::invoke_js("clickon", "#hideclassA")
})

observeEvent(input$clickshow, {
  golem::invoke_js("clickon", "#showbutton1")
  golem::invoke_js("clickon", "#showclassA")
})

observeEvent(input$disableA, {
  golem::invoke_js("disable", ".A")
})
observeEvent(input$reableA, {
  golem::invoke_js("reable", ".A")
})

observeEvent(input$alertbutton, {
  golem::invoke_js("alert", "ALERT!!")
})

observeEvent(input$promptbutton, {
  golem::invoke_js("prompt", list(message = "what's your name?", id = "name"))
})
observeEvent(input$name, {
  message(paste("input$name", input$name))
})

observeEvent(input$confirmbutton, {
  golem::invoke_js("confirm", list(message = "Are you sure?", id = "sure"))
})
observeEvent(input$sure, {
  message(paste("input$sure", input$sure))
})
}
shinyApp(ui, server)
}
```

---

addins	{golem} <i>addins</i>
--------	-----------------------

---

### Description

`insert_ns()` takes a selected character vector and wrap it in `ns()`. The series of `go_to_*`() addins help you go to common files used in developing a {golem} application.

### Usage

```
insert_ns()
go_to_start()
go_to_dev()
go_to_deploy()
go_to_run_dev()
go_to_app_ui()
go_to_app_server()
go_to_run_app()
```

---

add_dockerfile	<i>Create a Dockerfile for your App</i>
----------------	---

---

### Description

Build a container containing your Shiny App. `add_dockerfile()` and `add_dockerfile_with_renv()` creates a generic Dockerfile, while `add_dockerfile_shinyproxy()`, `add_dockerfile_with_renv_shinyproxy()` and `add_dockerfile_heroku()` creates platform specific Dockerfile.

### Usage

```
add_dockerfile(
  path = "DESCRIPTION",
  output = "Dockerfile",
  pkg = get_golem_wd(),
  from = paste0("rocker/verse:", R.Version()$major, ".", R.Version()$minor),
  as = NULL,
  port = 80,
  host = "0.0.0.0",
```

```
    sysreqs = TRUE,
    repos = c(CRAN = "https://cran.rstudio.com/"),
    expand = FALSE,
    open = TRUE,
    update_tar_gz = TRUE,
    build_golem_from_source = TRUE,
    extra_sysreqs = NULL
  )

add_dockerfile_shinyproxy(
  path = "DESCRIPTION",
  output = "Dockerfile",
  pkg = get_golem_wd(),
  from = paste0("rocker/verse:", R.Version()$major, ".", R.Version()$minor),
  as = NULL,
  sysreqs = TRUE,
  repos = c(CRAN = "https://cran.rstudio.com/"),
  expand = FALSE,
  open = TRUE,
  update_tar_gz = TRUE,
  build_golem_from_source = TRUE,
  extra_sysreqs = NULL
)

add_dockerfile_heroku(
  path = "DESCRIPTION",
  output = "Dockerfile",
  pkg = get_golem_wd(),
  from = paste0("rocker/verse:", R.Version()$major, ".", R.Version()$minor),
  as = NULL,
  sysreqs = TRUE,
  repos = c(CRAN = "https://cran.rstudio.com/"),
  expand = FALSE,
  open = TRUE,
  update_tar_gz = TRUE,
  build_golem_from_source = TRUE,
  extra_sysreqs = NULL
)

add_dockerfile_with_renv(
  source_folder = ".",
  lockfile = NULL,
  output_dir = fs::path(tempdir(), "deploy"),
  distro = "focal",
  from = "rocker/verse",
  as = NULL,
  sysreqs = TRUE,
  port = 80,
```

```

    host = "0.0.0.0",
    repos = c(CRAN = "https://cran.rstudio.com/"),
    expand = FALSE,
    open = TRUE,
    extra_sysreqs = NULL,
    update_tar_gz = TRUE,
    dockerfile_cmd = NULL
  )

```

```

add_dockerfile_with_renv_shinyproxy(
  source_folder = ".",
  lockfile = NULL,
  output_dir = fs::path(tempdir(), "deploy"),
  distro = "focal",
  from = "rocker/verse",
  as = NULL,
  sysreqs = TRUE,
  repos = c(CRAN = "https://cran.rstudio.com/"),
  expand = FALSE,
  extra_sysreqs = NULL,
  open = TRUE,
  update_tar_gz = TRUE
)

```

```

add_dockerfile_with_renv_heroku(
  source_folder = ".",
  lockfile = NULL,
  output_dir = fs::path(tempdir(), "deploy"),
  distro = "focal",
  from = "rocker/verse",
  as = NULL,
  sysreqs = TRUE,
  repos = c(CRAN = "https://cran.rstudio.com/"),
  expand = FALSE,
  extra_sysreqs = NULL,
  open = TRUE,
  update_tar_gz = TRUE
)

```

## Arguments

path	path to the DESCRIPTION file to use as an input.
output	name of the Dockerfile output.
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
from	The FROM of the Dockerfile. Default is FROM rocker/verse



	without <code>renv.lock</code> file passed <code>`R.Version()\$major`.`R.Version()\$minor`</code> is used as tag
<code>as</code>	The AS of the Dockerfile. Default it NULL.
<code>port</code>	The options('shiny.port') on which to run the App. Default is 80.
<code>host</code>	The options('shiny.host') on which to run the App. Default is 0.0.0.0.
<code>sysreqs</code>	boolean. If TRUE, the Dockerfile will contain <code>sysreq</code> installation.
<code>repos</code>	character. The URL(s) of the repositories to use for options("repos").
<code>expand</code>	boolean. If TRUE each system requirement will have its own RUN line.
<code>open</code>	boolean. Should the Dockerfile/README be open after creation? Default is TRUE.
<code>update_tar_gz</code>	boolean. If TRUE and <code>build_golem_from_source</code> is also TRUE, an updated tar.gz is created.
<code>build_golem_from_source</code>	boolean. If TRUE no tar.gz is created and the Dockerfile directly mount the source folder.
<code>extra_sysreqs</code>	character vector. Extra debian system requirements.
<code>source_folder</code>	path to the Package/golem source folder to deploy. default is current folder '.'
<code>lockfile</code>	path to the <code>renv.lock</code> file to use. default is NULL
<code>output_dir</code>	folder to export everything deployment related.
<code>distro</code>	One of "focal", "bionic", "xenial", "centos7", or "centos8". See available distributions at <a href="https://hub.docker.com/r/rstudio/r-base/">https://hub.docker.com/r/rstudio/r-base/</a> .
<code>dockerfile_cmd</code>	What is the CMD to add to the Dockerfile. If NULL, the default, the CMD will be <code>R -e "options('shiny.port'={port}, shiny.host='{host}');{appname}::run_app()\</code>

**Value**

The `{dockerfiler}` object, invisibly.

**Examples**

```
# Add a standard Dockerfile
if (interactive() & requireNamespace("dockerfiler")) {
  add_dockerfile()
}
# Create a 'deploy' folder containing everything needed to deploy
# the golem using docker based on {renv}
if (interactive() & requireNamespace("dockerfiler")) {
  add_dockerfile_with_renv(
    # lockfile = "renv.lock", # uncomment to use existing renv.lock file
    output_dir = "deploy"
  )
}
# Add a Dockerfile for ShinyProxy
if (interactive() & requireNamespace("dockerfiler")) {
```

```
  add_dockerfile_shinyproxy()
}

# Create a 'deploy' folder containing everything needed to deploy
# the golem with ShinyProxy using docker based on {renv}
if (interactive() & requireNamespace("dockerfiler")) {
  add_dockerfile_with_renv(
    # lockfile = "renv.lock",# uncomment to use existing renv.lock file
    output_dir = "deploy"
  )
}

# Add a Dockerfile for Heroku
if (interactive() & requireNamespace("dockerfiler")) {
  add_dockerfile_heroku()
}
```

---

add\_fct

*Add\_fct\_ and utils\_files*

---

## Description

These functions add files in the R/ folder that starts either with fct\_ (short for function) or with utils\_.

## Usage

```
add_fct(
  name,
  module = NULL,
  pkg = get_golem_wd(),
  open = TRUE,
  dir_create = TRUE,
  with_test = FALSE
)

add_utils(
  name,
  module = NULL,
  pkg = get_golem_wd(),
  open = TRUE,
  dir_create = TRUE,
  with_test = FALSE
)
```

**Arguments**

name	The name of the file
module	If not NULL, the file will be module specific in the naming (you don't need to add the leading mod_).
pkg	Path to the root of the package. Default is get_golem_wd().
open	Should the created file be opened?
dir_create	Creates the directory if it doesn't exist, default is TRUE.
with_test	should the module be created with tests?

**Value**

The path to the file, invisibly.

---

add_js_file	<i>Create Files</i>
-------------	---------------------

---

**Description**

These functions create files inside the inst/app folder.

**Usage**

```
add_js_file(  
  name,  
  pkg = get_golem_wd(),  
  dir = "inst/app/www",  
  open = TRUE,  
  dir_create = TRUE,  
  with_doc_ready = TRUE,  
  template = golem::js_template,  
  ...  
)  
  
add_js_handler(  
  name,  
  pkg = get_golem_wd(),  
  dir = "inst/app/www",  
  open = TRUE,  
  dir_create = TRUE,  
  template = golem::js_handler_template,  
  ...  
)  
  
add_js_input_binding(  
  name,
```

```
    pkg = get_golem_wd(),
    dir = "inst/app/www",
    open = TRUE,
    dir_create = TRUE,
    initialize = FALSE,
    dev = FALSE,
    events = list(name = "click", rate_policy = FALSE)
)

add_js_output_binding(
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = TRUE,
  dir_create = TRUE
)

add_css_file(
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = TRUE,
  dir_create = TRUE,
  template = golem::css_template,
  ...
)

add_sass_file(
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = TRUE,
  dir_create = TRUE,
  template = golem::sass_template,
  ...
)

add_html_template(
  name = "template.html",
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = TRUE,
  dir_create = TRUE
)

add_ui_server_files(pkg = get_golem_wd(), dir = "inst/app", dir_create = TRUE)
```

**Arguments**

name	The name of the module.
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
dir	Path to the dir where the file while be created.
open	Should the created file be opened?
dir_create	Creates the directory if it doesn't exist, default is TRUE.
with_doc_ready	For JS file - Should the default file include <code>\$( document ).ready()</code> ?
template	Function writing in the created file. You may overwrite this with your own template function.
...	Arguments to be passed to the template function.
initialize	For JS file - Whether to add the initialize method. Default to FALSE. Some JavaScript API require to initialize components before using them.
dev	Whether to insert console.log calls in the most important methods of the binding. This is only to help building the input binding. Default is FALSE.
events	List of events to generate event listeners in the subscribe method. For instance, <code>list(name = c("click", "keyup"), rate_policy = c(FALSE, TRUE))</code> . The list contain names and rate policies to apply to each event. If a rate policy is found, the debounce method with a default delay of 250 ms is applied. You may edit manually according to <a href="https://shiny.rstudio.com/articles/building-inputs.html">https://shiny.rstudio.com/articles/building-inputs.html</a>

**Value**

The path to the file, invisibly.

**Note**

`add_ui_server_files` will be deprecated in future version of `{golem}`

**See Also**

[js\\_template](#), [js\\_handler\\_template](#), and [css\\_template](#)

---

add\_module

*Create a module*

---

**Description**

This function creates a module inside the `R/` folder, based on a specific module structure. This function can be used outside of a `{golem}` project.

**Usage**

```
add_module(  
  name,  
  pkg = get_golem_wd(),  
  open = TRUE,  
  dir_create = TRUE,  
  fct = NULL,  
  utils = NULL,  
  js = NULL,  
  js_handler = NULL,  
  export = FALSE,  
  module_template = golem::module_template,  
  with_test = FALSE,  
  ...  
)
```

**Arguments**

name	The name of the module.
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
open	Should the created file be opened?
dir_create	Creates the directory if it doesn't exist, default is TRUE.
fct	If specified, creates a <code>mod_fct</code> file.
utils	If specified, creates a <code>mod_utils</code> file.
js, js_handler	If specified, creates a module related JavaScript file.
export	Should the module be exported? Default is FALSE.
module_template	Function that serves as a module template.
with_test	should the module be created with tests?
...	Arguments to be passed to the <code>module_template</code> function.

**Value**

The path to the file, invisibly.

**Note**

This function will prefix the name argument with `mod_`.

**See Also**

[module\\_template\(\)](#)

---

add\_resource\_path      *Add resource path*

---

**Description**

Add resource path

**Usage**

```
add_resource_path(prefix, directoryPath, warn_empty = FALSE)
```

**Arguments**

**prefix**            The URL prefix (without slashes). Valid characters are a-z, A-Z, 0-9, hyphen, period, and underscore. For example, a value of 'foo' means that any request paths that begin with '/foo' will be mapped to the given directory.

**directoryPath**    The directory that contains the static resources to be served.

**warn\_empty**        Boolean. Default is FALSE. If TRUE display message if directory is empty.

**Value**

Used for side effects.

---

add\_rstudioconnect\_file  
*Add an app.R at the root of your package to deploy on RStudio Connect*

---

**Description**

Add an app.R at the root of your package to deploy on RStudio Connect

**Usage**

```
add_rstudioconnect_file(pkg = get_golem_wd(), open = TRUE)
add_shinyappsio_file(pkg = get_golem_wd(), open = TRUE)
add_shinyserver_file(pkg = get_golem_wd(), open = TRUE)
```

**Arguments**

**pkg**                Path to the root of the package. Default is get\_golem\_wd().

**open**                Should the created file be opened?

**Value**

The path to the file, invisibly.

**Note**

In previous versions, this function was called `add_rconnect_file`.

**Examples**

```
# Add a file for Connect
if (interactive()) {
  add_rstudioconnect_file()
}
# Add a file for Shiny Server
if (interactive()) {
  add_shinyserver_file()
}
# Add a file for Shinyapps.io
if (interactive()) {
  add_shinyappsio_file()
}
```

---

amend\_golem\_config      *Amend golem config file*

---

**Description**

Amend golem config file

**Usage**

```
amend_golem_config(
  key,
  value,
  config = "default",
  pkg = get_golem_wd(),
  talkative = TRUE
)
```

**Arguments**

key	key of the value to add in config
value	Name of value (NULL to read all values)
config	Name of configuration to read from. Defaults to the value of the <code>R_CONFIG_ACTIVE</code> environment variable ("default" if the variable does not exist).
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
talkative	Should the messages be printed to the console?



**Value**

Used for side effects.

---

app\_prod

*Is the app in dev mode or prod mode?*

---

**Description**

Is the app in dev mode or prod mode?

**Usage**

app\_prod()

app\_dev()

**Value**

TRUE or FALSE depending on the status of `getOption("golem.app.prod")`

A boolean.

---

browser\_button

*Insert an hidden browser button*

---

**Description**

See <https://rtask.thinkr.fr/a-little-trick-for-debugging-shiny/> for more context.

**Usage**

browser\_button()

**Value**

Used for side effects. Prints the code to the console.

---

bundle_resources	<i>Automatically serve golem external resources</i>
------------------	---

---

### Description

This function is a wrapper around `htmltools::htmlDependency` that automatically bundles the CSS and JavaScript files in `inst/app/www` and which are created by `golem::add_css_file()`, `golem::add_js_file()` and `golem::add_js_handler()`.

### Usage

```
bundle_resources(
  path,
  app_title,
  name = "golem_resources",
  version = "0.0.1",
  meta = NULL,
  head = NULL,
  attachment = NULL,
  package = NULL,
  all_files = TRUE,
  app_builder = "golem",
  with_sparkles = FALSE
)
```

### Arguments

path	The path to the folder where the external files are located.
app_title	The title of the app, to be used as an application title.
name	Library name
version	Library version
meta	Named list of meta tags to insert into document head
head	Arbitrary lines of HTML to insert into the document head
attachment	Attachment(s) to include within the document head. See Details.
package	An R package name to indicate where to find the <code>src</code> directory when <code>src</code> is a relative path (see <a href="#">resolveDependencies()</a> ).
all_files	Whether all files under the <code>src</code> directory are dependency files. If <code>FALSE</code> , only the files specified in <code>script</code> , <code>stylesheet</code> , and <code>attachment</code> are treated as dependency files.
app_builder	The name of the app builder to add as a meta tag. Turn to <code>NULL</code> if you don't want this meta tag to be included.
with_sparkles	C'est quand que tu vas mettre des paillettes dans ma vie Kevin?

**Details**

This function also preload `activate_js()` which allows to use preconfigured JavaScript functions via `invoke_js()`.

**Value**

an `htmlDependency`

---

cat_dev	<i>Functions already made dev dependent</i>
---------	---

---

**Description**

This functions will be run only if `golem::app_dev()` returns TRUE.

**Usage**

```
cat_dev(...)
print_dev(...)
message_dev(...)
warning_dev(...)
browser_dev(...)
```

**Arguments**

... R objects (see ‘Details’ for the types of objects allowed).

**Value**

A modified function.

---

create_golem	<i>Create a package for a Shiny App using {golem}</i>
--------------	---

---

**Description**

Create a package for a Shiny App using {golem}

**Usage**

```
create_golem(  
  path,  
  check_name = TRUE,  
  open = TRUE,  
  overwrite = FALSE,  
  package_name = basename(path),  
  without_comments = FALSE,  
  project_hook = golem::project_hook,  
  with_git = FALSE,  
  ...  
)
```

**Arguments**

path	Name of the folder to create the package in. This will also be used as the package name.
check_name	Should we check that the package name is correct according to CRAN requirements.
open	Boolean. Open the created project?
overwrite	Boolean. Should the already existing project be overwritten ?
package_name	Package name to use. By default, golem uses <code>basename(path)</code> . If <code>path == '.'</code> & <code>package_name</code> is not explicitly set, then <code>basename(getwd())</code> will be used.
without_comments	Boolean. Start project without golem comments
project_hook	A function executed as a hook after project creation. Can be used to change the default {golem} structure. to override the files and content. This function is executed just after the project is created.
with_git	Boolean. Initialize git repository
...	Arguments passed to the <code>project_hook()</code> function.

**Value**

The path, invisibly.

**Note**

For compatibility issue, this function turns `options(shiny.autoload.r)` to `FALSE`. See <https://github.com/ThinkR-open/golem/issues/468> for more background.

---

detach\_all\_attached     *Detach all attached package*

---

**Description**

Detach all attached package

**Usage**

```
detach_all_attached()
```

**Value**

TRUE, invisibly.

---

disable\_autoload     *Disabling Shiny Autoload of R Scripts*

---

**Description**

Disabling Shiny Autoload of R Scripts

**Usage**

```
disable_autoload(pkg = get_golem_wd())
```

**Arguments**

pkg                    Path to the root of the package. Default is get\_golem\_wd().

**Value**

The path to the file, invisibly.

**Examples**

```
if (interactive()) {  
  disable_autoload()  
}
```

---

document\_and\_reload *Document and reload your package*

---

### Description

This function calls `rstudioapi::documentSaveAll()`, `roxygen2::roxygenise()` and `pkgload::load_all()`.

### Usage

```
document_and_reload(
  pkg = get_golem_wd(),
  roclets = NULL,
  load_code = NULL,
  clean = FALSE,
  export_all = FALSE,
  helpers = FALSE,
  attach_testthat = FALSE,
  ...
)
```

### Arguments

<code>pkg</code>	Path to the root of the package. Default is <code>get_golem_wd()</code> .
<code>roclets</code>	Character vector of roclet names to use with package. The default, <code>NULL</code> , uses the roxygen roclets option, which defaults to <code>c("collate", "namespace", "rd")</code> .
<code>load_code</code>	A function used to load all the R code in the package directory. The default, <code>NULL</code> , uses the strategy defined by the <code>load_roxygen</code> option, which defaults to <code>load_pkgload()</code> . See <code>load</code> for more details.
<code>clean</code>	If <code>TRUE</code> , roxygen will delete all files previously created by roxygen before running each roclet.
<code>export_all</code>	If <code>TRUE</code> (the default), export all objects. If <code>FALSE</code> , export only the objects that are listed as exports in the <code>NAMESPACE</code> file.
<code>helpers</code>	if <code>TRUE</code> loads <b>testthat</b> test helpers.
<code>attach_testthat</code>	If <code>TRUE</code> , attach <b>testthat</b> to the search path, which more closely mimics the environment within test files.
<code>...</code>	Other arguments passed to <code>pkgload::load_all()</code>

### Value

Used for side-effects

---

expect_shinytag	<i>Test helpers</i>
-----------------	---------------------

---

### Description

These functions are designed to be used inside the tests in your Shiny app package.

### Usage

```
expect_shinytag(object)
expect_shinytaglist(object)
expect_html_equal(ui, html, ...)
expect_running(sleep, R_path = NULL)
```

### Arguments

object	the object to test
ui	output of an UI function
html	deprecated
...	arguments passed to <code>testthat::expect_snapshot()</code>
sleep	number of seconds
R_path	path to R. If NULL, the function will try to guess where R is.

### Value

A testthat result.

---

fill_desc	<i>Fill your description</i>
-----------	------------------------------

---

### Description

Fill your description

**Usage**

```
fill_desc(
  pkg_name,
  pkg_title,
  pkg_description,
  author_first_name,
  author_last_name,
  author_email,
  author_orcid = NULL,
  repo_url = NULL,
  pkg = get_golem_wd()
)
```

**Arguments**

pkg_name	The name of the package
pkg_title	The title of the package
pkg_description	Description of the package
author_first_name	First Name of the author
author_last_name	Last Name of the author
author_email	Email of the author
author_orcid	ORCID of the author
repo_url	URL (if needed)
pkg	Path to look for the DESCRIPTION. Default is get_golem_wd().

**Value**

The desc object, invisibly.

---

get\_golem\_options      *Get all or one golem options*

---

**Description**

This function is to be used inside the server and UI from your app, in order to call the parameters passed to run\_app().

**Usage**

```
get_golem_options(which = NULL)
```



**Arguments**

which                    NULL (default), or the name of an option

**Value**

The value of the option.

**Examples**

```
# Define and use golem_options
if (interactive()) {
  # 1. Pass parameters to `run_app`

  # to set default value, edit run_app like this :

  run_app <- function(
    title = "this",
    content = "that"
  ) {
    with_golem_options(
      app = shinyApp(
        ui = app_ui,
        server = app_server
      ),
      golem_opts = list(
        p1 = p1,
        p3 = p3
      )
    )
  }

  # 2. Get the values from the UI side

  h1(get_golem_options("title"))

  # 3. Get the value from the server-side

  output$param <- renderPrint({
    paste("param p2 = ", get_golem_options("p2"))
  })
}
```

---

get\_sysreqs

*Get system requirements (Deprecated)*

---

**Description**

This function retrieves information about the system requirements using the <https://sysreqs.r-hub.io> API. This function is now deprecated, and was moved to dockerfiler.

**Usage**

```
get_sysreqs(packages, quiet = TRUE, batch_n = 30)
```

**Arguments**

packages            character vector. Packages names.  
quiet                Boolean. If TRUE the function is quiet.  
batch\_n             numeric. Number of simultaneous packages to ask.

**Value**

A vector of system requirements.

---

golem                            *A package for building Shiny App*

---

**Description**

Read more about building big shiny apps at <https://engineering-shiny.org/>.

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**See Also**

Useful links:

- <https://github.com/ThinkR-open/golem>
- Report bugs at <https://github.com/ThinkR-open/golem/issues>

---

is_running	<i>Is the running app a golem app?</i>
------------	--

---

**Description**

Note that this will return TRUE only if the application has been launched with `with_golem_options()`

**Usage**

```
is_running()
```

**Value**

TRUE if the running app is a {golem} based app, FALSE otherwise.

A boolean.

**Examples**

```
is_running()
```

---

js_handler_template	<i>Golem's default custom templates</i>
---------------------	---

---

**Description**

These functions do not aim at being called as is by users, but to be passed as an argument to the `add_js_handler()` function.

**Usage**

```
js_handler_template(path, name = "fun", code = " ")
```

```
js_template(path, code = " ")
```

```
css_template(path, code = " ")
```

```
sass_template(path, code = " ")
```

**Arguments**

path	The path to the JS script where this template will be written.
name	Shiny's custom handler name.
code	JavaScript code to be written in the function.

**Value**

Used for side effect

**See Also**

[add\\_js\\_handler\(\)](#)

---

make\_dev

*Make a function dependent to dev mode*

---

**Description**

The function returned will be run only if `golem::app_dev()` returns TRUE.

**Usage**

```
make_dev(fun)
```

**Arguments**

fun            A function

**Value**

Used for side-effects

---

module\_template

*Golem Module Template Function*

---

**Description**

Module template can be used to extend golem module creation mechanism with your own template, so that you can be even more productive when building your {shiny} app. Module template functions do not aim at being called as is by users, but to be passed as an argument to the `add_module()` function.

**Usage**

```
module_template(name, path, export, ph_ui = " ", ph_server = " ", ...)
```

**Arguments**

name	The name of the module.
path	The path to the R script where the module will be written. Note that this path will not be set by the user but via <code>add_module()</code> .
export	Should the module be exported? Default is FALSE.
ph_ui, ph_server	Texts to insert inside the modules UI and server. For advanced use.
...	Arguments to be passed to the <code>module_template</code> function.

**Details**

Module template functions are a way to define your own template function for module. A template function that can take the following arguments to be passed from `add_module()`:

- name: the name of the module
- path: the path to the file in R/
- export: a TRUE/FALSE set by the `export` param of `add_module()`

If you want your function to ignore these parameters, set `...` as the last argument of your function, then these will be ignored. See the examples section of this help.

**Value**

Used for side effect

**See Also**

[add\\_module\(\)](#)

**Examples**

```
if (interactive()) {
  my_tmpl <- function(name, path, ...) {
    # Define a template that write to the
    # module file
    write(name, path)
  }
  golem::add_module(name = "custom", module_template = my_tmpl)

  my_other_tmpl <- function(name, path, ...) {
    # Copy and paste a file from somewhere
    file.copy(..., path)
  }
  golem::add_module(name = "custom", module_template = my_other_tmpl)
}
```

---

project_hook	<i>Project Hook</i>
--------------	---------------------

---

**Description**

Project hooks allow to define a function run just after {golem} project creation.

**Usage**

```
project_hook(path, package_name, ...)
```

**Arguments**

path	Name of the folder to create the package in. This will also be used as the package name.
package_name	Package name to use. By default, golem uses basename(path). If path == '.' & package_name is not explicitly set, then basename(getwd()) will be used.
...	Arguments passed from create_golem(), unused in the default function.

**Value**

Used for side effects

**Examples**

```
if (interactive()) {
  my_proj <- function(...) {
    unlink("dev/", TRUE, TRUE)
  }
  create_golem("ici", project_template = my_proj)
}
```

---

run_dev	<i>Run run_dev.R</i>
---------	----------------------

---

**Description**

Run run\_dev.R

**Usage**

```
run_dev(file, pkg = pkgload::pkg_name())
```

**Arguments**

file	File path to run_dev.R. Defaults to R/run_dev.R.
pkg	Package name to run the file. Defaults to current active package.

**Value**

Used for side-effect

---

sanity_check	<i>Sanity check for R files in the project</i>
--------------	--

---

**Description**

This function is used check for any ‘browser()’ or commented #TODO / #TOFIX / #BUG in the code

**Usage**

```
sanity_check(pkg = get_golem_wd())
```

**Arguments**

pkg                    Path to the root of the package. Default is get\_golem\_wd().

**Value**

A DataFrame if any of the words has been found.

---

set_golem_options	<i>{golem} options</i>
-------------------	------------------------

---

**Description**

Set and get a series of options to be used with {golem}. These options are found inside the golem-config.yml file, found in most cases inside the inst folder.

**Usage**

```
set_golem_options(
  golem_name = pkgload::pkg_name(),
  golem_version = pkgload::pkg_version(),
  golem_wd = pkgload::pkg_path(),
  app_prod = FALSE,
  talkative = TRUE
)

set_golem_wd(path = pkgload::pkg_path(), talkative = TRUE)

set_golem_name(
  name = pkgload::pkg_name(),
```

```

    path = pkgload::pkg_path(),
    talkative = TRUE
  )

  set_golem_version(
    version = pkgload::pkg_version(),
    path = pkgload::pkg_path(),
    talkative = TRUE
  )

  get_golem_wd(use_parent = TRUE, path = pkgload::pkg_path())

  get_golem_name(
    config = Sys.getenv("R_CONFIG_ACTIVE", "default"),
    use_parent = TRUE,
    path = pkgload::pkg_path()
  )

  get_golem_version(
    config = Sys.getenv("R_CONFIG_ACTIVE", "default"),
    use_parent = TRUE,
    path = pkgload::pkg_path()
  )

```

### Arguments

golem_name	Name of the current golem.
golem_version	Version of the current golem.
golem_wd	Working directory of the current golem package.
app_prod	Is the {golem} in prod mode?
talkative	Should the messages be printed to the console?
path	The path to set the golem working directory. Note that it will be passed to <code>normalizePath</code> .
name	The name of the app
version	The version of the app
use_parent	TRUE to scan parent directories for configuration files if the specified config file isn't found.
config	Name of configuration to read from. Defaults to the value of the <code>R_CONFIG_ACTIVE</code> environment variable ("default" if the variable does not exist).

### Value

Used for side-effects for the setters, and values from the config in the getters.



### Set Functions

- `set_golem_options()` sets all the options, with the defaults from the functions below.
- `set_golem_wd()` defaults to `here::here()`, which is the package root when starting a golem.
- `set_golem_name()` defaults `pkgload::pkg_name()`
- `set_golem_version()` defaults `pkgload::pkg_version()`

### Get Functions

Reads the information from `golem-config.yml`

- `get_golem_wd()`
- `get_golem_name()`
- `get_golem_version()`

---

`use_external_js_file` *Use Files*

---

### Description

These functions download files from external sources and put them inside the `inst/app/www` directory. The `use_internal_` functions will copy internal files, while `use_external_` will try to download them from a remote location.

### Usage

```
use_external_js_file(  
  url,  
  name,  
  pkg = get_golem_wd(),  
  dir = "inst/app/www",  
  open = FALSE,  
  dir_create = TRUE  
)  
  
use_external_css_file(  
  url,  
  name,  
  pkg = get_golem_wd(),  
  dir = "inst/app/www",  
  open = FALSE,  
  dir_create = TRUE  
)  
  
use_external_html_template(  
  url,
```

```
    name = "template.html",
    pkg = get_golem_wd(),
    dir = "inst/app/www",
    open = FALSE,
    dir_create = TRUE
  )

use_external_file(
  url,
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = FALSE,
  dir_create = TRUE
)

use_internal_js_file(
  path,
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = FALSE,
  dir_create = TRUE
)

use_internal_css_file(
  path,
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = FALSE,
  dir_create = TRUE
)

use_internal_html_template(
  path,
  name = "template.html",
  pkg = get_golem_wd(),
  dir = "inst/app/www",
  open = FALSE,
  dir_create = TRUE
)

use_internal_file(
  path,
  name,
  pkg = get_golem_wd(),
  dir = "inst/app/www",
```

```

    open = FALSE,
    dir_create = TRUE
  )

```

### Arguments

url	String representation of URL for the file to be downloaded
name	The name of the module.
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
dir	Path to the dir where the file while be created.
open	Should the created file be opened?
dir_create	Creates the directory if it doesn't exist, default is TRUE.
path	String representation of the local path for the file to be implemented (use_file only)

### Value

The path to the file, invisibly.

### Note

See `?htmltools::htmlTemplate` and <https://shiny.rstudio.com/articles/templates.html> for more information about `htmlTemplate`.

---

use_favicon	<i>Add a favicon to your shinyapp</i>
-------------	---------------------------------------

---

### Description

This function adds the favicon from ico to your shiny app.

### Usage

```

use_favicon(path, pkg = get_golem_wd(), method = "curl")

remove_favicon(path = "inst/app/www/favicon.ico")

favicon(
  ico = "favicon",
  rel = "shortcut icon",
  resources_path = "www",
  ext = "ico"
)

```

**Arguments**

path	Path to your favicon file (.ico or .png)
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
method	Method to be used for downloading files, 'curl' is default see <a href="#">utils::download.file()</a> .
ico	path to favicon file
rel	rel
resources_path	prefix of the resource path of the app
ext	the extension of the favicon

**Value**

Used for side-effects.

An HTML tag.

**Examples**

```
if (interactive()) {
  use_favicon()
  use_favicon(path = "path/to/your/favicon.ico")
}
```

---

use_module_test	<i>Add a test file for a module</i>
-----------------	-------------------------------------

---

**Description**

Add a test file for in module, with the new testServer structure.

**Usage**

```
use_module_test(name, pkg = get_golem_wd(), open = TRUE)
```

**Arguments**

name	The name of the module.
pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
open	Should the created file be opened?

**Value**

Used for side effect. Returns the path invisibly.

---

use\_recommended\_deps *Add recommended elements*

---

## Description

**use\_recommended\_deps** Adds shiny, DT, attempt, glue, golem, htmltools to dependencies

**use\_recommended\_tests** Adds a test folder and copy the golem tests

## Usage

```
use_recommended_deps(  
  pkg = get_golem_wd(),  
  recommended = c("shiny", "DT", "attempt", "glue", "htmltools", "golem")  
)
```

```
use_recommended_tests(  
  pkg = get_golem_wd(),  
  spellcheck = TRUE,  
  vignettes = TRUE,  
  lang = "en-US",  
  error = FALSE  
)
```

## Arguments

pkg	Path to the root of the package. Default is <code>get_golem_wd()</code> .
recommended	A vector of recommended packages.
spellcheck	Whether or not to use a spellcheck test.
vignettes	Logical, TRUE to spell check all rmd and rnw files in the vignettes/ folder.
lang	Preferred spelling language. Usually either "en-US" or "en-GB".
error	Logical, indicating whether the unit test should fail if spelling errors are found. Defaults to FALSE, which does not error, but prints potential spelling errors

## Value

Used for side-effects.

---

use_utils_ui	<i>Use the utils files</i>
--------------	----------------------------

---

**Description**

**use\_utils\_ui** Copies the golem\_utils\_ui.R to the R folder.

**use\_utils\_server** Copies the golem\_utils\_server.R to the R folder.

**Usage**

```
use_utils_ui(pkg = get_golem_wd(), with_test = FALSE)
```

```
use_utils_test_ui(pkg = get_golem_wd())
```

```
use_utils_server(pkg = get_golem_wd(), with_test = FALSE)
```

```
use_utils_test_ui(pkg = get_golem_wd())
```

```
use_utils_test_server(pkg = get_golem_wd())
```

**Arguments**

**pkg** Path to the root of the package. Default is `get_golem_wd()`.

**with\_test** should the module be created with tests?

**Value**

Used for side-effects.

---

with_golem_options	<i>Add Golem options to a Shiny App</i>
--------------------	---

---

**Description**

You'll probably never have to write this function as it is included in the golem template created on launch.

**Usage**

```
with_golem_options(app, golem_opts, print = FALSE)
```

**Arguments**

app	the app object.
golem_opts	A list of Options to be added to the app
print	Whether or not to print the app. Default is to FALSE, which should be what you need 99.99% of the time In case you need to actively print the app object, you can set it to TRUE.

**Value**

a shiny.appObj object

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