Package: shinyslack (via r-universe)

November 17, 2024

Title Integrate Slack and Shiny

Version 0.0.0.9010

Description Login to Shiny apps using Slack, and use Slack information in those apps.

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URL <https://github.com/r4ds/shinyslack>

BugReports <https://github.com/r4ds/shinyslack/issues>

Depends R (>= 3.5.0)

Imports cli, cookies (>= 0.2.1), httr, rlang, scenes (>= 0.0.0.9003), shiny, slackcalls, slackteams, sodium

Suggests knitr, pkgload, rmarkdown, testthat (>= 3.0.0)

VignetteBuilder knitr

Remotes shinyworks/scenes, yonicd/slackcalls, yonicd/slackteams

Config/testthat/edition 3

Encoding UTF-8

Roxygen list(markdown = TRUE)

RoxygenNote 7.3.1

Config/pak/sysreqs make libsodium-dev libssl-dev zlib1g-dev

Repository https://jonthegeek.r-universe.dev

RemoteUrl https://github.com/r4ds/shinyslack

RemoteRef HEAD

RemoteSha c52d08d1ca59496785b7beee6a6a6ad99fa9bc38

Contents

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check_login   *Check Slack Login*

Description

Confirm that a user is logged into Slack.

Usage

```
check_login(
  team_id,
  session = shiny::getDefaultReactiveDomain(),
  shinyslack_key = Sys.getenv("SHINYSLACK_KEY")
)
```

Arguments

team_id	The Slack team ID through which the user is being authenticated.
session	The shiny session object. The default `shiny::getDefaultReactiveDomain()` is likely always sufficient outside of tests.
shinyslack_key	(optional) A key to use to encrypt the string. If not set, the string is returned unencrypted.

Value

A `shiny::reactive()` which returns a logical indicating whether the user is logged in with proper API access.

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get_shinyslack_team_id

Get the current team_id

Description

The `team_id` is set when an app is launched. In almost all cases, that value is the one you will want for any instances of `team_id`.

Usage

```
get_shinyslack_team_id()

set_shinyslack_team_id(team_id)
```

Arguments

team_id	The Slack team ID through which the user is being authenticated.

Value

A string representing the team_id.

Examples

```
# If no app is active, the team_id will be a zero-length character vector.
get_shinyslack_team_id()

set_shinyslack_team_id("T123456")
get_shinyslack_team_id()
```

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shinyslack_app   *Launch a Shiny App with a Slack Login*

Description

Launch a [shiny::shinyApp()](#) with an integrated Slack login.

Usage

```
shinyslack_app(
  ui,
  server,
  team_id,
  ...,
  expiration = 90,
  shinyslack_key = Sys.getenv("SHINYSLACK_KEY")
)
```

Arguments

ui	A 0- or 1-argument function defining the UI of a Shiny app, or a [shiny::tagList()](#).
server	A function with three parameters: input, output, and session. The function is called once for each session ensuring that each app is independent.
team_id	The Slack team ID through which the user is being authenticated.
...	Additional parameters passed on to [shiny::shinyApp()](#).
expiration	Days after which the cookie should expire. To remove an HttpOnly cookie, send a negative value for this attribute.
shinyslack_key	(optional) A key to use to encrypt the string. If not set, the string is returned unencrypted.

Value

An object that represents the app. See [shiny::shinyApp()](#) for details.

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user_info   *Fetch Slack User Info*

Description

Get information about the logged-in user from the Slack API.

Usage

```
user_info(
 components = c("user_id", "real_name", "display_name", "pronouns", "user_name"),
  session = shiny::getDefaultReactiveDomain(),
  slack_api_key = session$userData$shinyslack_api_key,
  team_id = get_shinyslack_team_id(),
  shinyslack_key = Sys.getenv("SHINYSLACK_KEY")
)
```

Arguments

components   A character vector of user components to include. Current options are:

- user_id: The ID used to uniquely identify this user on this Slack team.
- real_name: The full name of this user as entered in their profile.
- display_name: The name that the user has chosen to display to other users in Slack.
- pronouns: The pronouns set by this user, if any.
- user_name: You probably do not want this. It is a legacy piece of information.

session   The shiny session object. The default shiny::getDefaultReactiveDomain() is likely always sufficient outside of tests.

slack_api_key   The Slack API key to use. The default value should likely always be used outside of tests.

team_id   The Slack team ID through which the user is being authenticated.

shinyslack_key (optional) A key to use to encrypt the string. If not set, the string is returned unencrypted.

Value

A shiny::reactive() with a named character vector.

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