

Package ‘keys’

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Title Keyboard Shortcuts for 'shiny'

Version 0.1.1

Description Assign and listen to keyboard shortcuts in 'shiny' using the 'Mousetrap' Javascript library.

License Apache License (>= 2)

Encoding UTF-8

RoxygenNote 7.1.1

Imports htmltools, shiny, jsonlite

URL <https://github.com/r4fun/keys>

BugReports <https://github.com/r4fun/keys/issues>

Suggests knitr, rmarkdown

VignetteBuilder knitr

NeedsCompilation no

Author Tyler Littlefield [aut, cre] (Author of Javascript wrapper),
Colin Fay [aut] (<<https://orcid.org/0000-0001-7343-1846>>),
Craig Campbell [cph] (Author of JavaScript code)

Maintainer Tyler Littlefield <tylerlittlefield@hey.com>

Repository CRAN

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addKeys	<i>Add a key binding from the server side</i>
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Description

Add a key binding from the server side

Usage

```
addKeys(inputId, keys, session = shiny::getDefaultReactiveDomain())
```

```
removeKeys(keys, session = shiny::getDefaultReactiveDomain())
```

Arguments

inputId The input slot that will be used to access the value.

keys A character vector of keys to bind. Examples include, command, command+shift+a, up down left right, and more.

session The session object passed to function given to shinyServer. Default is getDefaultReactiveDomain()

keysInput	<i>Create a keys input control</i>
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Description

Create a key input that can be used to observe keys pressed by the user.

Usage

```
keysInput(inputId, keys, global = FALSE)
```

Arguments

inputId The input slot that will be used to access the value.

keys A character vector of keys to bind. Examples include, command, command+shift+a, up down left right, and more.

global Should keys work anywhere? If TRUE, keys are triggered when inside a textInput.

Examples

```
## Not run:
ui <- fluidPage(
  keysInput("keys", c(
    "1",
    "2",
    "3",
    "command+shift+k",
    "up up down down left right left right b a enter"
  )),
)

server <- function(input, output, session) {
  observeEvent(input$keys, {
    print(input$keys)
  })
}

shinyApp(ui, server)

## End(Not run)
```

keysRecordInput

Create a keys recorder input control

Description

Create a key input that can be used to record keys pressed by the user.

Usage

```
keysRecordInput(inputId)
```

```
recordKeys(inputId, session = shiny::getDefaultReactiveDomain())
```

Arguments

`inputId` The input slot that will be used to access the value.

`session` The session object passed to function given to shinyServer. Default is `getDefaultReactiveDomain()`

Examples

```
if (interactive()) {
  library(shiny)

  ui <- fluidPage(
    useKeys(),
    keysRecordInput("recorder"),
```

```

    keysInput("keys", "command+shift+k"),
    actionButton("record", "Record keys")
  )

  server <- function(input, output, session) {
    observeEvent(input$record, {
      print("recording keys...")
      recordKeys("recorder")
    })
    observeEvent(input$recorder, {
      print("adding keys...")
      addKeys("keys", input$recorder)
    })
    observeEvent(input$keys, {
      print(input$keys)
    })
  }

  shinyApp(ui, server)
}

```

pauseKey

Pause or Unpause Keys

Description

These functions allow to pause and unpause keyboard watching

Usage

```
pauseKey(session = shiny::getDefaultReactiveDomain())
```

```
unpauseKey(session = shiny::getDefaultReactiveDomain())
```

Arguments

`session` The session object passed to function given to shinyServer. Default is `getDefaultReactiveDomain()`

Examples

```

if (interactive()){
  library(shiny)
  ui <- fluidPage(
    useKeys(),
    keysInput("keys", letters),
    actionButton("pause", "Pause"),
    actionButton("unpause", "Unpause")
  )

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

```

```
  observeEvent(input$keys, {
    print(input$keys)
  })
  observeEvent(input$pause, {
    pauseKey()
  })
  observeEvent(input$unpause, {
    unpauseKey()
  })
}

shinyApp(ui, server)
}
```

useKeys

Use Keys in your application

Description

This function adds the keys dependencies to your application

Usage

```
useKeys()
```

Value

An html singleton

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