

Package ‘scriptName’

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Title Determine a Script's Filename from Within the Script Itself

Description A small set of functions wrapping up the call stack and command line inspection needed to determine a running script's filename from within the script itself.

Version 1.0.1

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URL <https://github.com/MullinsLab/scriptName>

BugReports <https://github.com/MullinsLab/scriptName/issues>

Imports rlang (>= 0.1.0), purrr (>= 0.2.3)

Suggests testthat, devtools

RoxygenNote 6.1.1

Encoding UTF-8

NeedsCompilation no

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current_filename	<i>Determine a script's filename from within the script itself</i>
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Description

A small set of functions wrapping up the call stack and command line inspection needed to determine a running script's filename from within the script itself.

Usage

```
current_filename()
```

```
current_source_filename()
```

```
current_cli_filename()
```

Details

`current_filename()` returns the result of `current_source_filename()` if not `NULL`, otherwise the result of `current_cli_filename()`, which might be `NULL`. You should use this wrapper function rather than the more-specific functions unless you have a very specific need.

`current_source_filename()` returns the filename from the most recent call to `source` in the current call stack. From within a sourced script, this is the filename of the script itself.

`current_cli_filename()` returns the filename found on the command line invocation of R or Rscript. This may or may not be the caller's file if there's been an intervening `source`.

Value

A character vector of length 1 if a script name can be found, otherwise `NULL`. No manipulation is done to the filename, so it may be relative or absolute.

Examples

```
# Put this in example.R and try running source("example.R")
# and `Rscript example.R`
filename <- current_filename()
print(filename)
```

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