

Package ‘shinyscreenshot’

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Title Capture Screenshots of Entire Pages or Parts of Pages in 'Shiny'

Version 0.2.1

Description Capture screenshots in 'Shiny' applications. Screenshots can either be of the entire viewable page, or a specific section of the page. The captured image is automatically downloaded as a PNG image, or it can also be saved on the server. Powered by the 'html2canvas' JavaScript library.

URL <https://github.com/daattali/shinyscreenshot>,
<https://daattali.com/shiny/shinyscreenshot-demo/>

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

Depends R (>= 3.1.0)

Imports base64enc, htmltools (>= 0.3.5), jsonlite, shiny (>= 1.0.0),
uuid

Suggests timevis

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Encoding UTF-8

RoxygenNote 7.2.3

NeedsCompilation no

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| | |
|------------|------------------------------------|
| runExample | <i>Run shinyscreenshot example</i> |
|------------|------------------------------------|

Description

Launch an example Shiny app that shows how easy it is to take screenshots with shinyscreenshot.

The demo app is also [available online](#) to experiment with.

Usage

```
runExample()
```

| | |
|------------|--|
| screenshot | <i>Capture a screenshot of a shiny app</i> |
|------------|--|

Description

Screenshots can be either of the entire viewable page (default), or of a specific section of the page. The captured image is automatically downloaded as a PNG image.

This function gets called from the server portion of a Shiny app, unlike [screenshotButton\(\)](#) which is similar but gets called from the UI.

Usage

```
screenshot(  
  selector = "body",  
  filename = "shinyscreenshot",  
  id = "",  
  scale = 1,  
  timer = 0,  
  download = TRUE,  
  server_dir = NULL  
)
```

Arguments

| | |
|----------|---|
| selector | CSS selector for the element that should be captured. If multiple elements match the selector, only the first one is captured. Default is to capture the entire page. |
| filename | Name of the file to be saved. A PNG extension will automatically be added. |
| id | As an alternative to selector, an ID of the element that should be captured can be provided. If id is provided, then selector is ignored. When used in a module, the id does not need to be namespaced (namespacing is automatic). |

| | |
|------------|--|
| scale | The scale of the image. Default is 1, which means the dimensions of the image will be exactly the dimensions in the browser. For example, a value of 2 will result in an image that's twice the height and width (and a larger file size). |
| timer | Number of seconds to wait before taking the screenshot. Default is 0, which takes a screenshot immediately. |
| download | If TRUE (default), download the screenshot image to the user's computer. If FALSE, the image isn't downloaded to the user, and a <code>server_dir</code> should be specified. |
| server_dir | Directory on the server where the screenshot image should be saved. See 'Saving to the server' section below. |

Saving to the server

By default, the image is downloaded to the user's computer and is not stored on the server running the Shiny app. If a `server_dir` is provided, then the image is stored to this directory on the server. Note that only the directory should be specified, not the file name.

If saving the image is successful, `input$shinyscreenshot` will contain the full path to the image. If not, `input$shinyscreenshot` will contain an empty string (`""`).

The directory must exist and be writeable. If NULL, the image is not saved to the server. If a relative path is provided, it is relative to the Shiny app's working directory. For example, `server_dir="."` will save the image in the same directory that the Shiny app is in.

See Also

[screenshotButton\(\)](#)

Examples

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

  shinyApp(
    ui = fluidPage(
      h1("{shinyscreenshot} demo"),
      numericInput("num", "Number of points", 50),
      plotOutput("plot"),
      actionButton("screenshot1", "Capture entire page"),
      actionButton("screenshot2", "Capture plot")
    ),
    server = function(input, output) {
      observeEvent(input$screenshot1, {
        screenshot()
      })
      observeEvent(input$screenshot2, {
        screenshot(id = "plot")
      })
      output$plot <- renderPlot({
        plot(runif(input$num))
      })
    }
  )
}
```

```

    })
  }
)
}

```

screenshotButton *Button that captures a screenshot of a shiny app*

Description

Create a button that, when clicked, captures a screenshot of the Shiny app. Screenshots can be either of the entire viewable page (default), or of a specific section of the page. The captured image is automatically downloaded as a PNG image.

This function gets called from the UI portion of a Shiny app, unlike `screenshot()` which is similar but gets called from the server.

Usage

```

screenshotButton(
  selector = "body",
  filename = "shinyscreenshot",
  id = "",
  scale = 1,
  timer = 0,
  download = TRUE,
  server_dir = NULL,
  ns = shiny::NS(NULL),
  ...
)

```

Arguments

| | |
|----------|--|
| selector | CSS selector for the element that should be captured. If multiple elements match the selector, only the first one is captured. Default is to capture the entire page. |
| filename | Name of the file to be saved. A PNG extension will automatically be added. |
| id | As an alternative to <code>selector</code> , an ID of the element that should be captured can be provided. If <code>id</code> is provided, then <code>selector</code> is ignored. When used in a module, the <code>id</code> does need to be namespaced, like any other UI element. |
| scale | The scale of the image. Default is 1, which means the dimensions of the image will be exactly the dimensions in the browser. For example, a value of 2 will result in an image that's twice the height and width (and a larger file size). |
| timer | Number of seconds to wait before taking the screenshot. Default is 0, which takes a screenshot immediately. |
| download | If TRUE (default), download the screenshot image to the user's computer. If FALSE, the image isn't downloaded to the user, and a <code>server_dir</code> should be specified. |

| | |
|------------|---|
| server_dir | Directory on the server where the screenshot image should be saved. See 'Saving to the server' section below. |
| ns | The namespace object of the current module if inside a Shiny module. |
| ... | Any other parameters that should be passed along to the shiny::actionButton() . |

Saving to the server

By default, the image is downloaded to the user's computer and is not stored on the server running the Shiny app. If a `server_dir` is provided, then the image is stored to this directory on the server. Note that only the directory should be specified, not the file name.

If saving the image is successful, `input$shinyscreenshot` will contain the full path to the image. If not, `input$shinyscreenshot` will contain an empty string (`""`).

The directory must exist and be writeable. If `NULL`, the image is not saved to the server. If a relative path is provided, it is relative to the Shiny app's working directory. For example, `server_dir="."` will save the image in the same directory that the Shiny app is in.

See Also

[screenshot\(\)](#)

Examples

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

  shinyApp(
    ui = fluidPage(
      h1("{shinyscreenshot} demo"),
      screenshotButton(label = "Capture entire page"),
      screenshotButton(label = "Capture plot", id = "plot"), br(), br(),
      numericInput("num", "Number of points", 50),
      plotOutput("plot")
    ),
    server = function(input, output) {
      output$plot <- renderPlot({
        plot(runif(input$num))
      })
    }
  )
}
```

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