Instructions

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Before I can publish a pin to the RSC board, I have to get an API key from Connect and save this to my sys environment variables.

1. In RSC, generate an API key. I named this "forusingpins" and copied the value to the clipboard

2. now in R I have to save this API key to my system environment variables. Since I want this to persist and not evaporate every time R restarts, I need to write this in my .Rprofile. Think about if you want this to be in your Project .Rproject file or your home directory .Rprofile. Do this with: `Sys.setenv("RSC_API_KEY" = <paste string here>)`

3. Now I register the board, which isn't initializing a new board, it's just telling my session that there's a place we can stick stuff. "register" means I see you and know you're there, it's not creating somethign from nothing. Use `pins::board_register( "rsconnect", server = "https://colorado.rstudio.com/rsc/", key = Sys.getenv("RSC_API_KEY") )`

4. stick your object on the rsconnect board with `pin(lego_set_data, description = "LEGO set data", board = "rsconnect")`

5. OMG, it worked!

6. retrieve the pin with the code provided in RSC `setsData <- pin_get("katie/lego-set-data", board = "rsconnect")`

7. Publishing - the first time you publish, it will fail saying "[Connect] Message: 'Invalid API key, the API key is empty.'" because there is no key on the environment variable on connect. Go drop RSC_API_KEY in environment variables and refresh.