# Site C Movement Vis App

The app is in a Git Hub repository under the LGL group called SiteC\_MovementVis\_App. There are 5 main scripts that define and run the app. Yury has the app hosted on an Azure VM.

1. gather\_data.r

This script takes the Operational detection data RDS from Dave or Kyle and prepares it for the app. It only needs to be run when the operational data are updated. It creates an .rda object called app\_data.rda. app\_data.rda contains several dataframes used in the app, including the detection data, tag codes, and spatial data layers (i.e., river network layer, fixed-station receiver locations). Things to look out for: changing field names in the operational dataframe. A lot of the data wrangling code is looking for specific field names. When data are updated, push the new app\_data.rda to git hub and then ask Yury to pull and re-deploy on the cloud server.

1. functions.r

This script defines several functions used in the app.

* 1. make\_map() is a function used to generate the leaflet basemap. Both the individual movement and seasonal distribution tab use this function.
  2. center\_map() is a function triggered by the center map button. It re-centers the leaflet map, and it’s used on both individual and seasonal movement tabs.
  3. data\_description() is a function that outputs the html text for the app description on the welcome page. I put this in a function to keep the UI script from getting too cluttered. This is where you’ll need to add links to new annual reports.

1. ui\_code.r

Defines the UI for the app. Any UI modifications will happen here, unless you need to make dynamic ui elements, which go in the server.

1. server\_code.r

Defines the server for the app. The app is not modularized in the shiny sense of modules. I’m sorry it’s such a mess. Some UI elements are generated dynamically within the server, so be aware if changes to the UI are necessary.

1. app.r

This script runs the app on the server. It loads the app\_data.rda, sources functions.r, ui\_code.r, and server\_code.r. This script won’t really need to be modified, everything happens in the other scripts.