# My Golem Electron App

This project packages a Golem-based R Shiny application inside an Electron desktop app for macOS, and it also builds the images for Linux and Windows.

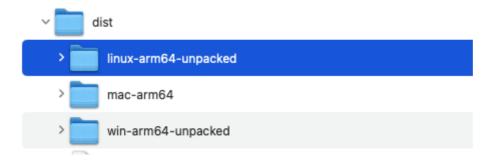
It bundles the R runtime (R. framework) directly in the app, so no external R installation is required.

# **Project Structure**

# Final Run

cd electron
npm run prod-build

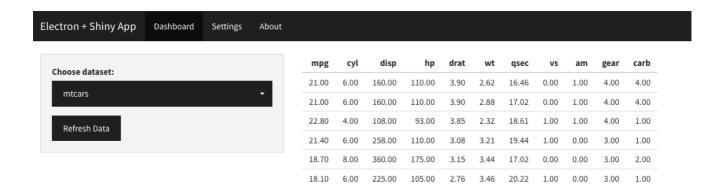
/dist folder contains the dmg to be installed. Launch the app



# About This App

This is a modern Shiny app packaged inside Electron.

It uses shinythemes + shinyWidgets for a cleaner UI.



## **Build Process - Details**

### 1. Prepare R.framework

This step flattens R. framework (removes Versions/ symlinks, ensures PrivateHeaders, Headers, Libraries, Resources are real folders).

```
cd electron
npm run fix-rframework
```

#### Verify:

ls electron/resources/R.framework/Resources/bin/Rscript

It should exist.

PROFESSEUR: M.DA ROS

### 2. Ensure run\_app R is bundled

Place your production launcher script in:

```
electron/app/run_app.R
```

It will be copied into:

```
Contents/Resources/app/run_app.R
```

inside the app at build time.

## 3. Build the app

```
cd electron
npm run prod-build
```

#### This runs:

- fix-rframework
- electron-builder
- post-build-check (verifies Rscript inside .app)

# Output:

• .dmg and .zip in electron/dist/

# Running the App

- Install .dmg
- Open My Golem Electron from Applications
- Electron will:
  - 1. Launch Rscript run\_app.R from Contents/Resources/app
  - 2. Start Shiny server on fixed port (e.g. 4242)
  - 3. Open http://127.0.0.1:4242 in Electron window