

Package: rrlite (via r-universe)

December 5, 2024

Title R Bindings to rlite

Version 0.4.0

Description R bindings to rlite. rlite is a ``self-contained, serverless, zero-configuration, transactional redis-compatible database engine. rlite is to Redis what SQLite is to SQL.".

Depends R (>= 3.1.0)

License GPL-2

LazyData true

Suggests testthat

Imports redux (>= 0.5.0)

SystemRequirements GNU make

RoxygenNote 5.0.1

Config/pak/sysreqs make libhiredis-dev

Repository <https://ropensci.r-universe.dev>

RemoteUrl <https://github.com/ropensci/rrlite>

RemoteRef master

RemoteSha 4f035c9343e2eeef620b6a98c248b7824052cfb5

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`hirlite`*Interface to rlite*

Description

Create an interface to rlite, with a generated interface to all rlite commands (using Redux).

Usage

```
hirlite(...)
```

```
rlite_available(...)
```

Arguments

... Named configuration options passed to [redis_config](#), used to create the environment (notable keys include `host`, `port`, and the environment variable `REDIS_URL`). In addition to the Redux treatment of the configuration, `RLITE_URL` takes precedence over `REDIS_URL`, and a host of `localhost` or `127.0.0.1` will be treated as an in-memory database (`:memory:`).

Examples

```
r <- hirlite()
r$PING()
r$SET("foo", "bar")
r$GET("foo")
```

`rlite_config`*rlite configuration*

Description

rlite configuration settings. Based on the [redis_config](#) function but with additional tweaks for rlite. The differences between this configuration and [redis_config](#) is that:

Usage

```
rlite_config(...)
```

Arguments

... Arguments passed to [redis_config](#); see that file for more information.

Details

- RLITE_URL takes precedence over REDIS_URL if both are present (otherwise REDIS_URL will still be used).
- A host of localhost or 127.0.0.1, which is redis_config's default, will map to a filename of :memory: for a transient in-memory store.

The port entry will be ignored, but the password and db entries will be used if present. path is equivalent to host.

rlite_connection	<i>Create a rlite connection</i>
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Description

Create a rlite connection. This function is designed to be used in other packages, and not directly by end-users. However, it is possible and safe to use. See the [hirlite](#) package for the user friendly interface.

Usage

```
rlite_connection(config = rlite_config())
```

Arguments

config Configuration parameters as generated by [rlite_config](#)

Details

This function creates a list of functions, appropriately bound to a pointer to a rlite connection. This is designed for package authors to use so without having to ever deal with the actual pointer itself (which cannot be directly manipulated from R anyway).

The returned list has elements, all of which are functions:

`config()` The configuration information

`reconnect()` Attempt reconnection of a connection that has been closed, through serialisation/deserialiation or through loss of internet connection.

command(cmd) Run a Redis command. The format of this command will be documented elsewhere.

pipeline(cmds) Run a pipeline of Redis commands.

subscribe(channel, pattern, callback, envir) Subscribe to a channel or pattern specifying channels. Here, channel must be a character vector, pattern a logical indicating if channel should be interpreted as a pattern, callback is a function to apply to each recieved message, returning TRUE when subscription should stop, and envir is the environment in which to evaluate callback. See below.

Subscriptions

The callback function must take a single argument; this will be the received message with named elements `type` (which will be `message`), `channel` (the name of the channel) and `value` (the message contents). If `pattern` was `TRUE`, then an additional element `pattern` will be present (see the Redis docs). The callback must return `TRUE` or `FALSE`; this indicates if the client should continue quit (i.e., `TRUE` means return control to R, `FALSE` means keep going).

Because the `subscribe` function is blocking and returns nothing, so all data collection needs to happen as a side-effect of the callback function.

There is currently no way of interrupting the client while it is waiting for a message.

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