

# Package ‘pins’

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**Type** Package

**Title** Pin, Discover and Share Resources

**Version** 1.2.2

**Description** Publish data sets, models, and other R objects, making it easy to share them across projects and with your colleagues. You can pin objects to a variety of “boards”, including local folders (to share on a networked drive or with ‘DropBox’), ‘RStudio’ connect, Amazon S3, and more.

**License** Apache License (>= 2)

**URL** <https://pins.rstudio.com/>, <https://github.com/rstudio/pins-r>

**BugReports** <https://github.com/rstudio/pins-r/issues>

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board_azure	<i>Use an Azure storage container as a board</i>
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## Description

Pin data to a container in Azure storage using the AzureStor package.

## Usage

```
board_azure(  
  container,  
  path = "",  
  n_processes = 10,  
  versioned = TRUE,  
  cache = NULL  
)
```

## Arguments

container	An azure storage container created by <code>AzureStor::blob_container()</code> or similar.
path	Path to the directory in the container to store pins. Will be created if it doesn't already exist. The equivalent of a prefix for AWS S3 storage.
n_processes	Maximum number of processes used for parallel uploads/downloads.
versioned	Should this board be registered with support for versions?
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.

## Details

You can create a board in any of the services that AzureStor supports: blob storage, file storage and Azure Data Lake Storage Gen2 (ADLSgen2).

Blob storage is the classic storage service that is most familiar to people, but is relatively old and inefficient. ADLSgen2 is a modern replacement API for working with blobs that is much faster when working with directories. You should consider using this rather than the classic blob API where possible; see the examples below.

`board_azure()` is powered by the AzureStor package, which is a suggested dependency of pins (not required for pins in general). If you run into errors when deploying content to a server like <https://www.shinyapps.io> or `Connect`, add `requireNamespace("AzureStor")` to your app or document for [automatic dependency discovery](#).

## Examples

```

if (requireNamespace("AzureStor")) {
  # Public access board
  url <- "https://pins.blob.core.windows.net/public-data"
  container <- AzureStor::blob_container(url)
  board <- board_azure(container)
  board %>% pin_read("mtcars")
}

## Not run:
# To create a board that you can write to, you'll need to supply one
# of `key`, `token`, or `sas` to AzureStor::blob_container()
# First, we create a board using the classic Azure blob API
url <- "https://myaccount.blob.core.windows.net/mycontainer"
container <- AzureStor::blob_container(url, sas = "my-sas")
board <- board_azure(container, "path/to/board")
board %>% pin_write(iris)

# ADLSgen2 is a modern, efficient way to access blobs
# - Use 'dfs' instead of 'blob' in the account URL to use the ADLSgen2 API
# - Use the 'storage_container' generic instead of the service-specific
#   'blob_container'
# - We reuse the board created via the blob API above
adls_url <- "https://myaccount.dfs.core.windows.net/mycontainer"
container <- AzureStor::storage_container(adls_url, sas = "my-sas")
board <- board_azure(container, "path/to/board")
board %>% pin_list()
board %>% pin_read("iris")

## End(Not run)

```

---

board_cache_path	<i>Retrieve default cache path</i>
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---

## Description

Retrieves the default path used to cache boards and pins. Makes use of `rappdirs::user_cache_dir()` for cache folders defined by each OS. Remember that you can set the cache location for an individual board object via the cache argument.

## Usage

```
board_cache_path(name)
```

## Arguments

name	Board name
------	------------

## Details

There are several environment variables available to control the location of the default pins cache:

- Use PINS\_CACHE\_DIR to set the cache path for *only* pins functions
- Use R\_USER\_CACHE\_DIR to set the cache path for all functions that use rappdirs

On system like AWS Lambda that is read only (for example, only /tmp is writeable), set either of these to `base::tempdir()`. You may also need to set environment variables like HOME and/or R\_USER\_DATA\_DIR to the session temporary directory.

## Examples

```
# retrieve default cache path
board_cache_path("local")

# set with env vars:
withr::with_envvar(
  c("PINS_CACHE_DIR" = "/path/to/cache"),
  board_cache_path("local")
)
withr::with_envvar(
  c("R_USER_CACHE_DIR" = "/path/to/cache"),
  board_cache_path("local")
)
```

---

board_connect	<i>Use Posit Connect as board</i>
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## Description

To use a Posit Connect board, you need to first authenticate. The easiest way to do so is by launching **Tools - Global Options - Publishing - Connect**, and follow the instructions.

You can share pins with others in Posit Connect by changing the viewers of the document to specific users or groups. This is accomplished by opening the new published pin and then changing access under the settings tab. After you've shared the pin, it will be automatically available to others.

## Usage

```
board_connect(
  auth = c("auto", "manual", "envvar", "rsconnect"),
  server = NULL,
  account = NULL,
  key = NULL,
  cache = NULL,
  name = "posit-connect",
  versioned = TRUE,
  use_cache_on_failure = is_interactive()
```

```

)

board_rsconnect(
  auth = c("auto", "manual", "envvar", "rsconnect"),
  server = NULL,
  account = NULL,
  key = NULL,
  output_files = FALSE,
  cache = NULL,
  name = "posit-connect",
  versioned = TRUE,
  use_cache_on_failure = is_interactive(),
  versions = deprecated()
)

```

## Arguments

auth	<p>There are three ways to authenticate:</p> <ul style="list-style-type: none"> <li>• auth = "manual" uses arguments server and key.</li> <li>• auth = "envvar" uses environment variables CONNECT_API_KEY and CONNECT_SERVER.</li> <li>• auth = "rsconnect" uses servers registered with the rsconnect package (filtered by server and account, if provided)</li> </ul> <p>The default, auth = "auto", automatically picks between the three options, using "manual" if server and key are provided, "envvar" if both environment variables are set, and "rsconnect" otherwise.</p>
server	For auth = "manual" or auth = 'envvar', the full url to the server, like <code>http://server.posit.co/rsc</code> or <code>https://connect.posit.co/</code> . For auth = 'rsconnect' a host name used to disambiguate Connect accounts, like <code>server.posit.co</code> or <code>connect.posit.co</code> .
account	A user name used to disambiguate multiple Connect accounts.
key	The Posit Connect API key.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
versioned	Should this board be registered with support for versions?
use_cache_on_failure	If the pin fails to download, is it OK to use the last cached version? Defaults to <code>is_interactive()</code> so you'll be robust to poor internet connectivity when exploring interactively, but you'll get clear errors when the code is deployed. Note that this argument controls whether you use the cache for reading pins, but you can't create a board object unless you can connect to your Connect server.
output_files	<b>[Deprecated]</b> No longer supported.
versions	Should this board be registered with support for versions?

## Public pins

If your Posit Connect instance allows it, you can share a pin publicly by setting the access type to `all`:

```
board %>% pin_write(my_df, access_type = "all")
```

(You can also do this in Posit Connect by setting "Access" to "Anyone - no login required")

Now anyone can read your pin through `board_url()`:

```
board <- board_url(c(
  numbers = "https://colorado.posit.co/rsc/great-numbers/"
))
board %>% pin_read("numbers")
```

You can find the URL of a pin with `pin_browse()`.

## Local caching for Posit Connect

The pins package maintains local per-session caches for *users* and *content* from your Connect server. If your cache gets into a bad state (for example, user names have changed on the server or a pin was deleted on the server, but your local machine doesn't know about the change yet), you can clear your local cache by restarting your R session.

## See Also

Other boards: `board_connect_url()`, `board_folder()`, `board_url()`

## Examples

```
## Not run:
board <- board_connect()
# Share the mtcars with your team
board %>% pin_write(mtcars, "mtcars")

# Download a shared dataset
board %>% pin_read("timothy/mtcars")

## End(Not run)
```

---

board\_connect\_url      *Use a vector of Posit Connect vanity URLs as a board*

---

### Description

board\_connect\_url() lets you build up a board from individual **vanity urls**.

board\_connect\_url() is read only, and does not support versioning.

### Usage

```
board_connect_url(
  vanity_urls,
  cache = NULL,
  use_cache_on_failure = is_interactive(),
  headers = connect_auth_headers()
)

connect_auth_headers(key = Sys.getenv("CONNECT_API_KEY"))
```

### Arguments

vanity_urls	A named character vector of <b>Connect vanity URLs</b> . This board is read only, and the best way to write to a pin on Connect is <a href="#">board_connect()</a> .
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
use_cache_on_failure	If the pin fails to download, is it ok to use the last cached version? Defaults to <code>is_interactive()</code> so you'll be robust to poor internet connectivity when exploring interactively, but you'll get clear errors when the code is deployed.
headers	Named character vector for additional HTTP headers (such as for authentication). See <a href="#">connect_auth_headers()</a> for Posit Connect support.
key	The Posit Connect API key.

### Details

This board is a thin wrapper around [board\\_url\(\)](#) which uses `connect_auth_headers()` for authentication via environment variable.

### See Also

Other boards: [board\\_connect\(\)](#), [board\\_folder\(\)](#), [board\\_url\(\)](#)



## Examples

```
connect_auth_headers()

board <- board_connect_url(c(
  my_vanity_url_pin = "https://colorado.posit.co/rsc/great-numbers/"
))

board %>% pin_read("my_vanity_url_pin")
```

---

board_folder	<i>Use a local folder as board</i>
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---

## Description

- `board_folder()` creates a board inside a folder. You can use this to share files by using a folder on a shared network drive or inside a DropBox.
- `board_local()` creates a board in a system data directory. It's useful if you want to share pins between R sessions on your computer, and you don't care where the data lives.
- `board_temp()` creates a temporary board that lives in a session specific temporary directory. It will be automatically deleted once the current R session ends. It's useful for examples and tests.

## Usage

```
board_folder(path, versioned = FALSE)
```

```
board_local(versioned = FALSE)
```

```
board_temp(versioned = FALSE)
```

## Arguments

path	Path to directory to store pins. Will be created if it doesn't already exist.
versioned	Should this board be registered with support for versions?

## See Also

Other boards: [board\\_connect\\_url\(\)](#), [board\\_connect\(\)](#), [board\\_url\(\)](#)

## Examples

```
# session-specific local board
board <- board_temp()
```

---

board_gcs	<i>Use a Google Cloud Storage bucket as a board</i>
-----------	---

---

## Description

Pin data to a Google Cloud Storage bucket using the `googleCloudStorageR` package.

## Usage

```
board_gcs(bucket, prefix = NULL, versioned = TRUE, cache = NULL)
```

## Arguments

bucket	Bucket name. You can only write to an existing bucket, and you can use <code>googleCloudStorageR::gcs_ge</code> here.
prefix	Prefix within this bucket that this board will occupy. You can use this to maintain multiple independent pin boards within a single GCS bucket. Will typically end with <code>/</code> to take advantage of Google Cloud Storage's directory-like handling.
versioned	Should this board be registered with support for versions?
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.

## Authentication

`board_gcs()` is powered by the `googleCloudStorageR` package which provides several authentication options, as documented in its [main vignette](#). The two main options are to create a service account key (a JSON file) or an authentication token; you can manage either using the `gargle` package.

## Details

- The functions in `pins` do not create a new bucket. You can create a new bucket from R with `googleCloudStorageR::gcs_create_bucket()`.
- You can pass arguments for `googleCloudStorageR::gcs_upload` such as `predefinedAcl` and `upload_type` through the dots of `pin_write()`.
- `board_gcs()` is powered by the `googleCloudStorageR` package, which is a suggested dependency of `pins` (not required for `pins` in general). If you run into errors when deploying content to a server like <https://www.shinyapps.io> or `Connect`, add `requireNamespace("googleCloudStorageR")` to your app or document for [automatic dependency discovery](#).

**Examples**

```
## Not run:
board <- board_gcs("pins-testing")
board %>% pin_write(mtcars)
board %>% pin_read("mtcars")

# A prefix allows you to have multiple independent boards in the same pin.
board_sales <- board_gcs("company-pins", prefix = "sales/")
board_marketing <- board_gcs("company-pins", prefix = "marketing/")
# You can make the hierarchy arbitrarily deep.

# Pass arguments like `predefinedAcl` through the dots of `pin_write`:
board %>% pin_write(mtcars, predefinedAcl = "publicRead")

## End(Not run)
```

board\_gdrive

*Use a Google Drive folder as a board***Description**

Pin data to a folder in Google Drive using the googledrive package.

**Usage**

```
board_gdrive(path, versioned = TRUE, cache = NULL)
```

**Arguments**

path	Path to existing directory on Google Drive to store pins. Can be given as an actual path like "path/to/folder" (character), a file id or URL marked with <code>googledrive::as_id()</code> , or a <code>googledrive::dribble</code> .
versioned	Should this board be registered with support for versions?
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.

**Details**

- The functions in pins do not create a new Google Drive folder. You can create a new folder from R with `googledrive::drive_mkdir()`, and then set the sharing for your folder with `googledrive::drive_share()`.
- If you have problems with authentication to Google Drive, learn more at `googledrive::drive_auth()`.
- `board_gdrive()` is powered by the googledrive package, which is a suggested dependency of pins (not required for pins in general). If you run into errors when deploying content to a server like <https://www.shinyapps.io> or **Connect**, add `requireNamespace("googledrive")` to your app or document for **automatic dependency discovery**.

**Examples**

```
## Not run:
board <- board_gdrive("folder-for-my-pins")
board %>% pin_write(1:10, "great-integers", type = "json")
board %>% pin_read("great-integers")

## End(Not run)
```

board\_ms365

*Use a OneDrive or Sharepoint document library as a board***Description**

Pin data to a folder in Onedrive or a SharePoint Online document library using the Microsoft365R package.

**Usage**

```
board_ms365(
  drive,
  path,
  versioned = TRUE,
  cache = NULL,
  delete_by_item = FALSE
)
```

**Arguments**

drive	A OneDrive or SharePoint document library object, of class <code>Microsoft365R::ms_drive</code> .
path	Path to directory to store pins. This can be either a string containing the path-name like "path/to/board", or a <code>Microsoft365R::ms_drive_item</code> object pointing to the board path.
versioned	Should this board be registered with support for versions?
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
delete_by_item	Whether to handle folder deletions on an item-by-item basis, rather than deleting the entire folder at once. You may need to set this to TRUE for a board in SharePoint Online or OneDrive for Business, due to document protection policies that prohibit deleting non-empty folders.

## Details

Sharing a board in OneDrive (personal or business) is a bit complicated, as OneDrive normally allows only the person who owns the drive to access files and folders. First, the drive owner has to set the board folder as shared with other users, using either the OneDrive web interface or Microsoft365R's `ms_drive_item$create_share_link()` method. The other users then call `board_ms365` with a *drive item object* in the path argument, pointing to the shared folder. See the examples below.

Sharing a board in SharePoint Online is much more straightforward, assuming all users have access to the document library: in this case, everyone can use the same call `board_ms365(doclib, "path/to/board")`. If you want to share a board with users outside your team, follow the same steps for sharing a board in OneDrive.

`board_ms365()` is powered by the Microsoft365R package, which is a suggested dependency of pins (not required for pins in general). If you run into errors when deploying content to a server like <https://www.shinyapps.io> or [Connect](#), add `requireNamespace("Microsoft365R")` to your app or document for [automatic dependency discovery](#).

## Examples

```
## Not run:
# A board in your personal OneDrive
od <- Microsoft365R::get_personal_onedrive()
board <- board_ms365(od, "myboard")
board %>% pin_write(iris)

# A board in OneDrive for Business
odb <- Microsoft365R::get_business_onedrive(tenant = "mytenant")
board <- board_ms365(odb, "myproject/board")

# A board in a SharePoint Online document library
sp <- Microsoft365R::get_sharepoint_site("my site", tenant = "mytenant")
doclib <- sp$get_drive()
board <- board_ms365(doclib, "general/project1/board")

## Sharing a board in OneDrive:
# First, create the board on the drive owner's side
board <- board_ms365(od, "myboard")

# Next, let other users write to the folder
# - set the expiry to NULL if you want the folder to be permanently available
od$get_item("myboard")$create_share_link("edit", expiry="30 days")

# On the recipient's side: find the shared folder item, then pass it to board_ms365
shared_items <- od$list_shared_items()
board_folder <- shared_items$remoteItem[[which(shared_items$name == "myboard")]]
board <- board_ms365(od, board_folder)

## End(Not run)
```

---

 board\_s3

*Use an S3 bucket as a board*


---

## Description

Pin data to an S3 bucket, such as on Amazon's S3 service or MinIO, using the `paws.storage` package.

## Usage

```
board_s3(
  bucket,
  prefix = NULL,
  versioned = TRUE,
  access_key = NULL,
  secret_access_key = NULL,
  session_token = NULL,
  credential_expiration = NULL,
  profile = NULL,
  region = NULL,
  endpoint = NULL,
  cache = NULL
)
```

## Arguments

<code>bucket</code>	Bucket name. You can only write to an existing bucket.
<code>prefix</code>	Prefix within this bucket that this board will occupy. You can use this to maintain multiple independent pin boards within a single S3 bucket. Will typically end with <code>/</code> to take advantage of S3's directory-like handling.
<code>versioned</code>	Should this board be registered with support for versions?
<code>access_key</code> , <code>secret_access_key</code> , <code>session_token</code> , <code>credential_expiration</code>	Manually control authentication. See documentation below for details.
<code>profile</code>	Role to use from AWS shared credentials/config file.
<code>region</code>	AWS region. If not specified, will be read from <code>AWS_REGION</code> , or AWS config file.
<code>endpoint</code>	Endpoint to use; usually generated automatically for AWS from <code>region</code> . For MinIO, use the full URL (including scheme like <code>https://</code> ) of your MinIO endpoint.
<code>cache</code>	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.

## Authentication

`board_s3()` is powered by the `paws` package which provides a wide range of authentication options, as documented at <https://github.com/paws-r/paws/blob/main/docs/credentials.md>. In brief, there are four main options that are tried in order:

- The `access_key` and `secret_access_key` arguments to this function. If you have a temporary session token, you'll also need to supply `session_token` and `credential_expiration`. (Not recommended since your `secret_access_key` will be recorded in `.Rhistory`)
- The `AWS_ACCESS_KEY_ID` and `AWS_SECRET_ACCESS_KEY` env vars. (And `AWS_SESSION_TOKEN` and `AWS_CREDENTIAL_EXPIRATION` env vars if you have a temporary session token)
- The AWS shared credential file, `~/.aws/credentials`:

```
[profile-name]
aws_access_key_id=your AWS access key
aws_secret_access_key=your AWS secret key
```

The "default" profile will be used if you don't supply the access key and secret access key as described above. Otherwise you can use the `profile` argument to use a profile of your choice.

- Automatic authentication from EC2 instance or container IAM role.

See the `paws` documentation for more unusual options including getting credentials from a command line process, picking a role when running inside an EC2 instance, using a role from another profile, and using multifactor authentication.

## Details

- The functions in `pins` do not create a new bucket. You can create a new bucket from R with [paws](#).
- Some functions like `pin_list()` will work for an S3 board, but don't return useful output.
- You can pass arguments for `paws.storage::s3_put_object` such as `Tagging` and `ServerSideEncryption` through the dots of `pin_write()`.
- `board_s3()` is powered by the `paws.storage` package, which is a suggested dependency of `pins` (not required for `pins` in general). If you run into errors when deploying content to a server like <https://www.shinyapps.io> or `Connect`, add `requireNamespace("paws.storage")` to your app or document for [automatic dependency discovery](#).

## Examples

```
## Not run:
board <- board_s3("pins-test-hadley", region = "us-east-2")
board %>% pin_write(mtcars)
board %>% pin_read("mtcars")

# A prefix allows you to have multiple independent boards in the same pin.
board_sales <- board_s3("company-pins", prefix = "sales/")
board_marketing <- board_s3("company-pins", prefix = "marketing/")
# You can make the hierarchy arbitrarily deep.

# Pass arguments like `Tagging` through the dots of `pin_write`:
```

```
board %>% pin_write(mtcars, Tagging = "key1=value1&key2=value2")

## End(Not run)
```

---

board\_url *Use a vector of URLs as a board*

---

## Description

board\_url() lets you build up a board from individual urls or a [manifest file](#).

board\_url() is read only.

## Usage

```
board_url(
  urls,
  cache = NULL,
  use_cache_on_failure = is_interactive(),
  headers = NULL
)
```

## Arguments

urls	Identify available pins being served at a URL or set of URLs (see details): <ul style="list-style-type: none"> <li>• Unnamed string: URL to a <a href="#">manifest file</a>.</li> <li>• Named character vector: URLs to specific pins (does not support versioning).</li> <li>• Named list: URLs to pin version directories (supports versioning).</li> </ul>
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
use_cache_on_failure	If the pin fails to download, is it ok to use the last cached version? Defaults to is_interactive() so you'll be robust to poor internet connectivity when exploring interactively, but you'll get clear errors when the code is deployed.
headers	Named character vector for additional HTTP headers (such as for authentication). See <a href="#">connect_auth_headers()</a> for Posit Connect support.

## Details

The way board\_url() works depends on the type of the urls argument:

- Unnamed character scalar, i.e. **a single URL** to a [manifest file](#): If the URL ends in a /, board\_url() will look for a \_pins.yaml manifest. If the manifest file parses to a named list, versioning is supported. If it parses to a named character vector, the board will not support versioning.



- **Named character vector of URLs:** If the URLs end in a /, `board_url()` will look for a `data.txt` that provides metadata for the associated pin. The easiest way to generate this file is to upload a pin version directory created by `board_folder()`. Versioning is not supported.
- **Named list,** where the values are character vectors of URLs and each element of the vector refers to a version of the particular pin: If a URL ends in a /, `board_url()` will look for a `data.txt` that provides metadata. Versioning is supported.

Using a vector of URLs can be useful because `pin_download()` and `pin_read()` will be cached; they'll only re-download the data if it's changed from the last time you downloaded it (using the tools of **HTTP caching**). You'll also be protected from the vagaries of the internet; if a fresh download fails, you'll get the previously cached result with a warning.

Using a **manifest file** can be useful because you can serve a board of pins and allow collaborators to access the board straight from a URL, without worrying about board-level storage details. Some examples are provided in `vignette("using-board-url")`.

### Authentication for `board_url()`

The `headers` argument allows you to pass authentication details or other HTTP headers to the board, such as for a Posit Connect vanity URL that is not public (see `board_connect_url()`) or a private GitHub repo.

```
gh_pat_auth <- c(
  Authorization = paste("token", "github_pat_XXXX")
)
board <- board_url(
  "https://raw.githubusercontent.com/username/repo/main/path/to/pins",
  headers = gh_pat_auth
)

board %>% pin_list()
```

### See Also

Other boards: `board_connect_url()`, `board_connect()`, `board_folder()`

### Examples

```
github_raw <- function(x) paste0("https://raw.githubusercontent.com/", x)

## with a named vector of URLs to specific pins:
b1 <- board_url(c(
  files = github_raw("rstudio/pins-r/main/tests/testthat/pin-files/"),
  rds = github_raw("rstudio/pins-r/main/tests/testthat/pin-rds/"),
  raw = github_raw("rstudio/pins-r/main/tests/testthat/pin-files/first.txt")
))

b1 %>% pin_read("rds")
b1 %>% pin_browse("rds", local = TRUE)
```

```
b1 %>% pin_download("files")
b1 %>% pin_download("raw")

## with a manifest file:
b2 <- board_url(github_raw("rstudio/pins-r/main/tests/testthat/pin-board/"))
b2 %>% pin_list()
b2 %>% pin_versions("y")
```

---

cache\_browse

*Cache management*

---

## Description

Most boards maintain a local cache so that if you're reading a pin that hasn't changed since the last time you read it, it can be rapidly retrieved from a local cache. These functions help you manage that cache.

- `cache_browse()`: open the cache directory for interactive exploration.
- `cache_info()`: report how much disk space each board's cache uses.
- `cache_prune()`: delete pin versions that you haven't used for days (you'll be asked to confirm before the deletion happens).

In general, there's no real harm to deleting the cached pins, as they'll be re-downloaded as needed. The one exception is `legacy_local()` which mistakenly stored its pinned data in the cache directory; do not touch this directory.

## Usage

```
cache_browse()
```

```
cache_info()
```

```
cache_prune(days = 30)
```

## Arguments

`days`            Number of days to preserve cached data; any pin versions older than `days` will be removed.

---

 legacy\_azure

 Azure board (legacy API)
 

---

## Description

To use Microsoft Azure Storage as a board, you'll need an Azure Storage account, an Azure Storage container, and an Azure Storage key. You can sign-up and create those at [portal.azure.com](https://portal.azure.com).

## Usage

```
legacy_azure(
  container = Sys.getenv("AZURE_STORAGE_CONTAINER"),
  account = Sys.getenv("AZURE_STORAGE_ACCOUNT"),
  key = Sys.getenv("AZURE_STORAGE_KEY"),
  cache = NULL,
  name = "azure",
  ...
)

board_register_azure(
  name = "azure",
  container = Sys.getenv("AZURE_STORAGE_CONTAINER"),
  account = Sys.getenv("AZURE_STORAGE_ACCOUNT"),
  key = Sys.getenv("AZURE_STORAGE_KEY"),
  cache = NULL,
  path = NULL,
  ...
)
```

## Arguments

container	The name of the Azure Storage container.
account	The name of the Azure Storage account.
key	The access key for the Azure Storage container. You can find this under "Access keys" in your storage account settings. The key is equivalent to a password, so generally should not be stored in your script. The easiest alternative is to store it in the AZURE_STORAGE_KEY environment variable, which legacy_azure() will use by default.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
...	Additional parameters required to initialize a particular board.
path	Subdirectory within url

**Examples**

```
## Not run:
# the following example requires an Azure Storage key
board_register_azure(
  container = "pinscontainer",
  account = "pinsstorage",
  key = "abcabcabcabcabcabcabcabcabcabcab=="
)

## End(Not run)
```

---

legacy_datatxt	<i>Remote "data.txt" board (legacy API)</i>
----------------	---

---

**Description**

Use board that for a website that uses the [data.txt](#) specification. A data.txt file is a YAML that provides some basic metadata about a directory of files.

**Usage**

```
legacy_datatxt(
  url,
  headers = NULL,
  cache = NULL,
  needs_index = TRUE,
  browse_url = url,
  index_updated = NULL,
  index_randomize = FALSE,
  path = NULL,
  versions = FALSE,
  name = NULL,
  ...
)

board_register_datatxt(url, name = NULL, headers = NULL, cache = NULL, ...)
```

**Arguments**

url	Path to the data.txt file or directory containing it.
headers	Optional list of headers to include or a function to generate them.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
needs_index	Does this board have an index file?
browse_url	Not currently used

index_updated	Callback function used to update index
index_randomize	When retrieving data.txt at a parameter with random query string to defeat caching?
path	Subdirectory within url
versions	Should this board be registered with support for versions?
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
...	Additional parameters required to initialize a particular board.

### Examples

```
# register website board using datatxt file
board_register_datatxt(
    url = "https://datatxt.org/data.txt",
    name = "txtexample",
    cache = tempfile()
)

# find pins
pin_find(board = "txtexample")
```

---

legacy_dospace	<i>DigitalOcean board (legacy API)</i>
----------------	--

---

### Description

To use DigitalOcean Spaces as a board, you first need an DigitalOcean space and a storage key. You can sign-up and create those at [digitalocean.com](https://digitalocean.com).

### Usage

```
legacy_dospace(
    space = Sys.getenv("DO_SPACE"),
    key = Sys.getenv("DO_ACCESS_KEY_ID"),
    secret = Sys.getenv("DO_SECRET_ACCESS_KEY"),
    datacenter = Sys.getenv("DO_DATACENTER"),
    cache = NULL,
    host = "digitaloceanspaces.com",
    name = "dospace",
    ...
)

board_register_dospace(
    name = "dospace",
```

```

space = Sys.getenv("DO_SPACE"),
key = Sys.getenv("DO_ACCESS_KEY_ID"),
secret = Sys.getenv("DO_SECRET_ACCESS_KEY"),
datacenter = Sys.getenv("DO_DATACENTER"),
cache = NULL,
host = "digitaloceanspaces.com",
path = NULL,
...
)

```

### Arguments

space	The name of the DigitalOcean space.
key, secret	The key and secret for your space. You can create a key and secret in the "Spaces access keys" in your API settings. The secret is equivalent to a password, so generally should not be stored in your script. The easiest alternative is to store it in the DO_SECRET_ACCESS_KEY environment variable, which legacy_dospace() will use by default.
datacenter	The datacenter name.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
host	The host to use for storage, defaults to "digitaloceanspaces.com".
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
...	Additional parameters required to initialize a particular board.
path	Subdirectory within url

### Examples

```

## Not run:
# the following example requires a DigitalOcean Spaces API key
board <- legacy_dospace(bucket = "s3bucket")

## End(Not run)

```

---

legacy\_gcloud

*Google Cloud board (legacy API)*

---

### Description

To use a Google Cloud Storage board, you first need a Google Cloud Storage account, a Google Storage bucket, and an access token or the **Google Cloud SDK** properly installed and configured. You can sign-up and create these from <https://console.cloud.google.com>

**Usage**

```

legacy_gcloud(
  bucket = Sys.getenv("GLOUD_STORAGE_BUCKET"),
  token = NULL,
  cache = NULL,
  name = "gcloud",
  ...
)

board_register_gcloud(
  name = "gcloud",
  bucket = Sys.getenv("GLOUD_STORAGE_BUCKET"),
  token = NULL,
  cache = NULL,
  path = NULL,
  ...
)

```

**Arguments**

bucket	The name of the Google Cloud Storage bucket. Defaults to the GLOUD_STORAGE_BUCKET environment variable.
token	The access token of the Google Cloud Storage container. Generally, it's best to leave this as NULL, and rely on the installed Google Cloud SDK to handle authentication.  If you do want to use an access token, you can retrieve it from <a href="https://developers.google.com/oauthplayground">https://developers.google.com/oauthplayground</a> . You will need to authorize the "Google Storage API v1" scope.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
...	Additional parameters required to initialize a particular board.
path	Subdirectory within url

**Examples**

```

## Not run:
# the following example requires the Google Cloud SDK to be configured
board <- legacy_gcloud(container = "gcloudcontainer")

## End(Not run)

```

---

legacy_github	<i>GitHub board (legacy API)</i>
---------------	----------------------------------

---

### Description

To use a GitHub board, you'll need to set up authentication, following the instructions at <https://happygitwithr.com/https-pat.html#https-pat>.

### Usage

```
legacy_github(
  repo,
  branch = NULL,
  token = NULL,
  path = "",
  host = "https://api.github.com",
  name = "github",
  cache = NULL,
  ...
)
```

```
board_register_github(
  name = "github",
  repo = NULL,
  branch = NULL,
  token = NULL,
  path = "",
  host = "https://api.github.com",
  cache = NULL,
  ...
)
```

### Arguments

repo	The GitHub repository formatted as 'owner/repo'.
branch	The branch to use to commit pins. Default, NULL, will use main or master if present.
token	GitHub personal access token. Uses <a href="#">gitcreds</a> if not set.
path	The subdirectory in the repo where the pins will be stored.
host	The URL of the GitHub API. You'll need to customise this to use GitHub enterprise, e.g. "https://yourhostname/api/v3".
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.



... Additional parameters required to initialize a particular board.

## Large Files

A GitHub repo only supports files under 25MB in size (100MB in theory but there is additional overhead when using the GitHub API). To store large files, GitHub **recommends** storing them using GitHub Releases which support up to 2GB files, which is what pins uses. You don't need to do anything extra as this will happen behind the scenes, but don't be surprised if pins creates releases in your repo.

## Examples

```
## Not run:
# the following example requires a GitHub API key
board <- legacy_github("owner/repo")

## End(Not run)
```

---

legacy_local	<i>Local board (legacy API)</i>
--------------	---------------------------------

---

## Description

legacy\_local() powers board\_register\_local(), which allows you to access local pins created in earlier versions of the pins package. For new pins, we recommend that you transition to [board\\_local\(\)](#) which supports the new pins API.

legacy\_temp() creates a legacy board in a temporary location, for use in tests and examples.

## Usage

```
legacy_local(path = NULL, name = "local", versions = FALSE)
```

```
board_register_local(name = "local", cache = NULL, ...)
```

```
legacy_temp(name = "temp", ...)
```

## Arguments

path	Path where pins will be stored. If not supplied, defaults to a system <b>cache</b> directory, which may be deleted by the operating system if you run out of disk space.
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
versions	Should this board be registered with support for versions?
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
...	Additional parameters required to initialize a particular board.

**Examples**

```
# Old api
pin(data.frame(x = 1:3), "test")
pin_get("test")

# New api
board <- board_local()
board %>% pin_write(data.frame(x = 1:3), "test")
board %>% pin_read("test")
```

---

legacy\_s3

*S3 board (legacy API)*


---

**Description**

To use an Amazon S3 Storage board, you need an Amazon S3 bucket and a user with enough permissions to access the S3 bucket. You can sign-up and create those at <https://aws.amazon.com/>. Note that it can take a few minutes after you've created it before a bucket is usable.

See `board_s3()` for a modern version of this legacy board.

**Usage**

```
legacy_s3(
  bucket = Sys.getenv("AWS_BUCKET"),
  key = Sys.getenv("AWS_ACCESS_KEY_ID"),
  secret = Sys.getenv("AWS_SECRET_ACCESS_KEY"),
  cache = NULL,
  region = NULL,
  host = "s3.amazonaws.com",
  name = "s3",
  ...
)

board_register_s3(
  name = "s3",
  bucket = Sys.getenv("AWS_BUCKET"),
  key = Sys.getenv("AWS_ACCESS_KEY_ID"),
  secret = Sys.getenv("AWS_SECRET_ACCESS_KEY"),
  cache = NULL,
  host = "s3.amazonaws.com",
  region = NULL,
  path = NULL,
  ...
)
```

**Arguments**

bucket	The name of the Amazon S3 bucket.
key, secret	The key and secret for your space. You can create a key and secret in the "Spaces access keys" in your API settings. The secret is equivalent to a password, so generally should not be stored in your script. The easiest alternative is to store it in the <code>AWS_SECRET_ACCESS_KEY</code> environment variable, which <code>board_s3()</code> will use by default.
cache	Cache path. Every board requires a local cache to avoid downloading files multiple times. The default stores in a standard cache location for your operating system, but you can override if needed.
region	The region to use, required in some AWS regions and to enable V4 signatures.
host	The host to use for storage, defaults to "s3.amazonaws.com".
name	An optional name used identify the board. This is no longer generally needed since you should be passing around an explicit board object.
...	Additional parameters required to initialize a particular board.
path	Subdirectory within url

**Examples**

```
## Not run:
# the following example requires an Amazon S3 API key
board <- legacy_s3(bucket = "s3bucket")

## End(Not run)
```

---

pin *Pin a resource (legacy API)*

---

**Description**

Pins the given resource locally or to the given board.

**Usage**

```
pin(x, name = NULL, description = NULL, board = NULL, ...)
```

**Arguments**

x	An object, local file or remote URL to pin.
name	The name for the dataset or object.
description	Optional description for this pin.
board	The board where this pin will be placed.
...	Additional parameters.

## Details

`pin()` allows you to cache remote resources and intermediate results with ease. When caching remote resources, usually URLs, it will check for HTTP caching headers to avoid re-downloading when the remote result has not changed.

This makes it ideal to support reproducible research by requiring manual instruction to download resources before running your R script.

In addition, `pin()` still works when working offline or when the remote resource becomes unavailable; when this happens, a warning will be triggered but your code will continue to work.

`pin()` stores data frames in two files, an R native file (RDS) and a 'CSV' file. To force saving a pin in R's native format only, you can use `pin(I(data))`. This can improve performance and size at the cost of making the pin unreadable from other tools and programming languages.

## Examples

```
# old API
board_register_local(cache = tempfile())
pin(mtcars)
pin_get("mtcars")

# new api
board <- board_local()
board %>% pin_write(mtcars)
board %>% pin_read("mtcars")
```

---

pin\_browse

*Browse source of a pin*

---

## Description

`pin_browse()` navigates you to the home of a pin, either on the internet or on your local file system.

## Usage

```
pin_browse(board, name, version = NULL, local = FALSE)
```

## Arguments

<code>board</code>	A pin board, created by <code>board_folder()</code> , <code>board_connect()</code> , <code>board_url()</code> or another <code>board_</code> function.
<code>name</code>	Pin name.
<code>version</code>	Retrieve a specific version of a pin. Use <code>pin_versions()</code> to find out which versions are available and when they were created.
<code>local</code>	If TRUE, will open the local copy of the pin; otherwise will show you the home of the pin on the internet.

**Examples**

```
board <- board_temp(versioned = TRUE)
board %>% pin_write(1:10, "x")
board %>% pin_write(1:11, "x")
board %>% pin_write(1:12, "x")

board %>% pin_browse("x", local = TRUE)
```

---

pin_delete	<i>Delete a pin</i>
------------	---------------------

---

**Description**

Delete a pin (or pins), removing it from the board

**Usage**

```
pin_delete(board, names, ...)
```

**Arguments**

board	A pin board, created by <a href="#">board_folder()</a> , <a href="#">board_connect()</a> , <a href="#">board_url()</a> or another <code>board_</code> function.
names	The names of one or more pins to delete
...	Additional arguments passed on to methods for a specific board.

**Examples**

```
board <- board_temp()
board %>% pin_write(1:5, "x")
board %>% pin_write(mtcars)
board %>% pin_write(runif(1e6), "y")
board %>% pin_list()

board %>% pin_delete(c("x", "y"))
board %>% pin_list()
```

---

pin\_download

*Upload and download files to and from a board*


---

### Description

This is a lower-level interface than `pin_read()` and `pin_write()` that you can use to pin any file, as opposed to any R object. The path returned by `pin_download()` is a read-only path to a cached file: you should never attempt to modify this file.

### Usage

```
pin_download(board, name, version = NULL, hash = NULL, ...)
```

```
pin_upload(
  board,
  paths,
  name = NULL,
  title = NULL,
  description = NULL,
  metadata = NULL,
  ...
)
```

### Arguments

board	A pin board, created by <code>board_folder()</code> , <code>board_connect()</code> , <code>board_url()</code> or another <code>board_</code> function.
name	Pin name.
version	Retrieve a specific version of a pin. Use <code>pin_versions()</code> to find out which versions are available and when they were created.
hash	Specify a hash to verify that you get exactly the dataset that you expect. You can find the hash of an existing pin by looking for <code>pin_hash</code> in <code>pin_meta()</code> .
...	Additional arguments passed on to methods for a specific board.
paths	A character vector of file paths to upload to board.
title	A title for the pin; most important for shared boards so that others can understand what the pin contains. If omitted, a brief description of the contents will be automatically generated.
description	A detailed description of the pin contents.
metadata	A list containing additional metadata to store with the pin. When retrieving the pin, this will be stored in the user key, to avoid potential clashes with the metadata that pins itself uses.

### Value

`pin_download()` returns a character vector of file paths; `pin_upload()` returns the fully qualified name of the new pin, invisibly.

**Examples**

```
board <- board_temp()

board %>% pin_upload(system.file("CITATION"))
path <- board %>% pin_download("CITATION")
path
readLines(path)[1:5]
```

---

pin\_exists                      *Determine if a pin exists*

---

**Description**

Determine if a pin exists

**Usage**

```
pin_exists(board, name, ...)
```

**Arguments**

board	A pin board, created by <a href="#">board_folder()</a> , <a href="#">board_connect()</a> , <a href="#">board_url()</a> or another board_ function.
name	Pin name.
...	Additional arguments passed on to methods for a specific board.

---

pin\_find                      *Search for pins (legacy API)*

---

**Description**

Search for pins in legacy boards.

**Usage**

```
pin_find(
  text = NULL,
  board = NULL,
  name = NULL,
  extended = FALSE,
  metadata = FALSE,
  ...
)
```

**Arguments**

text	The text to find in the pin description or name.
board	The board name used to find the pin.
name	The exact name of the pin to match when searching.
extended	Should additional board-specific columns be shown?
metadata	Include pin metadata in results?
...	Additional parameters.

**Examples**

```
pin_find("cars")
# ->
board <- board_local()
board %>% pin_search("cars")
```

---

pin\_get

*Retrieve a pin (legacy API)*


---

**Description**

Retrieves a pin by name from the local or given board.

**Usage**

```
pin_get(
  name,
  board = NULL,
  cache = TRUE,
  extract = NULL,
  version = NULL,
  files = FALSE,
  signature = NULL,
  ...
)
```

**Arguments**

name	The name of the pin.
board	The board where this pin will be retrieved from.
cache	Should the pin cache be used? Defaults to TRUE.
extract	Should compressed files be extracted? Each board defines the default behavior.
version	The version of the dataset to retrieve, defaults to latest one.
files	Should only the file names be returned?
signature	Optional signature to validate this pin, use pin_info() to compute signature.
...	Additional parameters.



**Details**

pin\_get() retrieves a pin by name and, by default, from the local board. You can use the board parameter to specify which board to retrieve a pin from. If a board is not specified, it will use pin\_find() to find the pin across all boards and retrieve the one that matches by name.

**Examples**

```
# define temporary board
board <- legacy_temp()
pin(mtcars, board = board)

# retrieve the mtcars pin
pin_get("mtcars", board = board)
```

---

pin\_info

*Retrieve pin metadata (legacy API)*


---

**Description**

Retrieve metadata for pins in legacy boards.

**Usage**

```
pin_info(
  name,
  board = NULL,
  extended = TRUE,
  metadata = TRUE,
  signature = FALSE,
  ...
)
```

**Arguments**

name	The exact name of the pin to match when searching.
board	The board name used to find the pin.
extended	Should additional board-specific information be shown?
metadata	Should additional pin-specific information be shown?
signature	Should a signature to identify this pin be shown?
...	Additional parameters.

## Examples

```
# old API
board_register_local(cache = tempfile())
pin(mtcars)
pin_info("mtcars", "local")

# new API
board <- board_temp()
board %>% pin_write(mtcars)
board %>% pin_meta("mtcars")
```

---

pin\_list

*List all pins*

---

## Description

List names of all pins in a board. This is a low-level function; use [pin\\_search\(\)](#) to get more data about each pin in a convenient form.

## Usage

```
pin_list(board, ...)
```

## Arguments

board	A pin board, created by <a href="#">board_folder()</a> , <a href="#">board_connect()</a> , <a href="#">board_url()</a> or another <code>board_</code> function.
...	Other arguments passed on to methods

## Value

A character vector

## Examples

```
board <- board_temp()

board %>% pin_write(1:5, "x")
board %>% pin_write(letters, "y")
board %>% pin_write(runif(20), "z")

board %>% pin_list()
```

---

`pin_meta`*Retrieve metadata for a pin*

---

## Description

Pin metadata comes from three sources:

- Standard metadata added by `pin_upload()/pin_write()`. This includes:
  - `$name` - the pin's name.
  - `$file` - names of files stored in the pin.
  - `$file_size` - size of each file.
  - `$pin_hash` - hash of pin contents.
  - `$type` - type of pin: "rds", "csv", etc
  - `$title` - pin title
  - `$description` - pin description
  - `$tags` - pin tags
  - `$created` - date this (version of the pin) was created
  - `$api_version` - API version used by pin
- Metadata supplied by the user, stored in `$user`. This is untouched from what is supplied in `pin_write()/pin_upload()` except for being converted to and from to YAML.
- Local metadata generated when caching the pin, stored in `$local`. This includes information like the version of the pin, and the path its local cache.

## Usage

```
pin_meta(board, name, version = NULL, ...)
```

## Arguments

<code>board</code>	A pin board, created by <code>board_folder()</code> , <code>board_connect()</code> , <code>board_url()</code> or another <code>board_</code> function.
<code>name</code>	Pin name.
<code>version</code>	Retrieve a specific version of a pin. Use <code>pin_versions()</code> to find out which versions are available and when they were created.
<code>...</code>	Additional arguments passed on to methods for a specific board.

## Value

A list.

**Examples**

```

b <- board_temp()
b %>% pin_write(head(mtcars), "mtcars", metadata = list("Hadley" = TRUE))

# Get the pin
b %>% pin_read("mtcars")
# Get its metadata
b %>% pin_meta("mtcars")
# Get path to underlying data
b %>% pin_download("mtcars")

# Use tags instead
b %>% pin_write(tail(mtcars), "mtcars", tags = c("fuel-efficiency", "automotive"))
b %>% pin_meta("mtcars")

```

---

pin\_reactive

*Reactive Pin (legacy API)*


---

**Description**

Creates a pin that reacts to changes in the given board by polling `pin_get()`, useful when used from the shiny package.

**Usage**

```
pin_reactive(name, board, interval = 5000, session = NULL, extract = NULL)
```

**Arguments**

name	The name of the pin.
board	The board where this pin will be retrieved from.
interval	Approximate number of milliseconds to wait to retrieve updated pin. This can be a numeric value, or a function that returns a numeric value.
session	The user session to associate this file reader with, or <code>NULL</code> if none. If non-null, the reader will automatically stop when the session ends.
extract	Should compressed files be extracted? Each board defines the default behavior.

---

pin_reactive_read	<i>Wrap a pin in a reactive expression</i>
-------------------	--

---

### Description

`pin_reactive_read()` and `pin_reactive_download()` wrap the results of `pin_read()` and `pin_download()` into a Shiny reactive. This allows you to use pinned data within your app, and have the results automatically recompute when the pin is modified.

### Usage

```
pin_reactive_read(board, name, interval = 5000)
```

```
pin_reactive_download(board, name, interval = 5000)
```

### Arguments

board	A pin board, created by <code>board_folder()</code> , <code>board_connect()</code> , <code>board_url()</code> or another <code>board_</code> function.
name	Pin name.
interval	Approximate number of milliseconds to wait between re-downloading the pin metadata to check if anything has changed.

### Examples

```
if (FALSE) {  
  library(shiny)  
  ui <- fluidPage(  
    tableOutput("table")  
  )  
  
  server <- function(input, output, session) {  
    board <- board_local()  
    data <- pin_reactive_read(board, "shiny", interval = 1000)  
    output$table <- renderTable(data())  
  }  
  shinyApp(ui, server)  
}
```

---

pin_read	<i>Read and write objects to and from a board</i>
----------	---

---

### Description

Use `pin_write()` to pin an object to board, and `pin_read()` to retrieve it.

**Usage**

```
pin_read(board, name, version = NULL, hash = NULL, ...)
```

```
pin_write(
  board,
  x,
  name = NULL,
  type = NULL,
  title = NULL,
  description = NULL,
  metadata = NULL,
  versioned = NULL,
  tags = NULL,
  ...,
  force_identical_write = FALSE
)
```

**Arguments**

board	A pin board, created by <a href="#">board_folder()</a> , <a href="#">board_connect()</a> , <a href="#">board_url()</a> or another board_ function.
name	Pin name.
version	Retrieve a specific version of a pin. Use <a href="#">pin_versions()</a> to find out which versions are available and when they were created.
hash	Specify a hash to verify that you get exactly the dataset that you expect. You can find the hash of an existing pin by looking for pin_hash in <a href="#">pin_meta()</a> .
...	Additional arguments passed on to methods for a specific board.
x	An object (typically a data frame) to pin.
type	File type used to save x to disk. Must be one of "csv", "json", "rds", "parquet", "arrow", or "qs". If not supplied, will use JSON for bare lists and RDS for everything else. Be aware that CSV and JSON are plain text formats, while RDS, Parquet, Arrow, and <b>qs</b> are binary formats.
title	A title for the pin; most important for shared boards so that others can understand what the pin contains. If omitted, a brief description of the contents will be automatically generated.
description	A detailed description of the pin contents.
metadata	A list containing additional metadata to store with the pin. When retrieving the pin, this will be stored in the user key, to avoid potential clashes with the metadata that pins itself uses.
versioned	Should the pin be versioned? The default, NULL, will use the default for board
tags	A character vector of tags for the pin; most important for discoverability on shared boards.
force_identical_write	Store the pin even if the pin contents are identical to the last version (compared using the hash). Only the pin contents are compared, not the pin metadata. Defaults to FALSE.

**Details**

pin\_write() takes care of the details of serialising an R object to disk, controlled by the type argument. See [pin\\_download\(\)/pin\\_upload\(\)](#) if you want to perform the serialisation yourself and work just with files.

**Value**

pin\_read() returns an R object read from the pin; pin\_write() returns the fully qualified name of the new pin, invisibly.

**Examples**

```
b <- board_temp(versioned = TRUE)

b %>% pin_write(1:10, "x", description = "10 numbers")
b

b %>% pin_meta("x")
b %>% pin_read("x")

# Add a new version
b %>% pin_write(2:11, "x")
b %>% pin_read("x")

# Retrieve an older version
b %>% pin_versions("x")
b %>% pin_read("x", version = .Last.value$version[[1]])
# (Normally you'd specify the version with a string, but since the
# version includes the date-time I can't do that in an example)
```

---

pin\_remove

*Delete a pin (legacy API)*


---

**Description**

Deletes pins from a legacy board.

**Usage**

```
pin_remove(name, board = NULL)
```

**Arguments**

name	The name for the pin.
board	The board from where this pin will be removed.

**Examples**

```
# old API
board_register_local(cache = tempfile())
pin(mtcars)
pin_remove("mtcars")

# new API
board <- board_local()
board %>% pin_write(mtcars)
board %>% pin_delete("mtcars")
```

pin\_search

*Search for pins***Description**

The underlying search method depends on the board, but most will search for text in the pin name and title.

**Usage**

```
pin_search(board, search = NULL, ...)
```

**Arguments**

board	A pin board, created by <a href="#">board_folder()</a> , <a href="#">board_connect()</a> , <a href="#">board_url()</a> or another board_ function.
search	A string to search for in pin name and title. Use NULL to return all pins.
...	Additional arguments passed on to methods.

**Value**

A data frame that summarises the metadata for each pin. Key attributes (name, type, description, created, and file\_size) are pulled out into columns; everything else can be found in the meta list-column.

**Examples**

```
board <- board_temp()

board %>% pin_write(1:5, "x", title = "Some numbers")
board %>% pin_write(letters[c(1, 5, 10, 15, 21)], "y", title = "My favourite letters")
board %>% pin_write(runif(20), "z", title = "Random numbers")

board %>% pin_search()
board %>% pin_search("number")
board %>% pin_search("letters")
```



---

pin\_versions                      *List, delete, and prune pin versions*

---

### Description

- pin\_versions() lists available versions a pin.
- pin\_versions\_prune() deletes old versions.
- pin\_version\_delete() deletes a single version.

### Usage

```
pin_versions(board, name, ..., full = deprecated())

pin_version_delete(board, name, version, ...)

pin_versions_prune(board, name, n = NULL, days = NULL, ...)
```

### Arguments

board, name	A pair of board and pin name. For modern boards, use board %>% pin_versions(name). For backward compatibility with the legacy API, you can also use pin_versions(name) or pin_version(name, board).
...	Additional arguments passed on to methods for a specific board.
full	<b>[Deprecated]</b>
version	Version identifier.
n, days	Pick one of n or days to choose how many versions to keep. n = 3 will keep the last three versions, days = 14 will keep all the versions created in the 14 days. Regardless of what values you set, pin_versions_prune() will never delete the most recent version.

### Value

A data frame with at least a version column. Some boards may provided additional data.

### Examples

```
board <- board_temp(versioned = TRUE)

board %>% pin_write(data.frame(x = 1:5), name = "df")
board %>% pin_write(data.frame(x = 2:6), name = "df")
board %>% pin_write(data.frame(x = 3:7), name = "df")

# pin_read() returns the latest version by default
board %>% pin_read("df")

# but you can return earlier versions if needed
```

```
board %>% pin_versions("df")

ver <- pin_versions(board, "df")$version[[1]]
board %>% pin_read("df", version = ver)

# delete all versions created more than 30 days ago
board %>% pin_versions_prune("df", days = 30)
```

---

write\_board\_manifest *Write board manifest file to board's root directory*

---

## Description

A board manifest file records all the pins, along with their versions, stored on a board. This can be useful for a board built using, for example, `board_folder()` or `board_s3()`, then served as a website, such that others can consume using `board_url()`. The manifest file is *not* versioned like a pin is, and this function will overwrite any existing `_pins.yaml` file on your board. It is your responsibility as the user to keep the manifest up to date.

Some examples are provided in `vignette("using-board-url")`.

## Usage

```
write_board_manifest(board, ...)
```

## Arguments

board	A pin board that is <i>not</i> read-only.
...	Additional arguments passed on to methods for a specific board.

## Details

This function is not supported for read-only boards. It is called for the side-effect of writing a manifest file, `_pins.yaml`, to the root directory of the board. (This will not work in the unlikely event that you attempt to create a pin called `"_pins.yaml"`.)

The behavior of the legacy API (for example, `pin_find()`) is unspecified once you have written a board manifest file to a board's root directory. We recommend you only use `write_board_manifest()` with modern boards.

## Value

The board, invisibly

**Examples**

```
board <- board_temp()
pin_write(board, mtcars, "mtcars-csv", type = "csv")
pin_write(board, mtcars, "mtcars-json", type = "json")

write_board_manifest(board)

# see the manifest's format:
fs::path(board$path, "_pins.yaml") %>% readLines() %>% cat(sep = "\n")

# if you write another pin, the manifest file is out of date:
pin_write(board, 1:10, "nice-numbers", type = "json")

# you decide when to update the manifest:
write_board_manifest(board)
```

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