

# Package ‘CarbonEL’

February 14, 2012

**Version** 0.1-4

**Title** Carbon Event Loop

**Author** Simon Urbanek <Simon.Urbaneke@r-project.org>

**Maintainer** Simon Urbanek <Simon.Urbaneke@r-project.org>

**Depends** R (>= 2.0.0), grDevices

**Description** This package hooks a Carbon event loop handler into R.  
This is useful for enabling UI from a console R (such as using  
the Quartz device from Terminal or ESS).

**License** GPL-2

**URL** <http://www.rforge.net/CarbonEL/>

**SystemRequirements** Mac OS X

**Repository** CRAN

**Date/Publication** 2007-08-25 16:45:56

## R topics documented:

CarbonEL . . . . .	2
<b>Index</b>	<b>3</b>

---

CarbonEL

*Carbon Event Loop*

---

## Description

CarbonEL package installs a Carbon Event Loop in a running R process.

## Details

When loaded, this package hooks a Carbon even loop handler into R's event loop and declares the current process as a foreground application.

This allows an interactive use of Apple UI, such as the Quartz device from shell R console or ESS. Note that this is superfluous if R was started using the R.app.

There are two global options respected by this package at load time:

`cel.sleep` determines the sleep between event polls (in seconds, fractions allowed). Longer sleeps reduce the CPU load, shorter sleeps improve reaction times (smoothness of the interface). The default is 0.2 (i.e. 200ms).

This value can be also set after the initialization by the `.cel.set.sleep` function.

`cel.activate` is a boolean determining whether the process should be activated as a foreground process. The default is TRUE for yes.

If CarbonEL detects that it is loaded from within the R.app GUI, it will not start the event loop unless `FORCE_CARBONEL` environment variable is set. R.app runs a Cocoa loop which is functionally equivalent to a Carbon loop, so there is no need for CarbonEL in the R.app GUI.

NOTE: This package is intended only for Mac OS X. It does nothing on all other platforms.

# Index

\*Topic **interface**  
CarbonEL, [2](#)

CarbonEL, [2](#)