

Modul:Convert/extra

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Modul:Convert/extra

This module can be used to quickly add a new unit for use with [Vorlage:TI](#). When satisfied that a unit is working correctly, ask at [Module talk:Convert](#) for the unit to be moved to the permanent list of units.

See [Template:Convert/unit sandbox](#) for a good way to prepare unit definitions that can be copied into this page.

The following extracts from [Module:Convert/data](#) show examples that could be used to define a new unit. Any number of spaces can be used where blanks are shown in the following.

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```
-- These are EXAMPLES on the documentation page. Scroll down to see the module content.
local extra_units = {
  -- Similar to a redirect: "sqm" is an alias for "m2".
  -- {{convert|1.5|m2|sp=us}} 1.5 square meters (16 sq ft)
  -- {{convert|1.5|sqm|sp=us}} 1.5 square meters (16 sq ft)
  ["sqm"] = {
    target = "m2",
  },
  -- A simple unit, showing the minimum that is required.
  -- The "ha" is the unit code used to identify the unit:
  -- {{convert|1.5|ha}} 1.5 hectares (3.7 acres)
  ["ha"] = {
    name1 = "hectare",
    symbol = "ha",
    utype = "area",
    scale = 10000,
    default = "acre",
  },
  -- A unit which accepts an SI prefix. There is no "name1" field because it
  -- has to be constructed (mJ gives "millijoule"; MJ gives "megajoule").
  -- {{convert|125|kJ}} 125 kilojoules (30,000 cal)
  ["J"] = {
    _name1 = "joule",
    _symbol = "J",
    utype = "energy",
    scale = 1,
    prefixes = 1,
    default = "cal",
    link = "Joule",
  },
  -- A unit where US and plural names are required.
  -- {{convert|125|cm/s2}} 125 centimetres per second squared (4.1 ft/s2)
  ["cm/s2"] = {
    name1 = "centimetre per second squared",
    name1_us = "centimeter per second squared",
    name2 = "centimetres per second squared",
    name2_us = "centimeters per second squared",
  },
}
```

```

        symbol    = "cm/s<sup>2</sup>",
        utype     = "acceleration",
        scale     = 0.01,
        default   = "ft/s2",
        link      = "Gal (unit)",
    },
    -- A "per" unit is defined as the ratio of two other units.
    -- {{convert|125|g/cm3}} 125 grams per cubic centimetre (4.5 lb/cu in)
    ["g/cm3"] = {
        per       = { "g", "cm3" },
        utype     = "density",
        default   = "lb/cuin",
    },
    -- If the automatic "per" link is not wanted, a link can be specified.
    -- {{convert|125|g/cm3|lk=on|disp=unit}} [[gram]]s per [[cubic centimetre]]
    -- {{convert|125|g/m3|lk=on|disp=unit}} [[density|grams per cubic metre]]
    ["g/m3"] = {
    per = { "g", "m3" },
    utype = "density",
    default = "lb/cuyd",
    link = "density",
    },
    -- Characters "$" and "£" are recognized as currency symbols.
    -- {{convert|125|$/acre}} $125 per acre ($310/ha)
    ["$/acre"] = {
        per       = { "$", "acre" },
        utype     = "cost $ per unit area",
        default   = "$/ha",
    },
    -- An output unit can be defined as a combination of existing units.
    -- {{convert|2|ha|ft2 m2}} 2 hectares (220,000 sq ft; 20,000 m²)
    -- Any number of output units can be specified.
    -- NOTE: There may be no need to define a combination because a convert
    --        can specify the output by joining unit codes with "+":
    -- {{convert|1.2|acre|ft2+yd2+m2}} 1.2 acres (52,000 sq ft; 5,800 sq yd; 4,900 m²)
    ["ft2 m2"] = {
        combination = { "ft2", "m2" },
        utype       = "area",
    },
    -- An output unit can be defined using subunits (from least to most significant).
    -- {{convert|90|in|ydfin}} 90 inches (2 yd 1 ft 6 in)
    ["ydfin"] = {
        combination = { "in", "ft", "yd" },
        multiple    = { 12, 3 },
        utype       = "length",
    },
    },
}

```

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Field Description

<code>symbol</code>	Unit identifier used when <code>abbr=on</code> is in effect.
<code>name1</code>	Singular name of the unit used when <code>abbr=off</code> is in effect.
<code>name2</code>	Plural name of the unit; not required if it is the same as <code>name1</code> plus "s".
<code>name1_us</code>	Singular name when <code>sp=us</code> is in effect; not required if the same as <code>name1</code> .
<code>name2_us</code>	Plural name when <code>sp=us</code> is in effect; not required if the same as <code>name1_us</code> plus "s".
<code>utype</code>	Unit type; must be exactly the same as the <code>utype</code> of any other unit used in a conversion.
<code>scale</code>	Number of base units in the unit being defined.
<code>default</code>	Unit code of the default output used when no output unit is specified in a conversion.

target Unit code of an existing unit (the unit being defined "redirects" to the existing unit).
prefixes Use 1 if an SI prefix is accepted; 2 is used for m², and 3 is used for m³.
link Article title used when lk=on is in effect; not required if it is the same as name1.

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```
-- Extra conversion data used by Module:Convert.  
--  
-- [[Module:Convert/data]] defines all units and is transcluded in all pages  
-- where [[Module:Convert]] is used. Testing new units by editing that module  
-- would invalidate the cache for all affected pages.  
--  
-- For quick changes and experiments with new units, this module can be edited.  
-- Since this module is transcluded in only a small number of pages, changes  
-- should cause little server overhead and should propagate quickly.  
--  
-- If a unit is defined in the data module, any definition here is ignored,  
-- so defining the same unit in both modules is not an error.  
-- A unit defined here can refer to units that are also defined here, and  
-- can refer to units defined in the data module.  
--  
-- Periodically, those extra units that are wanted permanently can be removed  
-- from here after being added to [[Module:Convert/data]].  
  
local extra_units = {  
}  
  
return { extra_units = extra_units }
```