Modul:Convert/sandbox

When making a change, copy the current modules to the sandbox pages, then edit the sandbox copies.

If wanted, use the purge link just above to update the following status report.

- Module:Convert • Module:Convert/sandbox • same content
- Module:Convert/data • Module:Convert/data/sandbox • same content
- Module:Convert/text • Module:Convert/text/sandbox • same content
- Module:Convert/extra • Module:Convert/extra/sandbox • same content
- Module:Convert/wikidata • Module:Convert/wikidata/sandbox • same content
- Module:Convert/wikidata/data • Module:Convert/wikidata/data/sandbox • same content

Use the following template to test the results (example `{{convert/sandbox|123|lb|kg}}`):

- Template:Convert/sandbox • invokes the sandbox modules and shows all warnings

Testscases:

- Module:Convert/sandbox/testcases • templates to be tested, with expected outputs
- Module talk:Convert/sandbox/testcases • view test results
- Template:Convert/testcases#Sandbox testcases • more tests

It is not necessary to save a module before viewing test results. For example, Module:Convert/sandbox could be edited. While still editing that page, paste

Vorlage:Nowrap

into the page title box under "Preview page with this template", then click "Show preview".

```
-- Convert a value from one unit of measurement to another.
-- Example: {{convert|123|lb|kg}} --> 123 pounds (56 kg)
-- See [[:en:Template:Convert/Transwiki guide]] if copying to another wiki.

local MINUS = '−'  -- Unicode U+2212 MINUS SIGN (UTF-8: e2 88 92)
local abs = math.abs
local floor = math.floor
local format = string.format
local log10 = math.log10
local ustring = mw.ustring
local ulen = ustring.len
local usub = ustring.sub

-- Configuration options to keep magic values in one location.
-- Conversion data and message text are defined in separate modules.
local config, maxsigfig
local numdot  -- must be '.' or ',' or a character which works in a regex
local numsep, numsep_remove, numsep_remove2
local data_code, all_units
local text_code
local varname        -- can be a code to use variable names that depend on value
local from_en_table  -- to translate an output string of en digits to local langu
```

```
local to_en_table    -- to translate an input string of digits in local language
-- Use translation_table in convert/text to change the following.
local en_default           -- true uses lang=en unless convert has lang=local or
local group_method = 3     -- code for how many digits are in a group
local per_word = 'per'     -- for units like "liters per kilometer"
local plural_suffix = 's'  -- only other useful value is probably '' to disable p
local omitsep              -- true to omit separator before local symbol/name

-- All units should be defined in the data module. However, to cater for quick ch
-- and experiments, any unknown unit is looked up in an extra data module, if it
-- That module would be transcluded in only a small number of pages, so there sho
-- little server overhead from making changes, and changes should propagate quick
local extra_module  -- name of module with extra units
local extra_units   -- nil or table of extra units from extra_module

-- Some options in the invoking template can set variables used later in the modu
local currency_text  -- for a user-defined currency symbol: {{convert|12|$/ha|$=€

local function from_en(text)
        -- Input is a string representing a number in en digits with '.' decimal
        -- without digit grouping (which is done just after calling this).
        -- Return the translation of the string with numdot and digits in local l
        if numdot ~= '.' then
                text = text:gsub('%.', numdot)
        end
        if from_en_table then
                text = text:gsub('%d', from_en_table)
        end
        return text
end

local function to_en(text)
        -- Input is a string representing a number in the local language with
        -- an optional numdot decimal mark and numsep digit grouping.
        -- Return the translation of the string with '.' mark and en digits,
        -- and no separators (they have to be removed here to handle cases like
        -- numsep = '.' and numdot = ',' with input "1.234.567,8").
        if to_en_table then
                text = ustring.gsub(text, '%d', to_en_table)
        end
        if numsep_remove then
                text = text:gsub(numsep_remove, '')
        end
        if numsep_remove2 then
                text = text:gsub(numsep_remove2, '')
        end
        if numdot ~= '.' then
                text = text:gsub(numdot, '.')
        end
        return text
end

local function decimal_mark(text)
        -- Return ',' if text probably is using comma for decimal mark, or has no
        -- Return '.' if text probably is using dot for decimal mark.
        -- Otherwise return nothing (decimal mark not known).
        if not text:find('[.,]') then return ',' end
        text = text:gsub('^%-', ''):gsub('%+%d+/%d+$', ''):gsub('[Ee]%-?%d+$', '
        local decimal =
                text:match('^0?([.,])%d+$') or
                text:match('%d([.,])%d?%d?$') or
                text:match('%d([.,])%d%d%d%d+$')
        if decimal then return decimal end
        if text:match('%.%d+%.') then return ',' end
```

```
        if text:match('%,%d+,') then return '.' end
end

local add_warning, with_separator  -- forward declarations
local function to_en_with_check(text, parms)
        -- Version of to_en() for a wiki using numdot = ',' and numsep = '.' to c
        -- text (an input number as a string) which might have been copied from e
        -- For example, in '1.234' the '.' could be a decimal mark or a group sep
        -- From viwiki.
        if to_en_table then
                text = ustring.gsub(text, '%d', to_en_table)
        end
        if decimal_mark(text) == '.' then
                local original = text
                text = text:gsub(',', '')  -- for example, interpret "1,234.5" as
                if parms then
                        add_warning(parms, 0, 'cvt_enwiki_num', original, with_se
                end
        else
                if numsep_remove then
                        text = text:gsub(numsep_remove, '')
                end
                if numsep_remove2 then
                        text = text:gsub(numsep_remove2, '')
                end
                if numdot ~= '.' then
                        text = text:gsub(numdot, '.')
                end
        end
        return text
end

local function omit_separator(id)
        -- Return true if there should be no separator before id (a unit symbol o
        -- For zhwiki, there should be no separator if id uses local characters.
        -- The following kludge should be a sufficient test.
        if omitsep then
                if id:sub(1, 2) == '-{' then  -- for "-{...}-" content language v
                        return true
                end
                if id:byte() > 127 then
                        local first = usub(id, 1, 1)
                        if first ~= 'Å' and first ~= '°' and first ~= 'µ' then
                                return true
                        end
                end
        end
        return id:sub(1, 1) == '/'  -- no separator before units like "/ha"
end

local spell_module  -- name of module that can spell numbers
local speller       -- function from that module to handle spelling (set if neede
local wikidata_module, wikidata_data_module  -- names of Wikidata modules
local wikidata_code, wikidata_data  -- exported tables from those modules (set if

local function set_config(args)
        -- Set configuration options from template #invoke or defaults.
        config = args
        maxsigfig = config.maxsigfig or 14  -- maximum number of significant figu
        local data_module, text_module
        local sandbox = config.sandbox and ('/' .. config.sandbox) or ''
        data_module = "Module:Convert/data" .. sandbox
        text_module = "Module:Convert/text" .. sandbox
        extra_module = "Module:Convert/extra" .. sandbox
```

```
	wikidata_module = "Module:Convert/wikidata" .. sandbox
	wikidata_data_module = "Module:Convert/wikidata/data" .. sandbox
	spell_module = "Module:ConvertNumeric"
	data_code = mw.loadData(data_module)
	text_code = mw.loadData(text_module)
	all_units = data_code.all_units
	local translation = text_code.translation_table
	if translation then
		numdot = translation.numdot
		numsep = translation.numsep
		if numdot == ',' and numsep == '.' then
			if text_code.all_messages.cvt_enwiki_num then
				to_en = to_en_with_check
			end
		end
		if translation.group then
			group_method = translation.group
		end
		if translation.per_word then
			per_word = translation.per_word
		end
		if translation.plural_suffix then
			plural_suffix = translation.plural_suffix
		end
		varname = translation.varname
		from_en_table = translation.from_en
		local use_workaround = true
		if use_workaround then
			-- 2013-07-05 workaround bug by making a copy of the requ
			-- mw.ustring.gsub fails with a table (to_en_table) as th
			-- if the table is accessed via mw.loadData.
			local source = translation.to_en
			if source then
				to_en_table = {}
				for k, v in pairs(source) do
					to_en_table[k] = v
				end
			end
		else
			to_en_table = translation.to_en
		end
		if translation.lang == 'en default' then
			en_default = true  -- for hiwiki
		end
		omitsep = translation.omitsep  -- for zhwiki
	end
	numdot = config.numdot or numdot or '.'  -- decimal mark before fractiona
	numsep = config.numsep or numsep or ','  -- group separator for numbers
	-- numsep should be ',' or '.' or '' or ' ' or a Unicode character.
	-- numsep_remove must work in a regex to identify separators to be remove
	if numsep ~= '' then
		numsep_remove = (numsep == '.') and '%.' or numsep
	end
	if numsep ~= ',' and numdot ~= ',' then
		numsep_remove2 = ','  -- so numbers copied from enwiki will work
	end
end

local function collection()
	-- Return a table to hold items.
	return {
		n = 0,
		add = function (self, item)
			self.n = self.n + 1
```

```
                        self[self.n] = item
                end,
        }
end

local function divide(numerator, denominator)
        -- Return integers quotient, remainder resulting from dividing the two
        -- given numbers, which should be unsigned integers.
        local quotient, remainder = floor(numerator / denominator), numerator % d
        if not (0 <= remainder and remainder < denominator) then
                -- Floating point limits may need this, as in {{convert|160.02|Yr
                remainder = 0
        end
        return quotient, remainder
end

local function split(text, delimiter)
        -- Return a numbered table with fields from splitting text.
        -- The delimiter is used in a regex without escaping (for example, '.' wo
        -- Each field has any leading/trailing whitespace removed.
        local t = {}
        text = text .. delimiter  -- to get last item
        for item in text:gmatch('%s*(.-)%s*' .. delimiter) do
                table.insert(t, item)
        end
        return t
end

local function strip(text)
        -- If text is a string, return its content with no leading/trailing
        -- whitespace. Otherwise return nil (a nil argument gives a nil result).
        if type(text) == 'string' then
                return text:match("^%s*(.-)%s*$")
        end
end

local function table_len(t)
        -- Return length (<100) of a numbered table to replace #t which is
        -- documented to not work if t is accessed via mw.loadData().
        for i = 1, 100 do
                if t[i] == nil then
                        return i - 1
                end
        end
end

local function wanted_category(catkey, catsort, want_warning)
        -- Return message category if it is wanted in current namespace,
        -- otherwise return ''.
        local cat
        local title = mw.title.getCurrentTitle()
        if title then
                local nsdefault = '0'  -- default namespace: '0' = article; '0,10
                local namespace = title.namespace
                for _, v in ipairs(split(config.nscat or nsdefault, ',')) do
                        if namespace == tonumber(v) then
                                cat = text_code.all_categories[want_warning and '
                                if catsort and catsort ~= '' and cat:sub(-2) == '
                                        cat = cat:sub(1, -3) .. '|' .. mw.text.no
                                end
                                break
                        end
                end
        end
```

```
        return cat or ''
end

local function message(parms, mcode, is_warning)
        -- Return wikitext for an error message, including category if specified
        -- for the message type.
        -- mcode = numbered table specifying the message:
        --    mcode[1] = 'cvt_xxx' (string used as a key to get message info)
        --    mcode[2] = 'parm1' (string to replace '$1' if any in message)
        --    mcode[3] = 'parm2' (string to replace '$2' if any in message)
        --    mcode[4] = 'parm3' (string to replace '$3' if any in message)
        local msg
        if type(mcode) == 'table' then
                if mcode[1] == 'cvt_no_output' then
                        -- Some errors should cause convert to output an empty st
                        -- for example, for an optional field in an infobox.
                        return ''
                end
                msg = text_code.all_messages[mcode[1]]
        end
        parms.have_problem = true
        local function subparm(fmt, ...)
                local rep = {}
                for i, v in ipairs({...}) do
                        rep['$' .. i] = v
                end
                return (fmt:gsub('$%d+', rep))
        end
        if msg then
                local parts = {}
                local regex, replace = msg.regex, msg.replace
                for i = 1, 3 do
                        local limit = 40
                        local s = mcode[i + 1]
                        if s then
                                if regex and replace then
                                        s = s:gsub(regex, replace)
                                        limit = nil  -- allow long "should be" me
                                end
                                -- Escape user input so it does not break the mes
                                -- To avoid tags (like {{convert|1<math>23</math>
                                -- the mouseover title, any strip marker starting
                                -- replaced with '...' (text not needing i18n).
                                local append
                                local pos = s:find(string.char(127), 1, true)
                                if pos then
                                        append = '...'
                                        s = s:sub(1, pos - 1)
                                end
                                if limit and ulen(s) > limit then
                                        s = usub(s, 1, limit)
                                        append = '...'
                                end
                                s = mw.text.nowiki(s) .. (append or '')
                        else
                                s = '?'
                        end
                        parts['$' .. i] = s
                end
                local function ispreview()
                        -- Return true if a prominent message should be shown.
                        if parms.test == 'preview' or parms.test == 'nopreview' t
                                -- For testing, can preview a real message or sim
                                -- when running automated tests.
```

```
                                return parms.test == 'preview'
                        end
                        local success, revid = pcall(function ()
                                return (parms.frame):preprocess('{{REVISIONID}}')
                        return success and (revid == '')
                end
                local want_warning = is_warning and
                        not config.warnings and  -- show unobtrusive warnings if
                        not msg.nowarn           -- but use msg settings, not sta
                local title = string.gsub(msg[1] or 'Missing message', '$%d+', pa
                local text = want_warning and '*' or msg[2] or 'Missing message'
                local cat = wanted_category(msg[3], mcode[2], want_warning)
                local anchor = msg[4] or ''
                local fmtkey = ispreview() and 'cvt_format_preview' or
                        (want_warning and 'cvt_format2' or msg.format or 'cvt_for
                local fmt = text_code.all_messages[fmtkey] or 'convert: bug'
                return subparm(fmt, title:gsub('"', '&quot;'), text, cat, anchor)
        end
        return 'Convert internal error: unknown message'
end

function add_warning(parms, level, key, text1, text2)  -- for forward declaration
        -- If enabled, add a warning that will be displayed after the convert res
        -- A higher level is more verbose: more kinds of warnings are displayed.
        -- To reduce output noise, only the first warning is displayed.
        if level <= (tonumber(config.warnings) or 1) then
                if parms.warnings == nil then
                        parms.warnings = message(parms, { key, text1, text2 }, tr
                end
        end
end

local function spell_number(parms, inout, number, numerator, denominator)
        -- Return result of spelling (number, numerator, denominator), or
        -- return nil if spelling is not available or not supported for given tex
        -- Examples (each value must be a string or nil):
        --   number  numerator  denominator  output
        --   ------  ---------  -----------  ------------------
        --   "1.23"    nil        nil        one point two three
        --    "1"      "2"        "3"        one and two thirds
        --    nil      "2"        "3"        two thirds
        if not speller then
                local function get_speller(module)
                        return require(module).spell_number
                end
                local success
                success, speller = pcall(get_speller, spell_module)
                if not success or type(speller) ~= 'function' then
                        add_warning(parms, 1, 'cvt_no_spell', 'spell')
                        return nil
                end
        end
        local case
        if parms.spell_upper == inout then
                case = true
                parms.spell_upper = nil  -- only uppercase first word in a multip
        end
        local sp = not parms.opt_sp_us
        local adj = parms.opt_adjectival
        return speller(number, numerator, denominator, case, sp, adj)
end

------------------------------------------------------------------------
-- BEGIN: Code required only for built-in units.
```

```
-- LATER: If need much more code, move to another module to simplify this module
local function speed_of_sound(altitude)
	-- This is for the Mach built-in unit of speed.
	-- Return speed of sound in metres per second at given altitude in feet.
	-- If no altitude given, use default (zero altitude = sea level).
	-- Table gives speed of sound in miles per hour at various altitudes:
	--   altitude = -17,499 to 402,499 feet
	-- mach_table[a + 4] = s where
	--   a = (altitude / 5000) rounded to nearest integer (-3 to 80)
	--   s = speed of sound (mph) at that altitude
	-- LATER: Should calculate result from an interpolation between the next
	-- lower and higher altitudes in table, rather than rounding to nearest.
	-- From: http://www.aerospaceweb.org/question/atmosphere/q0112.shtml
	local mach_table = {
		799.5, 787.0, 774.2, 761.207051,
		748.0, 734.6, 721.0, 707.0, 692.8, 678.3, 663.5, 660.1, 660.1, 66
		660.1, 660.1, 660.1, 662.0, 664.3, 666.5, 668.9, 671.1, 673.4, 67
		677.9, 683.7, 689.9, 696.0, 702.1, 708.1, 714.0, 719.9, 725.8, 73
		737.3, 737.7, 737.7, 736.2, 730.5, 724.6, 718.8, 712.9, 707.0, 70
		695.0, 688.9, 682.8, 676.6, 670.4, 664.1, 657.8, 652.9, 648.3, 64
		639.1, 634.4, 629.6, 624.8, 620.0, 615.2, 613.2, 613.2, 613.2, 61
		614.4, 615.3, 616.7, 619.8, 623.4, 629.7, 635.0, 641.1, 650.6, 66
		672.5, 674.3, 676.1, 677.9, 679.7, 681.5, 683.3, 685.1, 686.8, 68
	}
	altitude = altitude or 0
	local a = (altitude < 0) and -altitude or altitude
	a = floor(a / 5000 + 0.5)
	if altitude < 0 then
		a = -a
	end
	if a < -3 then
		a = -3
	elseif a > 80 then
		a = 80
	end
	return mach_table[a + 4] * 0.44704  -- mph converted to m/s
end
-- END: Code required only for built-in units.
--------------------------------------------------------------------------------

local function add_style(parms, class)
	-- Add selected template style to parms if not already present.
	parms.templatestyles = parms.templatestyles or {}
	if not parms.templatestyles[class] then
		parms.templatestyles[class] = parms.frame:extensionTag({
			name = 'templatestyles', args = { src = text_code.titles
		})
	end
end

local function get_styles(parms)
	-- Return string of required template styles, empty if none.
	if parms.templatestyles then
		local t = {}
		for _, v in pairs(parms.templatestyles) do
			table.insert(t, v)
		end
		return table.concat(t)
	end
	return ''
end

local function get_range(word)
	-- Return a range (string or table) corresponding to word (like "to"),
```

```
        -- or return nil if not a range word.
        local ranges = text_code.ranges
        return ranges.types[word] or ranges.types[ranges.aliases[word]]
end

local function check_mismatch(unit1, unit2)
        -- If unit1 cannot be converted to unit2, return an error message table.
        -- This allows conversion between units of the same type, and between
        -- Nm (normally torque) and ftlb (energy), as in gun-related articles.
        -- This works because Nm is the base unit (scale = 1) for both the
        -- primary type (torque), and the alternate type (energy, where Nm = J).
        -- A match occurs if the primary types are the same, or if unit1 matches
        -- the alternate type of unit2, and vice versa. That provides a whitelist
        -- of which conversions are permitted between normally incompatible types
        if unit1.utype == unit2.utype or
                (unit1.utype == unit2.alttype and unit1.alttype == unit2.utype) t
                return nil
        end
        return { 'cvt_mismatch', unit1.utype, unit2.utype }
end

local function override_from(out_table, in_table, fields)
        -- Copy the specified fields from in_table to out_table, but do not
        -- copy nil fields (keep any corresponding field in out_table).
        for _, field in ipairs(fields) do
                if in_table[field] then
                        out_table[field] = in_table[field]
                end
        end
end

local function shallow_copy(t)
        -- Return a shallow copy of table t.
        -- Do not need the features and overhead of the Scribunto mw.clone().
        local result = {}
        for k, v in pairs(t) do
                result[k] = v
        end
        return result
end

local unit_mt = {
        -- Metatable to get missing values for a unit that does not accept SI pre
        -- Warning: The boolean value 'false' is returned for any missing field
        -- so __index is not called twice for the same field in a given unit.
        __index = function (self, key)
                local value
                if key == 'name1' or key == 'sym_us' then
                        value = self.symbol
                elseif key == 'name2' then
                        value = self.name1 .. plural_suffix
                elseif key == 'name1_us' then
                        value = self.name1
                        if not rawget(self, 'name2_us') then
                                -- If name1_us is 'foot', do not make name2_us by
                                self.name2_us = self.name2
                        end
                elseif key == 'name2_us' then
                        local raw1_us = rawget(self, 'name1_us')
                        if raw1_us then
                                value = raw1_us .. plural_suffix
                        else
                                value = self.name2
                        end
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```
                elseif key == 'link' then
                        value = self.name1
                else
                        value = false
                end
                rawset(self, key, value)
                return value
        end
}

local function prefixed_name(unit, name, index)
        -- Return unit name with SI prefix inserted at correct position.
        -- index = 1 (name1), 2 (name2), 3 (name1_us), 4 (name2_us).
        -- The position is a byte (not character) index, so use Lua's sub().
        local pos = rawget(unit, 'prefix_position')
        if type(pos) == 'string' then
                pos = tonumber(split(pos, ',')[index])
        end
        if pos then
                return name:sub(1, pos - 1) .. unit.si_name .. name:sub(pos)
        end
        return unit.si_name .. name
end

local unit_prefixed_mt = {
        -- Metatable to get missing values for a unit that accepts SI prefixes.
        -- Before use, fields si_name, si_prefix must be defined.
        -- The unit must define _symbol, _name1 and
        -- may define _sym_us, _name1_us, _name2_us
        -- (_sym_us, _name2_us may be defined for a language using sp=us
        -- to refer to a variant unrelated to U.S. units).
        __index = function (self, key)
                local value
                if key == 'symbol' then
                        value = self.si_prefix .. self._symbol
                elseif key == 'sym_us' then
                        value = rawget(self, '_sym_us')
                        if value then
                                value = self.si_prefix .. value
                        else
                                value = self.symbol
                        end
                elseif key == 'name1' then
                        value = prefixed_name(self, self._name1, 1)
                elseif key == 'name2' then
                        value = rawget(self, '_name2')
                        if value then
                                value = prefixed_name(self, value, 2)
                        else
                                value = self.name1 .. plural_suffix
                        end
                elseif key == 'name1_us' then
                        value = rawget(self, '_name1_us')
                        if value then
                                value = prefixed_name(self, value, 3)
                        else
                                value = self.name1
                        end
                elseif key == 'name2_us' then
                        value = rawget(self, '_name2_us')
                        if value then
                                value = prefixed_name(self, value, 4)
                        elseif rawget(self, '_name1_us') then
                                value = self.name1_us .. plural_suffix
```

```
                        else
                                value = self.name2
                        end
                elseif key == 'link' then
                        value = self.name1
                else
                        value = false
                end
                rawset(self, key, value)
                return value
        end
}

local unit_per_mt = {
        -- Metatable to get values for a per unit of form "x/y".
        -- This is never called to determine a unit name or link because per unit
        -- are handled as a special case.
        -- Similarly, the default output is handled elsewhere, and for a symbol
        -- this is only called from get_default() for default_exceptions.
        __index = function (self, key)
                local value
                if key == 'symbol' then
                        local per = self.per
                        local unit1, unit2 = per[1], per[2]
                        if unit1 then
                                value = unit1[key] .. '/' .. unit2[key]
                        else
                                value = '/' .. unit2[key]
                        end
                elseif key == 'sym_us' then
                        value = self.symbol
                elseif key == 'scale' then
                        local per = self.per
                        local unit1, unit2 = per[1], per[2]
                        value = (unit1 and unit1.scale or 1) * self.scalemultipli
                else
                        value = false
                end
                rawset(self, key, value)
                return value
        end
}

local function make_per(unitcode, unit_table, ulookup)
        -- Return true, t where t is a per unit with unit codes expanded to unit
        -- or return false, t where t is an error message table.
        local result = {
                unitcode = unitcode,
                utype = unit_table.utype,
                per = {}
        }
        override_from(result, unit_table, { 'invert', 'iscomplex', 'default', 'li
        result.symbol_raw = (result.symbol or false)  -- to distinguish between a
        local prefix
        for i, v in ipairs(unit_table.per) do
                if i == 1 and v == '' then
                        -- First unit symbol can be empty; that gives a nil first
                elseif i == 1 and text_code.currency[v] then
                        prefix = currency_text or v
                else
                        local success, t = ulookup(v)
                        if not success then return false, t end
                        result.per[i] = t
                end
```

```
	end
	local multiplier = unit_table.multiplier
	if not result.utype then
		-- Creating an automatic per unit.
		local unit1 = result.per[1]
		local utype = (unit1 and unit1.utype or prefix or '') .. '/' .. r
		local t = data_code.per_unit_fixups[utype]
		if t then
			if type(t) == 'table' then
				utype = t.utype or utype
				result.link = result.link or t.link
				multiplier = multiplier or t.multiplier
			else
				utype = t
			end
		end
		result.utype = utype
	end
	result.scalemultiplier = multiplier or 1
	result.vprefix = prefix or false  -- set to non-nil to avoid calling __in
	return true, setmetatable(result, unit_per_mt)
end

local function lookup(parms, unitcode, what, utable, fails, depth)
	-- Return true, t where t is a copy of the unit's converter table,
	-- or return false, t where t is an error message table.
	-- Parameter 'what' determines whether combination units are accepted:
	--   'no_combination'  : single unit only
	--   'any_combination' : single unit or combination or output multiple
	--   'only_multiple'   : single unit or output multiple only
	-- Parameter unitcode is a symbol (like 'g'), with an optional SI prefix
	-- If, for example, 'kg' is in this table, that entry is used;
	-- otherwise the prefix ('k') is applied to the base unit ('g').
	-- If unitcode is a known combination code (and if allowed by what),
	-- a table of output multiple unit tables is included in the result.
	-- For compatibility with the old template, an underscore in a unitcode i
	-- replaced with a space so usage like {{convert|350|board_feet}} works.
	-- Wikignomes may also put two spaces or " " in combinations, so
	-- replace underscore, " ", and multiple spaces with a single space.
	utable = utable or parms.unittable or all_units
	fails = fails or {}
	depth = depth and depth + 1 or 1
	if depth > 9 then
		-- There are ways to mistakenly define units which result in infi
		-- recursion when lookup() is called. That gives a long delay and
		-- confusing error messages, so the depth parameter is used as a
		return false, { 'cvt_lookup', unitcode }
	end
	if unitcode == nil or unitcode == '' then
		return false, { 'cvt_no_unit' }
	end
	unitcode = unitcode:gsub('_', ' '):gsub(' ', ' '):gsub('  +', ' ')
	local function call_make_per(t)
		return make_per(unitcode, t,
			function (ucode) return lookup(parms, ucode, 'no_combinat
		)
	end
	local t = utable[unitcode]
	if t then
		if t.shouldbe then
			return false, { 'cvt_should_be', t.shouldbe }
		end
		if t.sp_us then
			parms.opt_sp_us = true
```

```
                end
                local target = t.target  -- nil, or unitcode is an alias for this
                if target then
                        local success, result = lookup(parms, target, what, utabl
                        if not success then return false, result end
                        override_from(result, t, { 'customary', 'default', 'link'
                        local multiplier = t.multiplier
                        if multiplier then
                                result.multiplier = tostring(multiplier)
                                result.scale = result.scale * multiplier
                        end
                        return true, result
                end
                if t.per then
                        return call_make_per(t)
                end
                local combo = t.combination  -- nil or a table of unitcodes
                if combo then
                        local multiple = t.multiple
                        if what == 'no_combination' or (what == 'only_multiple' a
                                return false, { 'cvt_bad_unit', unitcode }
                        end
                        -- Recursively create a combination table containing the
                        -- converter table of each unitcode.
                        local result = { utype = t.utype, multiple = multiple, co
                        local cvt = result.combination
                        for i, v in ipairs(combo) do
                                local success, t = lookup(parms, v, multiple and
                                if not success then return false, t end
                                cvt[i] = t
                        end
                        return true, result
                end
                local result = shallow_copy(t)
                result.unitcode = unitcode
                if result.prefixes then
                        result.si_name = ''
                        result.si_prefix = ''
                        return true, setmetatable(result, unit_prefixed_mt)
                end
                return true, setmetatable(result, unit_mt)
        end
        local SIprefixes = text_code.SIprefixes
        for plen = SIprefixes[1] or 2, 1, -1 do
                -- Look for an SI prefix; should never occur with an alias.
                -- Check for longer prefix first ('dam' is decametre).
                -- SIprefixes[1] = prefix maximum #characters (as seen by mw.ust
                local prefix = usub(unitcode, 1, plen)
                local si = SIprefixes[prefix]
                if si then
                        local t = utable[usub(unitcode, plen+1)]
                        if t and t.prefixes then
                                local result = shallow_copy(t)
                                result.unitcode = unitcode
                                result.si_name = parms.opt_sp_us and si.name_us o
                                result.si_prefix = si.prefix or prefix
                                result.scale = t.scale * 10 ^ (si.exponent * t.pr
                                return true, setmetatable(result, unit_prefixed_m
                        end
                end
        end
        -- Accept user-defined combinations like "acre+m2+ha" or "acre m2 ha" for
        -- If '+' is used, each unit code can include a space, and any error is f
        -- If ' ' is used and if each space-separated word is a unit code, it is
```

```
	-- but errors are not fatal so the unit code can be looked up as an extra
	local err_is_fatal
	local combo = collection()
	if unitcode:find('+', 1, true) then
		err_is_fatal = true
		for item in (unitcode .. '+'):gmatch('%s*(.-)%s*%+') do
			if item ~= '' then
				combo:add(item)
			end
		end
	elseif unitcode:find('%s') then
		for item in unitcode:gmatch('%S+') do
			combo:add(item)
		end
	end
	if combo.n > 1 then
		local function lookup_combo()
			if what == 'no_combination' or what == 'only_multiple' th
				return false, { 'cvt_bad_unit', unitcode }
			end
			local result = { combination = {} }
			local cvt = result.combination
			for i, v in ipairs(combo) do
				local success, t = lookup(parms, v, 'only_multipl
				if not success then return false, t end
				if i == 1 then
					result.utype = t.utype
				else
					local mismatch = check_mismatch(result, t
					if mismatch then
						return false, mismatch
					end
				end
				cvt[i] = t
			end
			return true, result
		end
		local success, result = lookup_combo()
		if success or err_is_fatal then
			return success, result
		end
	end
	-- Accept any unit with an engineering notation prefix like "e6cuft"
	-- (million cubic feet), but not chained prefixes like "e3e6cuft",
	-- and not if the unit is a combination or multiple,
	-- and not if the unit has an offset or is a built-in.
	-- Only en digits are accepted.
	local exponent, baseunit = unitcode:match('^e(%d+)(.*)')
	if exponent then
		local engscale = text_code.eng_scales[exponent]
		if engscale then
			local success, result = lookup(parms, baseunit, 'no_combi
			if success and not (result.offset or result.builtin or re
				result.unitcode = unitcode  -- 'e6cuft' not 'cuft
				result.defkey = unitcode  -- key to lookup defaul
				result.engscale = engscale
				result.scale = result.scale * 10 ^ tonumber(expor
				return true, result
			end
		end
	end
	-- Look for x/y; split on right-most slash to get scale correct (x/y/z is
	local top, bottom = unitcode:match('^(.-)/([^/]+)$')
	if top and not unitcode:find('e%d') then
```

```
                -- If valid, create an automatic per unit for an "x/y" unit code
                -- The unitcode must not include extraneous spaces.
                -- Engineering notation (apart from at start and which has been s
                -- is not supported so do not make a per unit if find text like '
                local success, result = call_make_per({ per = {top, bottom} })
                if success then
                        return true, result
                end
        end
        if not parms.opt_ignore_error and not get_range(unitcode) then
                -- Want the "what links here" list for the extra_module to show c
                -- where an extra unit is used, so do not require it if invoked f
                -- or if looking up a range word which cannot be a unit.
                if not extra_units then
                        local success, extra = pcall(function () return require(e
                        if success and type(extra) == 'table' then
                                extra_units = extra
                        end
                end
                if extra_units then
                        -- A unit in one data table might refer to a unit in the
                        -- switch between them, relying on fails or depth to term
                        if not fails[unitcode] then
                                fails[unitcode] = true
                                local other = (utable == all_units) and extra_uni
                                local success, result = lookup(parms, unitcode, w
                                if success then
                                        return true, result
                                end
                        end
                end
        end
        if to_en_table then
                -- At fawiki it is common to translate all digits so a unit like
                local en_code = ustring.gsub(unitcode, '%d', to_en_table)
                if en_code ~= unitcode then
                        return lookup(parms, en_code, what, utable, fails, depth)
                end
        end
        return false, { 'cvt_unknown', unitcode }
end

local function valid_number(num)
        -- Return true if num is a valid number.
        -- In Scribunto (different from some standard Lua), when expressed as a s
        -- overflow or other problems are indicated with text like "inf" or "nan"
        -- which are regarded as invalid here (each contains "n").
        if type(num) == 'number' and tostring(num):find('n', 1, true) == nil then
                return true
        end
end

local function hyphenated(name, parts)
        -- Return a hyphenated form of given name (for adjectival usage).
        -- The name may be linked and the target of the link must not be changed,
        -- Hypothetical examples:
        --   [[long ton|ton]]         →  [[long ton|ton]]          (no change)
        --   [[tonne|long ton]]       →  [[tonne|long-ton]]
        --   [[metric ton|long ton]]  →  [[metric ton|long-ton]]
        --   [[long ton]]             →  [[long ton|long-ton]]
        -- Input can also have multiple links in a single name like:
        --   [[United States customary units|U.S.]] [[US gallon|gallon]]
        --   [[mile]]s per [[United States customary units|U.S.]] [[quart]]
        --   [[long ton]]s per [[short ton]]
```

```
        -- Assume that links cannot be nested (never like "[[abc[[def]]ghi]]").
        -- This uses a simple and efficient procedure that works for most cases.
        -- Some units (if used) would require more, and can later think about
        -- adding a method to handle exceptions.
        -- The procedure is to replace each space with a hyphen, but
        -- not a space after ')' [for "(pre-1954 US) nautical mile"], and
        -- not spaces immediately before '(' or in '(...)' [for cases like
        -- "British thermal unit (ISO)" and "Calorie (International Steam Table)"
        if name:find(' ', 1, true) then
                if parts then
                        local pos
                        if name:sub(1, 1) == '(' then
                                pos = name:find(')', 1, true)
                                if pos then
                                        return name:sub(1, pos+1) .. name:sub(pos
                                end
                        elseif name:sub(-1) == ')' then
                                pos = name:find('(', 1, true)
                                if pos then
                                        return name:sub(1, pos-2):gsub(' ', '-')
                                end
                        end
                        return name:gsub(' ', '-')
                end
                parts = collection()
                for before, item, after in name:gmatch('([^[]*)(%[%[[^[]*%]%])([^
                        if item:find(' ', 1, true) then
                                local prefix
                                local plen = item:find('|', 1, true)
                                if plen then
                                        prefix = item:sub(1, plen)
                                        item = item:sub(plen + 1, -3)
                                else
                                        prefix = item:sub(1, -3) .. '|'
                                        item = item:sub(3, -3)
                                end
                                item = prefix .. hyphenated(item, parts) .. ']]'
                        end
                        parts:add(before:gsub(' ', '-') .. item .. after:gsub('
                end
                if parts.n == 0 then
                        -- No link like "[[...]]" was found in the original name
                        parts:add(hyphenated(name, parts))
                end
                return table.concat(parts)
        end
        return name
end

local function hyphenated_maybe(parms, want_name, sep, id, inout)
        -- Return s, f where
        --   s = id, possibly modified
        --   f = true if hyphenated
        -- Possible modifications: hyphenate; prepend '-'; append mid text.
        if id == nil or id == '' then
                return ''
        end
        local mid = (inout == (parms.opt_flip and 'out' or 'in')) and parms.mid o
        if want_name then
                if parms.opt_adjectival then
                        return '-' .. hyphenated(id) .. mid, true
                end
                if parms.opt_add_s and id:sub(-1) ~= 's' then
                        id = id .. 's'  -- for nowiki
```

```
                end
        end
        return sep .. id .. mid
end

local function use_minus(text)
        -- Return text with Unicode minus instead of '-', if present.
        if text:sub(1, 1) == '-' then
                return MINUS .. text:sub(2)
        end
        return text
end

local function digit_groups(parms, text, method)
        -- Return a numbered table of groups of digits (left-to-right, in local l
        -- Parameter method is a number or nil:
        --   3 for 3-digit grouping (default), or
        --   2 for 3-then-2 grouping (only for digits before decimal mark).
        local len_right
        local len_left = text:find('.', 1, true)
        if len_left then
                len_right = #text - len_left
                len_left = len_left - 1
        else
                len_left = #text
        end
        local twos = method == 2 and len_left > 5
        local groups = collection()
        local run = len_left
        local n
        if run < 4 or (run == 4 and parms.opt_comma5) then
                if parms.opt_gaps then
                        n = run
                else
                        n = #text
                end
        elseif twos then
                n = run % 2 == 0 and 1 or 2
        else
                n = run % 3 == 0 and 3 or run % 3
        end
        while run > 0 do
                groups:add(n)
                run = run - n
                n = (twos and run > 3) and 2 or 3
        end
        if len_right then
                if groups.n == 0 then
                        groups:add(0)
                end
                if parms.opt_gaps and len_right > 3 then
                        local want4 = not parms.opt_gaps3  -- true gives no gap b
                        local isfirst = true
                        run = len_right
                        while run > 0 do
                                n = (want4 and run == 4) and 4 or (run > 3 and 3
                                if isfirst then
                                        isfirst = false
                                        groups[groups.n] = groups[groups.n] + 1 +
                                else
                                        groups:add(n)
                                end
                                run = run - n
                        end
```

```
                else
                        groups[groups.n] = groups[groups.n] + 1 + len_right
                end
        end
        local pos = 1
        for i, length in ipairs(groups) do
                groups[i] = from_en(text:sub(pos, pos + length - 1))
                pos = pos + length
        end
        return groups
end

function with_separator(parms, text)  -- for forward declaration above
        -- Input text is a number in en digits with optional '.' decimal mark.
        -- Return an equivalent, formatted for display:
        --   with a custom decimal mark instead of '.', if wanted
        --   with thousand separators inserted, if wanted
        --   digits in local language
        -- The given text is like '123' or '123.' or '12345.6789'.
        -- The text has no sign (caller inserts that later, if necessary).
        -- When using gaps, they are inserted before and after the decimal mark.
        -- Separators are inserted only before the decimal mark.
        -- A trailing dot (as in '123.') is removed because their use appears to
        -- be accidental, and such a number should be shown as '123' or '123.0'.
        -- It is useful for convert to suppress the dot so, for example, '4000.'
        -- is a simple way of indicating that all the digits are significant.
        if text:sub(-1) == '.' then
                text = text:sub(1, -2)
        end
        if #text < 4 or parms.opt_nocomma or numsep == '' then
                return from_en(text)
        end
        local groups = digit_groups(parms, text, group_method)
        if parms.opt_gaps then
                if groups.n <= 1 then
                        return groups[1] or ''
                end
                local nowrap = '<span style="white-space: nowrap">'
                local gap = '<span style="margin-left: 0.25em">'
                local close = '</span>'
                return nowrap .. groups[1] .. gap .. table.concat(groups, close
        end
        return table.concat(groups, numsep)
end

-- An input value like 1.23e12 is displayed using scientific notation (1.23×10¹²)
-- That also makes the output use scientific notation, except for small values.
-- In addition, very small or very large output values use scientific notation.
-- Use format(fmtpower, significand, '10', exponent) where each argument is a str
local fmtpower = '%s<span style="margin:0 .15em 0 .25em">×</span>%s<sup>%s</sup>'

local function with_exponent(parms, show, exponent)
        -- Return wikitext to display the implied value in scientific notation.
        -- Input uses en digits; output uses digits in local language.
        return format(fmtpower, with_separator(parms, show), from_en('10'), use_n
end

local function make_sigfig(value, sigfig)
        -- Return show, exponent that are equivalent to the result of
        -- converting the number 'value' (where value >= 0) to a string,
        -- rounded to 'sigfig' significant figures.
        -- The returned items are:
        --   show: a string of digits; no sign and no dot;
        --         there is an implied dot before show.
```

```
	--   exponent: a number (an integer) to shift the implied dot.
	-- Resulting value = tonumber('.' .. show) * 10^exponent.
	-- Examples:
	--   make_sigfig(23.456, 3) returns '235', 2 (.235 * 10^2).
	--   make_sigfig(0.0023456, 3) returns '235', -2 (.235 * 10^-2).
	--   make_sigfig(0, 3) returns '000', 1 (.000 * 10^1).
	if sigfig <= 0 then
		sigfig = 1
	elseif sigfig > maxsigfig then
		sigfig = maxsigfig
	end
	if value == 0 then
		return string.rep('0', sigfig), 1
	end
	local exp, fracpart = math.modf(log10(value))
	if fracpart >= 0 then
		fracpart = fracpart - 1
		exp = exp + 1
	end
	local digits = format('%.0f', 10^(fracpart + sigfig))
	if #digits > sigfig then
		-- Overflow (for sigfig=3: like 0.9999 rounding to "1000"; need "
		digits = digits:sub(1, sigfig)
		exp = exp + 1
	end
	assert(#digits == sigfig, 'Bug: rounded number has wrong length')
	return digits, exp
end

-- Fraction output format.
local fracfmt = {
	{ -- Like {{frac}} (fraction slash).
		'<span class="frac" role="math">{SIGN}<span class="num">{NUM}</sp
		'<span class="frac" role="math">{SIGN}{WHOLE}<span class="sr-only
		style = 'frac',
	},
	{ -- Like {{sfrac}} (stacked fraction, that is, horizontal bar).
		'<span class="sfrac tion" role="math">{SIGN}<span class="num">{NU
		'<span class="sfrac" role="math">{SIGN}{WHOLE}<span class="sr-onl
		style = 'sfrac',
	},
}

local function format_fraction(parms, inout, negative, wholestr, numstr, denstr,
	-- Return wikitext for a fraction, possibly spelled.
	-- Inputs use en digits and have no sign; output uses digits in local lan
	local wikitext
	if not style then
		style = parms.opt_fraction_horizontal and 2 or 1
	end
	if wholestr == '' then
		wholestr = nil
	end
	local substitute = {
		SIGN = negative and MINUS or '',
		WHOLE = wholestr and with_separator(parms, wholestr),
		NUM = from_en(numstr),
		DEN = from_en(denstr),
	}
	wikitext = fracfmt[style][wholestr and 2 or 1]:gsub('{(%u+)}', substitute
	if do_spell then
		if negative then
			if wholestr then
				wholestr = '-' .. wholestr
```

```
                        else
                                numstr = '-' .. numstr
                        end
                end
                local s = spell_number(parms, inout, wholestr, numstr, denstr)
                if s then
                        return s
                end
        end
        add_style(parms, fracfmt[style].style)
        return wikitext
end

local function format_number(parms, show, exponent, isnegative)
        -- Parameter show is a string or a table containing strings.
        -- Each string is a formatted number in en digits and optional '.' decima
        -- A table represents a fraction: integer, numerator, denominator;
        -- if a table is given, exponent must be nil.
        -- Return t where t is a table with fields:
        --   show = wikitext formatted to display implied value
        --          (digits in local language)
        --   is_scientific = true if show uses scientific notation
        --   clean = unformatted show (possibly adjusted and with inserted '.')
        --          (en digits)
        --   sign = '' or MINUS
        --   exponent = exponent (possibly adjusted)
        -- The clean and exponent fields can be used to calculate the
        -- rounded absolute value, if needed.
        --
        -- The value implied by the arguments is found from:
        --   exponent is nil; and
        --   show is a string of digits (no sign), with an optional dot;
        --   show = '123.4' is value 123.4, '1234' is value 1234.0;
        -- or:
        --   exponent is an integer indicating where dot should be;
        --   show is a string of digits (no sign and no dot);
        --   there is an implied dot before show;
        --   show does not start with '0';
        --   show = '1234', exponent = 3 is value 0.1234*10^3 = 123.4.
        --
        -- The formatted result:
        -- * Is for an output value and is spelled if wanted and possible.
        -- * Includes a Unicode minus if isnegative and not spelled.
        -- * Uses a custom decimal mark, if wanted.
        -- * Has digits grouped where necessary, if wanted.
        -- * Uses scientific notation if requested, or for very small or large va
        --   (which forces result to not be spelled).
        -- * Has no more than maxsigfig significant digits
        --   (same as old template and {{#expr}}).
        local xhi, xlo  -- these control when scientific notation (exponent) is u
        if parms.opt_scientific then
                xhi, xlo = 4, 2  -- default for output if input uses e-notation
        elseif parms.opt_scientific_always then
                xhi, xlo = 0, 0  -- always use scientific notation (experimental)
        else
                xhi, xlo = 10, 4  -- default
        end
        local sign = isnegative and MINUS or ''
        local maxlen = maxsigfig
        local tfrac
        if type(show) == 'table' then
                tfrac = show
                show = tfrac.wholestr
                assert(exponent == nil, 'Bug: exponent given with fraction')
```

```
	end
	if not tfrac and not exponent then
		local integer, dot, decimals = show:match('^(%d*)(%.?)(.*)')
		if integer == '0' or integer == '' then
			local zeros, figs = decimals:match('^(0*)([^0]?.*)')
			if #figs == 0 then
				if #zeros > maxlen then
					show = '0.' .. zeros:sub(1, maxlen)
				end
			elseif #zeros >= xlo then
				show = figs
				exponent = -#zeros
			elseif #figs > maxlen then
				show = '0.' .. zeros .. figs:sub(1, maxlen)
			end
		elseif #integer >= xhi then
			show = integer .. decimals
			exponent = #integer
		else
			maxlen = maxlen + #dot
			if #show > maxlen then
				show = show:sub(1, maxlen)
			end
		end
	end
	if exponent then
		local function zeros(n)
			return string.rep('0', n)
		end
		if #show > maxlen then
			show = show:sub(1, maxlen)
		end
		if exponent > xhi or exponent <= -xlo or (exponent == xhi and sho
			-- When xhi, xlo = 10, 4 (the default), scientific notati
			-- rounded value satisfies: value >= 1e9 or value < 1e-4
			-- except if show is '1000000000' (1e9), for example:
			-- {{convert|1000000000|m|m|sigfig=10}} → 1,000,000,000 m
			local significand
			if #show > 1 then
				significand = show:sub(1, 1) .. '.' .. show:sub(2
			else
				significand = show
			end
			return {
				clean = '.' .. show,
				exponent = exponent,
				sign = sign,
				show = sign .. with_exponent(parms, significand,
				is_scientific = true,
			}
		end
		if exponent >= #show then
			show = show .. zeros(exponent - #show)  -- result has no
		elseif exponent <= 0 then
			show = '0.' .. zeros(-exponent) .. show
		else
			show = show:sub(1, exponent) .. '.' .. show:sub(exponent+
		end
	end
	local formatted_show
	if tfrac then
		show = tostring(tfrac.value)  -- to set clean in returned table
		formatted_show = format_fraction(parms, 'out', isnegative, tfrac
	else
```

```
                if isnegative and show:match('^0.?0*$') then
                        sign = ''  -- don't show minus if result is negative but
                end
                formatted_show = sign .. with_separator(parms, show)
                if parms.opt_spell_out then
                        formatted_show = spell_number(parms, 'out', sign .. show)
                end
        end
        return {
                clean = show,
                sign = sign,
                show = formatted_show,
                is_scientific = false,  -- to avoid calling __index
        }
end

local function extract_fraction(parms, text, negative)
        -- If text represents a fraction, return
        --   value, altvalue, show, denominator
        -- where
        --   value is a number (value of the fraction in argument text)
        --   altvalue is an alternate interpretation of any fraction for the hand
        --        unit where "12.1+3/4" means 12 hands 1.75 inches
        --   show is a string (formatted text for display of an input value,
        --        and is spelled if wanted and possible)
        --   denominator is value of the denominator in the fraction
        -- Otherwise, return nil.
        -- Input uses en digits and '.' decimal mark (input has been translated)
        -- Output uses digits in local language and local decimal mark, if any.
        ------------------------------------------------------------------------
        -- Originally this function accepted x+y/z where x, y, z were any valid
        -- numbers, possibly with a sign. For example '1.23e+2+1.2/2.4' = 123.5,
        -- and '2-3/8' = 1.625. However, such usages were found to be errors or
        -- misunderstandings, so since August 2014 the following restrictions app
        --   x (if present) is an integer or has a single digit after decimal mar
        --   y and z are unsigned integers
        --   e-notation is not accepted
        -- The overall number can start with '+' or '-' (so '12+3/4' and '+12+3/4
        -- and '-12-3/4' are valid).
        -- Any leading negative sign is removed by the caller, so only inputs
        -- like the following are accepted here (may have whitespace):
        --   negative = false       false        true (there was a leading '-')
        --   text     = '2/3'       '+2/3'       '2/3'
        --   text     = '1+2/3'     '+1+2/3'     '1-2/3'
        --   text     = '12.3+1/2'  '+12.3+1/2'  '12.3-1/2'
        -- Values like '12.3+1/2' are accepted, but are intended only for use
        -- with the hands unit (not worth adding code to enforce that).
        ------------------------------------------------------------------------
        local leading_plus, prefix, numstr, slashes, denstr =
                text:match('^%s*(%+?)%s*(.-)%s*(%d+)%s*(/+)%s*(%d+)%s*$')
        if not leading_plus then
                -- Accept a single U+2044 fraction slash because that may be past
                leading_plus, prefix, numstr, denstr =
                        text:match('^%s*(%+?)%s*(.-)%s*(%d+)%s*%s*(%d+)%s*$')
                slashes = '/'
        end
        local numerator = tonumber(numstr)
        local denominator = tonumber(denstr)
        if numerator == nil or denominator == nil or (negative and leading_plus ~
                return nil
        end
        local whole, wholestr
        if prefix == '' then
                wholestr = ''
```

```
                whole = 0
        else
                -- Any prefix must be like '12+' or '12-' (whole number and fract
                -- '12.3+' and '12.3-' are also accepted (single digit after deci
                -- because '12.3+1/2 hands' is valid (12 hands 3½ inches).
                local num1, num2, frac_sign = prefix:match('^(%d+)(%.?%d?)%s*([+%
                if num1 == nil then return nil end
                if num2 == '' then  -- num2 must be '' or like '.1' but not '.' o
                        wholestr = num1
                else
                        if #num2 ~= 2 then return nil end
                        wholestr = num1 .. num2
                end
                if frac_sign ~= (negative and '-' or '+') then return nil end
                whole = tonumber(wholestr)
                if whole == nil then return nil end
        end
        local value = whole + numerator / denominator
        if not valid_number(value) then return nil end
        local altvalue = whole + numerator / (denominator * 10)
        local style = #slashes  -- kludge: 1 or 2 slashes can be used to select s
        if style > 2 then style = 2 end
        local wikitext = format_fraction(parms, 'in', negative, leading_plus .. w
        return value, altvalue, wikitext, denominator
end

local function extract_number(parms, text, another, no_fraction)
        -- Return true, info if can extract a number from text,
        -- where info is a table with the result,
        -- or return false, t where t is an error message table.
        -- Input can use en digits or digits in local language and can
        -- have references at the end. Accepting references is intended
        -- for use in infoboxes with a field for a value passed to convert.
        -- Parameter another = true if the expected value is not the first.
        -- Before processing, the input text is cleaned:
        -- * Any thousand separators (valid or not) are removed.
        -- * Any sign is replaced with '-' (if negative) or '' (otherwise).
        --   That replaces Unicode minus with '-'.
        -- If successful, the returned info table contains named fields:
        --   value    = a valid number
        --   altvalue = a valid number, usually same as value but different
        --              if fraction used (for hands unit)
        --   singular = true if value is 1 or -1 (to use singular form of units)
        --   clean    = cleaned text with any separators and sign removed
        --              (en digits and '.' decimal mark)
        --   show     = text formatted for output, possibly with ref strip marker
        --              (digits in local language and custom decimal mark)
        -- The resulting show:
        -- * Is for an input value and is spelled if wanted and possible.
        -- * Has a rounded value, if wanted.
        -- * Has digits grouped where necessary, if wanted.
        -- * If negative, a Unicode minus is used; otherwise the sign is
        --   '+' (if the input text used '+'), or is '' (if no sign in input).
        text = strip(text or '')
        local reference
        local pos = text:find('\127', 1, true)
        if pos then
                local before = text:sub(1, pos - 1)
                local remainder = text:sub(pos)
                local refs = {}
                while #remainder > 0 do
                        local ref, spaces
                        ref, spaces, remainder = remainder:match('^(\127[^\127]*\
                        if ref then
```

```
                                table.insert(refs, ref)
                        else
                                refs = {}
                                break
                        end
                end
                if #refs > 0 then
                        text = strip(before)
                        reference = table.concat(refs)
                end
        end
        local clean = to_en(text, parms)
        if clean == '' then
                return false, { another and 'cvt_no_num2' or 'cvt_no_num' }
        end
        local isnegative, propersign = false, ''  -- most common case
        local singular, show, denominator
        local value = tonumber(clean)
        local altvalue
        if value then
                local sign = clean:sub(1, 1)
                if sign == '+' or sign == '-' then
                        propersign = (sign == '+') and '+' or MINUS
                        clean = clean:sub(2)
                end
                if value < 0 then
                        isnegative = true
                        value = -value
                end
        else
                local valstr
                for _, prefix in ipairs({ '-', MINUS, '&minus;' }) do
                        -- Including '-' sets isnegative in case input is a fract
                        local plen = #prefix
                        if clean:sub(1, plen) == prefix then
                                valstr = clean:sub(plen + 1)
                                if valstr:match('^%s') then  -- "- 1" is invalid
                                        return false, { 'cvt_bad_num', text }
                                end
                                break
                        end
                end
                if valstr then
                        isnegative = true
                        propersign = MINUS
                        clean = valstr
                        value = tonumber(clean)
                end
                if value == nil then
                        if not no_fraction then
                                value, altvalue, show, denominator = extract_frac
                        end
                        if value == nil then
                                return false, { 'cvt_bad_num', text }
                        end
                        if value <= 1 then
                                singular = true  -- for example, "½ mile" or "one
                        end
                end
        end
        if not valid_number(value) then  -- for example, "1e310" may overflow
                return false, { 'cvt_invalid_num' }
        end
        if show == nil then
```

```
                -- clean is a non-empty string with no spaces, and does not repre
                -- and value = tonumber(clean) is a number >= 0.
                -- If the input uses e-notation, show will be displayed using a p
                -- we use the number as given so it might not be normalized scien
                -- The input value is spelled if specified so any e-notation is i
                -- that allows input like 2e6 to be spelled as "two million" whic
                -- because the spell module converts '2e6' to '2000000' before sp
                local function rounded(value, default, exponent)
                        local precision = parms.opt_ri
                        if precision then
                                local fmt = '%.' .. format('%d', precision) .. 'f
                                local result = fmt:format(tonumber(value) + 2e-14
                                if not exponent then
                                        singular = (tonumber(result) == 1)
                                end
                                return result
                        end
                        return default
                end
                singular = (value == 1)
                local scientific
                local significand, exponent = clean:match('^([%d.]+)[Ee]([+%-]?%d
                if significand then
                        show = with_exponent(parms, rounded(significand, signific
                        scientific = true
                else
                        show = with_separator(parms, rounded(value, clean))
                end
                show = propersign .. show
                if parms.opt_spell_in then
                        show = spell_number(parms, 'in', propersign .. rounded(va
                        scientific = false
                end
                if scientific then
                        parms.opt_scientific = true
                end
        end
        if isnegative and (value ~= 0) then
                value = -value
                altvalue = -(altvalue or value)
        end
        return true, {
                value = value,
                altvalue = altvalue or value,
                singular = singular,
                clean = clean,
                show = show .. (reference or ''),
                denominator = denominator,
        }
end

local function get_number(text)
        -- Return v, f where:
        --   v = nil (text is not a number)
        -- or
        --   v = value of text (text is a number)
        --   f = true if value is an integer
        -- Input can use en digits or digits in local language or separators,
        -- but no Unicode minus, and no fraction.
        if text then
                local number = tonumber(to_en(text))
                if number then
                        local _, fracpart = math.modf(number)
                        return number, (fracpart == 0)
```

```
                end
        end
end

local function gcd(a, b)
        -- Return the greatest common denominator for the given values,
        -- which are known to be positive integers.
        if a > b then
                a, b = b, a
        end
        if a <= 0 then
                return b
        end
        local r = b % a
        if r <= 0 then
                return a
        end
        if r == 1 then
                return 1
        end
        return gcd(r, a)
end

local function fraction_table(value, denominator)
        -- Return value as a string or a table:
        -- * If result is a string, there is no fraction, and the result
        --   is value formatted as a string of en digits.
        -- * If result is a table, it represents a fraction with named fields:
        --   wholestr, numstr, denstr (strings of en digits for integer, numerato
        -- The result is rounded to the nearest multiple of (1/denominator).
        -- If the multiple is zero, no fraction is included.
        -- No fraction is included if value is very large as the fraction would
        -- be unhelpful, particularly if scientific notation is required.
        -- Input value is a non-negative number.
        -- Input denominator is a positive integer for the desired fraction.
        if value <= 0 then
                return '0'
        end
        if denominator <= 0 or value > 1e8 then
                return format('%.2f', value)
        end
        local integer, decimals = math.modf(value)
        local numerator = floor((decimals * denominator) +
                0.5 + 2e-14)  -- add fudge for some common cases of bad rounding
        if numerator >= denominator then
                integer = integer + 1
                numerator = 0
        end
        local wholestr = tostring(integer)
        if numerator > 0 then
                local div = gcd(numerator, denominator)
                if div > 1 then
                        numerator = numerator / div
                        denominator = denominator / div
                end
                return {
                        wholestr = (integer > 0) and wholestr or '',
                        numstr = tostring(numerator),
                        denstr = tostring(denominator),
                        value = value,
                }
        end
        return wholestr
end
```

```
local function preunits(count, preunit1, preunit2)
	-- If count is 1:
	--     ignore preunit2
	--     return p1
	-- else:
	--     preunit1 is used for preunit2 if the latter is empty
	--     return p1, p2
	-- where:
	--     p1 is text to insert before the input unit
	--     p2 is text to insert before the output unit
	--     p1 or p2 may be nil to mean "no preunit"
	-- Using '+' gives output like "5+ feet" (no space before, but space afte
	local function withspace(text, wantboth)
		-- Return text with space before and, if wantboth, after.
		-- However, no space is added if there is a space or ' ' or
		-- at that position ('-' is for adjectival text).
		-- There is also no space if text starts with '&'
		-- (e.g. '&deg;' would display a degree symbol with no preceding
		local char = text:sub(1, 1)
		if char == '&' then
			return text  -- an html entity can be used to specify the
		end
		if not (char == ' ' or char == '-' or char == '+') then
			text = ' ' .. text
		end
		if wantboth then
			char = text:sub(-1, -1)
			if not (char == ' ' or char == '-' or text:sub(-6, -1) ==
				text = text .. ' '
			end
		end
		return text
	end
	local PLUS = '+ '
	preunit1 = preunit1 or ''
	local trim1 = strip(preunit1)
	if count == 1 then
		if trim1 == '' then
			return nil
		end
		if trim1 == '+' then
			return PLUS
		end
		return withspace(preunit1, true)
	end
	preunit1 = withspace(preunit1)
	preunit2 = preunit2 or ''
	local trim2 = strip(preunit2)
	if trim1 == '+' then
		if trim2 == '' or trim2 == '+' then
			return PLUS, PLUS
		end
		preunit1 = PLUS
	end
	if trim2 == '' then
		if trim1 == '' then
			return nil, nil
		end
		preunit2 = preunit1
	elseif trim2 == '+' then
		preunit2 = PLUS
	elseif trim2 == '&#32;' then  -- trick to make preunit2 empty
		preunit2 = nil
```

```
        else
                preunit2 = withspace(preunit2)
        end
        return preunit1, preunit2
end

local function range_text(range, want_name, parms, before, after, inout, options)
        -- Return before .. rtext .. after
        -- where rtext is the text that separates two values in a range.
        local rtext, adj_text, exception
        options = options or {}
        if type(range) == 'table' then
                -- Table must specify range text for ('off' and 'on') or ('input'
                -- and may specify range text for 'adj=on',
                -- and may specify exception = true.
                rtext = range[want_name and 'off' or 'on'] or
                                range[((inout == 'in') == (parms.opt_flip == true
                adj_text = range['adj']
                exception = range['exception']
        else
                rtext = range
        end
        if parms.opt_adjectival then
                if want_name or (exception and parms.abbr_org == 'on') then
                        rtext = adj_text or rtext:gsub(' ', '-'):gsub(' ', '
                end
        end
        if rtext == '–' and (options.spaced or after:sub(1, #MINUS) == MINUS) the
                rtext = ' – '
        end
        return before .. rtext .. after
end

local function get_composite(parms, iparm, in_unit_table)
        -- Look for a composite input unit. For example, {{convert|1|yd|2|ft|3|in
        -- would result in a call to this function with
        --   iparm = 3 (parms[iparm] = "2", just after the first unit)
        --   in_unit_table = (unit table for "yd"; contains value 1 for number of
        -- Return true, iparm, unit where
        --   iparm = index just after the composite units (7 in above example)
        --   unit = composite unit table holding all input units,
        -- or return true if no composite unit is present in parms,
        -- or return false, t where t is an error message table.
        local default, subinfo
        local composite_units, count = { in_unit_table }, 1
        local fixups = {}
        local total = in_unit_table.valinfo[1].value
        local subunit = in_unit_table
        while subunit.subdivs do  -- subdivs is nil or a table of allowed subdivi
                local subcode = strip(parms[iparm+1])
                local subdiv = subunit.subdivs[subcode] or subunit.subdivs[(all_u
                if not subdiv then
                        break
                end
                local success
                success, subunit = lookup(parms, subcode, 'no_combination')
                if not success then return false, subunit end  -- should never oc
                success, subinfo = extract_number(parms, parms[iparm])
                if not success then return false, subinfo end
                iparm = iparm + 2
                subunit.inout = 'in'
                subunit.valinfo = { subinfo }
                -- Recalculate total as a number of subdivisions.
                -- subdiv[1] = number of subdivisions per previous unit (integer
```

```
                total = total * subdiv[1] + subinfo.value
                if not default then  -- set by the first subdiv with a default de
                        default = subdiv.default
                end
                count = count + 1
                composite_units[count] = subunit
                if subdiv.unit or subdiv.name then
                        fixups[count] = { unit = subdiv.unit, name = subdiv.name;
                end
        end
        if count == 1 then
                return true  -- no error and no composite unit
        end
        for i, fixup in pairs(fixups) do
                local unit = fixup.unit
                local name = fixup.name
                if not unit or (count > 2 and name) then
                        composite_units[i].fixed_name = name
                else
                        local success, alternate = lookup(parms, unit, 'no_combi
                        if not success then return false, alternate end  -- shou
                        alternate.inout = 'in'
                        alternate.valinfo = fixup.valinfo
                        composite_units[i] = alternate
                end
        end
        return true, iparm, {
                utype = in_unit_table.utype,
                scale = subunit.scale,  -- scale of last (least significant) unit
                valinfo = { { value = total, clean = subinfo.clean, denominator =
                composite = composite_units,
                default = default or in_unit_table.default
        }
end

local function translate_parms(parms, kv_pairs)
        -- Update fields in parms by translating each key:value in kv_pairs to te
        -- used by this module (may involve translating from local language to En
        -- Also, checks are performed which may display warnings, if enabled.
        -- Return true if successful or return false, t where t is an error messa
        currency_text = nil  -- local testing can hold module in memory; must cle
        if kv_pairs.adj and kv_pairs.sing then
                -- For enwiki (before translation), warn if attempt to use adj an
                -- as the latter is a deprecated alias for the former.
                if kv_pairs.adj ~= kv_pairs.sing and kv_pairs.sing ~= '' then
                        add_warning(parms, 1, 'cvt_unknown_option', 'sing=' .. kv
                end
                kv_pairs.sing = nil
        end
        kv_pairs.comma = kv_pairs.comma or config.comma  -- for plwiki who want c
        for loc_name, loc_value in pairs(kv_pairs) do
                local en_name = text_code.en_option_name[loc_name]
                if en_name then
                        local en_value = text_code.en_option_value[en_name]
                        if en_value == 'INTEGER' then  -- altitude_ft, altitude_m
                                en_value = nil
                                if loc_value == '' then
                                        add_warning(parms, 2, 'cvt_empty_option',
                                else
                                        local minimum
                                        local number, is_integer = get_number(loc
                                        if en_name == 'sigfig' then
                                                minimum = 1
                                        elseif en_name == 'frac' then
```

```
                                        minimum = 2
                                        if number and number < 0 then
                                                parms.opt_fraction_horizo
                                                number = -number
                                        end
                                else
                                        minimum = -1e6
                                end
                                if number and is_integer and number >= mi
                                        en_value = number
                                else
                                        local m
                                        if en_name == 'frac' then
                                                m = 'cvt_bad_frac'
                                        elseif en_name == 'sigfig' then
                                                m = 'cvt_bad_sigfig'
                                        else
                                                m = 'cvt_bad_altitude'
                                        end
                                        add_warning(parms, 1, m, loc_name
                                end
                        end
                elseif en_value == 'TEXT' then  -- $, input, qid, qual, s
                        en_value = loc_value ~= '' and loc_value or nil
                        if not en_value and (en_name == '$' or en_name ==
                                add_warning(parms, 2, 'cvt_empty_option',
                        elseif en_name == '$' then
                                -- Value should be a single character lik
                                currency_text = (loc_value == 'euro') and
                        elseif en_name == 'input' then
                                -- May have something like {{convert|inpu
                                -- with optional fields. In that case, wa
                                parms.input_text = loc_value  -- keep inp
                        end
                else
                        en_value = en_value[loc_value]
                        if en_value and en_value:sub(-1) == '?' then
                                en_value = en_value:sub(1, -2)
                                add_warning(parms, -1, 'cvt_deprecated',
                        end
                        if en_value == nil then
                                if loc_value == '' then
                                        add_warning(parms, 2, 'cvt_empty_
                                else
                                        add_warning(parms, 1, 'cvt_unknow
                                end
                        elseif en_value == '' then
                                en_value = nil  -- an ignored option like
                        elseif type(en_value) == 'string' and en_value:su
                                for _, v in ipairs(split(en_value, ',')) 
                                        local lhs, rhs = v:match('^(.-)=(
                                        if rhs then
                                                parms[lhs] = tonumber(rhs
                                        else
                                                parms[v] = true
                                        end
                                end
                                en_value = nil
                        end
                end
                parms[en_name] = en_value
        else
                add_warning(parms, 1, 'cvt_unknown_option', loc_name .. '
        end
```

```
	end
	local abbr_entered = parms.abbr
	local cfg_abbr = config.abbr
	if cfg_abbr then
		-- Don't warn if invalid because every convert would show that wa
		if cfg_abbr == 'on always' then
			parms.abbr = 'on'
		elseif cfg_abbr == 'off always' then
			parms.abbr = 'off'
		elseif parms.abbr == nil then
			if cfg_abbr == 'on default' then
				parms.abbr = 'on'
			elseif cfg_abbr == 'off default' then
				parms.abbr = 'off'
			end
		end
	end
	if parms.abbr then
		if parms.abbr == 'unit' then
			parms.abbr = 'on'
			parms.number_word = true
		end
		parms.abbr_org = parms.abbr  -- original abbr, before any flip
	elseif parms.opt_hand_hh then
		parms.abbr_org = 'on'
		parms.abbr = 'on'
	else
		parms.abbr = 'out'  -- default is to abbreviate output only (use
	end
	if parms.opt_order_out then
		-- Disable options that do not work in a useful way with order=ou
		parms.opt_flip = nil  -- override adj=flip
		parms.opt_spell_in = nil
		parms.opt_spell_out = nil
		parms.opt_spell_upper = nil
	end
	if parms.opt_spell_out and not abbr_entered then
		parms.abbr = 'off'  -- should show unit name when spelling the ou
	end
	if parms.opt_flip then
		local function swap_in_out(option)
			local value = parms[option]
			if value == 'in' then
				parms[option] = 'out'
			elseif value == 'out' then
				parms[option] = 'in'
			end
		end
		swap_in_out('abbr')
		swap_in_out('lk')
		if parms.opt_spell_in and not parms.opt_spell_out then
			-- For simplicity, and because it does not appear to be r
			-- user cannot set an option to spell the output only.
			parms.opt_spell_in = nil
			parms.opt_spell_out = true
		end
	end
	if parms.opt_spell_upper then
		parms.spell_upper = parms.opt_flip and 'out' or 'in'
	end
	if parms.opt_table or parms.opt_tablecen then
		if abbr_entered == nil and parms.lk == nil then
			parms.opt_values = true
		end
```

```
                parms.table_align = parms.opt_table and 'right' or 'center'
        end
        if parms.table_align or parms.opt_sortable_on then
                parms.need_table_or_sort = true
        end
        local disp_joins = text_code.disp_joins
        local default_joins = disp_joins['b']
        parms.join_between = default_joins[3] or '; '
        local disp = parms.disp
        if disp == nil then  -- special case for the most common setting
                parms.joins = default_joins
        elseif disp == 'x' then
                -- Later, parms.joins is set from the input parameters.
        else
                -- Old template does this.
                local abbr = parms.abbr
                if disp == 'slash' then
                        if abbr_entered == nil then
                                disp = 'slash-nbsp'
                        elseif abbr == 'in' or abbr == 'out' then
                                disp = 'slash-sp'
                        else
                                disp = 'slash-nosp'
                        end
                elseif disp == 'sqbr' then
                        if abbr == 'on' then
                                disp = 'sqbr-nbsp'
                        else
                                disp = 'sqbr-sp'
                        end
                end
                parms.joins = disp_joins[disp] or default_joins
                parms.join_between = parms.joins[3] or parms.join_between
                parms.wantname = parms.joins.wantname
        end
        if (en_default and not parms.opt_lang_local and (parms[1] or ''):find('%d
                from_en_table = nil
        end
        if en_default and from_en_table then
                -- For hiwiki: localized symbol/name is defined with the US symbo
                -- and is used if output uses localized numbers.
                parms.opt_sp_us = true
        end
        return true
end

local function get_values(parms)
        -- If successful, update parms and return true, v, i where
        --   v = table of input values
        --   i = index to next entry in parms after those processed here
        -- or return false, t where t is an error message table.
        local valinfo = collection()  -- numbered table of input values
        local range = collection()  -- numbered table of range items (having, for
        local had_nocomma  -- true if removed "nocomma" kludge from second parame
        local parm2 = strip(parms[2])
        if parm2 and parm2:sub(-7, -1) == 'nocomma' then
                parms[2] = strip(parm2:sub(1, -8))
                parms.opt_nocomma = true
                had_nocomma = true
        end
        local function extractor(i)
                -- If the parameter is not a value, try unpacking it as a range (
                -- However, "-1-2/3" is a negative fraction (-1⅔), so it must be
                -- Do not unpack a parameter if it is like "3-1/2" which is somet
```

```
                -- used instead of "3+1/2" (and which should not be interpreted a
                -- Unpacked items are inserted into the parms table.
                -- The tail recursion allows combinations like "1x2 to 3x4".
                local valstr = strip(parms[i])  -- trim so any '-' as a negative
                local success, result = extract_number(parms, valstr, i > 1)
                if not success and valstr and i < 20 then  -- check i to limit ab
                        local lhs, sep, rhs = valstr:match('^(%S+)%s+(%S+)%s+(%S
                        if lhs and not (sep == '-' and rhs:match('/')) then
                                if sep:find('%d') then
                                        return success, result  -- to reject {{cc
                                end
                                parms[i] = rhs
                                table.insert(parms, i, sep)
                                table.insert(parms, i, lhs)
                                return extractor(i)
                        end
                        if not valstr:match('%-.*/') then
                                for _, sep in ipairs(text_code.ranges.words) do
                                        local start, stop = valstr:find(sep, 2, t
                                        if start then
                                                parms[i] = valstr:sub(stop + 1)
                                                table.insert(parms, i, sep)
                                                table.insert(parms, i, valstr:sub
                                                return extractor(i)
                                        end
                                end
                        end
                end
                return success, result
        end
        local i = 1
        local is_change
        while true do
                local success, info = extractor(i)  -- need to set parms.opt_nocc
                if not success then return false, info end
                i = i + 1
                if is_change then
                        info.is_change = true  -- value is after "±" and so is a
                        is_change = nil
                end
                valinfo:add(info)
                local range_item = get_range(strip(parms[i]))
                if not range_item then
                        break
                end
                i = i + 1
                range:add(range_item)
                if type(range_item) == 'table' then
                        -- For range "x", if append unit to some values, append i
                        parms.in_range_x = parms.in_range_x or range_item.in_rang
                        parms.out_range_x = parms.out_range_x or range_item.out_r
                        parms.abbr_range_x = parms.abbr_range_x or range_item.abb
                        is_change = range_item.is_range_change
                end
        end
        if range.n > 0 then
                if range.n > 30 then  -- limit abuse, although 4 is a more likely
                        return false, { 'cvt_invalid_num' }  -- misleading messag
                end
                parms.range = range
        elseif had_nocomma then
                return false, { 'cvt_unknown', parm2 }
        end
        return true, valinfo, i
```

```
end

local function simple_get_values(parms)
        -- If input is like "{{convert|valid_value|valid_unit|...}}",
        -- return true, i, in_unit, in_unit_table
        -- i = index in parms of what follows valid_unit, if anything.
        -- The valid_value is not negative and does not use a fraction, and
        -- no options requiring further processing of the input are used.
        -- Otherwise, return nothing or return false, parm1 for caller to interpr
        -- Testing shows this function is successful for 96% of converts in artic
        -- and that on average it speeds up converts by 8%.
        local clean = to_en(strip(parms[1] or ''), parms)
        if parms.opt_ri or parms.opt_spell_in or #clean > 10 or not clean:match('
                return false, clean
        end
        local value = tonumber(clean)
        if not value then return end
        local info = {
                value = value,
                altvalue = value,
                singular = (value == 1),
                clean = clean,
                show = with_separator(parms, clean),
        }
        local in_unit = strip(parms[2])
        local success, in_unit_table = lookup(parms, in_unit, 'no_combination')
        if not success then return end
        in_unit_table.valinfo = { info }
        return true, 3, in_unit, in_unit_table
end

local function wikidata_call(parms, operation, ...)
        -- Return true, s where s is the result of a Wikidata operation,
        -- or return false, t where t is an error message table.
        local function worker(...)
                wikidata_code = wikidata_code or require(wikidata_module)
                wikidata_data = wikidata_data or mw.loadData(wikidata_data_module
                return wikidata_code[operation](wikidata_data, ...)
        end
        local success, status, result = pcall(worker, ...)
        if success then
                return status, result
        end
        if parms.opt_sortable_debug then
                -- Use debug=yes to crash if an error while accessing Wikidata.
                error('Error accessing Wikidata: ' .. status, 0)
        end
        return false, { 'cvt_wd_fail' }
end

local function get_parms(parms, args)
        -- If successful, update parms and return true, unit where
        --   parms is a table of all arguments passed to the template
        --        converted to named arguments, and
        --   unit is the input unit table;
        -- or return false, t where t is an error message table.
        -- For special processing (not a convert), can also return
        -- true, wikitext where wikitext is the final result.
        -- The returned input unit table may be for a fake unit using the specifi
        -- unit code as the symbol and name, and with bad_mcode = message code ta
        -- MediaWiki removes leading and trailing whitespace from the values of
        -- named arguments. However, the values of numbered arguments include any
        -- whitespace entered in the template, and whitespace is used by some
        -- parameters (example: the numbered parameters associated with "disp=x")
```

```
	local kv_pairs = {}  -- table of input key:value pairs where key is a nam
	for k, v in pairs(args) do
		if type(k) == 'number' or k == 'test' then  -- parameter "test" i
			parms[k] = v
		else
			kv_pairs[k] = v
		end
	end
	if parms.test == 'wikidata' then
		local ulookup = function (ucode)
			-- Use empty table for parms so it does not accumulate re
			return lookup({}, ucode, 'no_combination')
		end
		return wikidata_call(parms, '_listunits', ulookup)
	end
	local success, msg = translate_parms(parms, kv_pairs)
	if not success then return false, msg end
	if parms.input then
		success, msg = wikidata_call(parms, '_adjustparameters', parms, 1
		if not success then return false, msg end
	end
	local success, i, in_unit, in_unit_table = simple_get_values(parms)
	if not success then
		if type(i) == 'string' and i:match('^NNN+$') then
			-- Some infoboxes have examples like {{convert|NNN|m}} (3
			-- Output an empty string for these.
			return false, { 'cvt_no_output' }
		end
		local valinfo
		success, valinfo, i = get_values(parms)
		if not success then return false, valinfo end
		in_unit = strip(parms[i])
		i = i + 1
		success, in_unit_table = lookup(parms, in_unit, 'no_combination')
		if not success then
			in_unit = in_unit or ''
			if parms.opt_ignore_error then  -- display given unit cod
				in_unit_table = ''  -- suppress error message and
			end
			in_unit_table = setmetatable({
				symbol = in_unit, name2 = in_unit, utype = in_uni
				scale = 1, default = '', defkey = '', linkey = '
				bad_mcode = in_unit_table }, unit_mt)
		end
		in_unit_table.valinfo = valinfo
	end
	if parms.test == 'msg' then
		-- Am testing the messages produced when no output unit is specif
		-- the input unit has a missing or invalid default.
		-- Set two units for testing that.
		-- LATER: Remove this code.
		if in_unit == 'chain' then
			in_unit_table.default = nil  -- no default
		elseif in_unit == 'rd' then
			in_unit_table.default  = "ft!X!m"  -- an invalid expressi
		end
	end
	in_unit_table.inout = 'in'  -- this is an input unit
	if not parms.range then
		local success, inext, composite_unit = get_composite(parms, i, in
		if not success then return false, inext end
		if composite_unit then
			in_unit_table = composite_unit
			i = inext
```

```
		end
	end
	if in_unit_table.builtin == 'mach' then
		-- As with old template, a number following Mach as the input uni
		-- That is deprecated: should use altitude_ft=NUMBER or altitude_
		local success, info
		success = tonumber(parms[i])  -- this will often work and will gi
		if success then
			info = { value = success }
		else
			success, info = extract_number(parms, parms[i], false, tr
		end
		if success then
			i = i + 1
			in_unit_table.altitude = info.value
		end
	end
	local word = strip(parms[i])
	i = i + 1
	local precision, is_bad_precision
	local function set_precision(text)
		local number, is_integer = get_number(text)
		if number then
			if is_integer then
				precision = number
			else
				precision = text
				is_bad_precision = true
			end
			return true  -- text was used for precision, good or bad
		end
	end
	if word and not set_precision(word) then
		parms.out_unit = parms.out_unit or word
		if set_precision(strip(parms[i])) then
			i = i + 1
		end
	end
	if parms.opt_adj_mid then
		word = parms[i]
		i = i + 1
		if word then  -- mid-text words
			if word:sub(1, 1) == '-' then
				parms.mid = word
			else
				parms.mid = ' ' .. word
			end
		end
	end
	if parms.opt_one_preunit then
		parms[parms.opt_flip and 'preunit2' or 'preunit1'] = preunits(1,
		i = i + 1
	end
	if parms.disp == 'x' then
		-- Following is reasonably compatible with the old template.
		local first = parms[i] or ''
		local second = parms[i+1] or ''
		i = i + 2
		if strip(first) == '' then  -- user can enter '&#32;' rather thar
			first = ' [ ' .. first
			second = ' ]' .. second
		end
		parms.joins = { first, second }
	elseif parms.opt_two_preunits then
```

```
                local p1, p2 = preunits(2, parms[i], parms[i+1])
                i = i + 2
                if parms.preunit1 then
                        -- To simplify documentation, allow unlikely use of adj=p
                        -- (however, an output unit must be specified with adj=pr
                        parms.preunit1 = parms.preunit1 .. p1
                        parms.preunit2 = p2
                else
                        parms.preunit1, parms.preunit2 = p1, p2
                end
        end
        if precision == nil then
                if set_precision(strip(parms[i])) then
                        i = i + 1
                end
        end
        if is_bad_precision then
                add_warning(parms, 1, 'cvt_bad_prec', precision)
        else
                parms.precision = precision
        end
        for j = i, i + 3 do
                local parm = parms[j]  -- warn if find a non-empty extraneous par
                if parm and parm:match('%S') then
                        add_warning(parms, 1, 'cvt_unknown_option', parm)
                        break
                end
        end
        return true, in_unit_table
end

local function record_default_precision(parms, out_current, precision)
        -- If necessary, adjust parameters and return a possibly adjusted precisi
        -- When converting a range of values where a default precision is require
        -- that default is calculated for each value because the result sometimes
        -- depends on the precise input and output values. This function may caus
        -- the entire convert process to be repeated in order to ensure that the
        -- same default precision is used for each individual convert.
        -- If that were not done, a range like 1000 to 1000.4 may give poor resul
        -- because the first output could be heavily rounded, while the second is
        -- For range 1000.4 to 1000, this function can give the second convert th
        -- same default precision that was used for the first.
        if not parms.opt_round_each then
                local maxdef = out_current.max_default_precision
                if maxdef then
                        if maxdef < precision then
                                parms.do_convert_again = true
                                out_current.max_default_precision = precision
                        else
                                precision = out_current.max_default_precision
                        end
                else
                        out_current.max_default_precision = precision
                end
        end
        return precision
end

local function default_precision(parms, invalue, inclean, denominator, outvalue,
        -- Return a default value for precision (an integer like 2, 0, -2).
        -- If denominator is not nil, it is the value of the denominator in incle
        -- Code follows procedures used in old template.
        local fudge = 1e-14  -- {{Order of magnitude}} adds this, so we do too
        local prec, minprec, adjust
```

```
	local subunit_ignore_trailing_zero
	local subunit_more_precision  -- kludge for "in" used in input like "|2|i
	local composite = in_current.composite
	if composite then
		subunit_ignore_trailing_zero = true  -- input "|2|st|10|lb" has p
		if composite[#composite].exception == 'subunit_more_precision' th
			subunit_more_precision = true  -- do not use standard pre
		end
	end
	if denominator and denominator > 0 then
		prec = math.max(log10(denominator), 1)
	else
		-- Count digits after decimal mark, handling cases like '12.345e0
		local exponent
		local integer, dot, decimals, expstr = inclean:match('^(%d*)(%.?)
		local e = expstr:sub(1, 1)
		if e == 'e' or e == 'E' then
			exponent = tonumber(expstr:sub(2))
		end
		if dot == '' then
			prec = subunit_ignore_trailing_zero and 0 or -integer:mat
		else
			prec = #decimals
		end
		if exponent then
			-- So '1230' and '1.23e3' both give prec = -1, and '0.001
			prec = prec - exponent
		end
	end
	if in_current.istemperature and out_current.istemperature then
		-- Converting between common temperatures (°C, °F, °R, K); not ke
		-- Kelvin value can be almost zero, or small but negative due to
		-- Also, an input value like -300 C (below absolute zero) gives n
		-- Calculate minimum precision from absolute value.
		adjust = 0
		local kelvin = abs((invalue - in_current.offset) * in_current.sca
		if kelvin < 1e-8 then  -- assume nonzero due to input or calculat
			minprec = 2
		else
			minprec = 2 - floor(log10(kelvin) + fudge)  -- 3 sigfigs
		end
	else
		if invalue == 0 or outvalue <= 0 then
			-- We are never called with a negative outvalue, but it m
			-- This is special-cased to avoid calculation exceptions
			return record_default_precision(parms, out_current, 0)
		end
		if out_current.exception == 'integer_more_precision' and floor(in
			-- With certain output units that sometimes give poor res
			-- with default rounding, use more precision when the inp
			-- value is equal to an integer. An example of a poor res
			-- is when input 50 gives a smaller output than input 49;
			-- Experiment shows this helps, but it does not eliminate
			-- surprises because it is not clear whether "50" should
			-- interpreted as "from 45 to 55" or "from 49.5 to 50.5"
			adjust = -log10(in_current.scale)
		elseif subunit_more_precision then
			-- Conversion like "{{convert|6|ft|1|in|cm}}" (where subu
			-- has a non-standard adjust value, to give more output p
			adjust = log10(out_current.scale) + 2
		else
			adjust = log10(abs(invalue / outvalue))
		end
		adjust = adjust + log10(2)
```

```
                -- Ensure that the output has at least two significant figures.
                minprec = 1 - floor(log10(outvalue) + fudge)
        end
        if extra then
                adjust = extra.adjust or adjust
                minprec = extra.minprec or minprec
        end
        return record_default_precision(parms, out_current, math.max(floor(prec +
end

local function convert(parms, invalue, info, in_current, out_current)
        -- Convert given input value from one unit to another.
        -- Return output_value (a number) if a simple convert, or
        -- return f, t where
        --   f = true, t = table of information with results, or
        --   f = false, t = error message table.
        local inscale = in_current.scale
        local outscale = out_current.scale
        if not in_current.iscomplex and not out_current.iscomplex then
                return invalue * (inscale / outscale)  -- minimize overhead for m
        end
        if in_current.invert or out_current.invert then
                -- Inverted units, such as inverse length, inverse time, or
                -- fuel efficiency. Built-in units do not have invert set.
                if (in_current.invert or 1) * (out_current.invert or 1) < 0 then
                        return 1 / (invalue * inscale * outscale)
                end
                return invalue * (inscale / outscale)
        elseif in_current.offset then
                -- Temperature (there are no built-ins for this type of unit).
                if info.is_change then
                        return invalue * (inscale / outscale)
                end
                return (invalue - in_current.offset) * (inscale / outscale) + out
        else
                -- Built-in unit.
                local in_builtin = in_current.builtin
                local out_builtin = out_current.builtin
                if in_builtin and out_builtin then
                        if in_builtin == out_builtin then
                                return invalue
                        end
                        -- There are no cases (yet) where need to convert from or
                        -- built-in unit to another, so this should never occur.
                        return false, { 'cvt_bug_convert' }
                end
                if in_builtin == 'mach' or out_builtin == 'mach' then
                        -- Should check that only one altitude is given but am pl
                        -- in_current.altitude (which can only occur when Mach is
                        -- and out_current.altitude cannot occur.
                        local alt = parms.altitude_ft or in_current.altitude
                        if not alt and parms.altitude_m then
                                alt = parms.altitude_m / 0.3048  -- 1 ft = 0.3048
                        end
                        local spd = speed_of_sound(alt)
                        if in_builtin == 'mach' then
                                inscale = spd
                                return invalue * (inscale / outscale)
                        end
                        outscale = spd
                        local adjust = 0.1 / inscale
                        return true, {
                                outvalue = invalue * (inscale / outscale),
                                adjust = log10(adjust) + log10(2),
```

```
                        }
                elseif in_builtin == 'hand' then
                        -- 1 hand = 4 inches; 1.2 hands = 6 inches.
                        -- Decimals of a hand are only defined for the first digi
                        -- the first fractional digit should be a number of inche
                        -- However, this code interprets the entire fractional pa
                        -- of inches / 10 (so 1.75 inches would be 0.175 hands).
                        -- A value like 12.3 hands is exactly 12*4 + 3 inches; ba
                        local integer, fracpart = math.modf(invalue)
                        local inch_value = 4 * integer + 10 * fracpart  -- equiva
                        local factor = inscale / outscale
                        if factor == 4 then
                                -- Am converting to inches: show exact result, ar
                                if parms.abbr_org == nil then
                                        out_current.usename = true
                                end
                                local show = format('%g', abs(inch_value))  -- sh
                                if not show:find('e', 1, true) then
                                        return true, {
                                                invalue = inch_value,
                                                outvalue = inch_value,
                                                clean = show,
                                                show = show,
                                        }
                                end
                        end
                        local outvalue = (integer + 2.5 * fracpart) * factor
                        local fracstr = info.clean:match('%.(.*)') or ''
                        local fmt
                        if fracstr == '' then
                                fmt = '%.0f'
                        else
                                fmt = '%.' .. format('%d', #fracstr - 1) .. 'f'
                        end
                        return true, {
                                invalue = inch_value,
                                clean = format(fmt, inch_value),
                                outvalue = outvalue,
                                minprec = 0,
                        }
                end
        end
        return false, { 'cvt_bug_convert' }  -- should never occur
end

local function user_style(parms, i)
        -- Return text for a user-specified style for a table cell, or '' if none
        -- given i = 1 (input style) or 2 (output style).
        local style = parms[(i == 1) and 'stylein' or 'styleout']
        if style then
                style = style:gsub('"', '')
                if style ~= '' then
                        if style:sub(-1) ~= ';' then
                                style = style .. ';'
                        end
                        return style
                end
        end
        return ''
end

local function make_table_or_sort(parms, invalue, info, in_current, scaled_top)
        -- Set options to handle output for a table or a sort key, or both.
        -- The text sort key is based on the value resulting from converting
```

```
	-- the input to a fake base unit with scale = 1, and other properties
	-- required for a conversion derived from the input unit.
	-- For other modules, return the sort key in a hidden span element, and
	-- the scaled value used to generate the sort key.
	-- If scaled_top is set, it is the scaled value of the numerator of a per
	-- to be combined with this unit (the denominator) to make the sort key.
	-- Scaling only works with units that convert with a factor (not temperat
	local sortkey, scaled_value
	if parms.opt_sortable_on then
		local base = {  -- a fake unit with enough fields for a valid cor
			scale = 1,
			invert = in_current.invert and 1,
			iscomplex = in_current.iscomplex,
			offset = in_current.offset and 0,
		}
		local outvalue, extra = convert(parms, invalue, info, in_current,
		if extra then
			outvalue = extra.outvalue
		end
		if in_current.istemperature then
			-- Have converted to kelvin; assume numbers close to zero
			-- rounding error and should be zero.
			if abs(outvalue) < 1e-12 then
				outvalue = 0
			end
		end
		if scaled_top and outvalue ~= 0 then
			outvalue = scaled_top / outvalue
		end
		scaled_value = outvalue
		if not valid_number(outvalue) then
			if outvalue < 0 then
				sortkey = '1000000000000000000'
			else
				sortkey = '9000000000000000000'
			end
		elseif outvalue == 0 then
			sortkey = '5000000000000000000'
		else
			local mag = floor(log10(abs(outvalue)) + 1e-14)
			local prefix
			if outvalue > 0 then
				prefix = 7000 + mag
			else
				prefix = 2999 - mag
				outvalue = outvalue + 10^(mag+1)
			end
			sortkey = format('%d', prefix) .. format('%015.0f', floor
		end
	end
	local sortspan
	if sortkey and not parms.table_align then
		sortspan = parms.opt_sortable_debug and
			'<span data-sort-value="' .. sortkey .. '♠"><span style='
			'<span data-sort-value="' .. sortkey .. '♠"></span>'
		parms.join_before = sortspan
	end
	if parms.table_align then
		local sort
		if sortkey then
			sort = ' data-sort-value="' .. sortkey .. '"'
			if parms.opt_sortable_debug then
				parms.join_before = '<span style="border:1px soli
			end
```

```
                else
                        sort = ''
                end
                local style = 'style="text-align:' .. parms.table_align .. ';'
                local joins = {}
                for i = 1, 2 do
                        joins[i] = (i == 1 and '' or '\n|') .. style .. user_styl
                end
                parms.table_joins = joins
        end
        return sortspan, scaled_value
end

local cvt_to_hand

local function cvtround(parms, info, in_current, out_current)
        -- Return true, t where t is a table with the conversion results; fields:
        --   show = rounded, formatted string with the result of converting value
        --      using the rounding specified in parms.
        --   singular = true if result (after rounding and ignoring any negative
        --      is "1", or like "1.00", or is a fraction with value < 1;
        --   (and more fields shown below, and a calculated 'absvalue' field).
        -- or return false, t where t is an error message table.
        -- Input info.clean uses en digits (it has been translated, if necessary)
        -- Output show uses en or non-en digits as appropriate, or can be spelle
        if out_current.builtin == 'hand' then
                return cvt_to_hand(parms, info, in_current, out_current)
        end
        local invalue = in_current.builtin == 'hand' and info.altvalue or info.va
        local outvalue, extra = convert(parms, invalue, info, in_current, out_cur
        if parms.need_table_or_sort then
                parms.need_table_or_sort = nil  -- process using first input valu
                make_table_or_sort(parms, invalue, info, in_current)
        end
        if extra then
                if not outvalue then return false, extra end
                invalue = extra.invalue or invalue
                outvalue = extra.outvalue
        end
        if not valid_number(outvalue) then
                return false, { 'cvt_invalid_num' }
        end
        local isnegative
        if outvalue < 0 then
                isnegative = true
                outvalue = -outvalue
        end
        local precision, show, exponent
        local denominator = out_current.frac
        if denominator then
                show = fraction_table(outvalue, denominator)
        else
                precision = parms.precision
                if not precision then
                        if parms.sigfig then
                                show, exponent = make_sigfig(outvalue, parms.sigf
                        elseif parms.opt_round then
                                local n = parms.opt_round
                                if n == 0.5 then
                                        local integer, fracpart = math.modf(floo
                                        if fracpart == 0 then
                                                show = format('%.0f', integer)
                                        else
                                                show = format('%.1f', integer + f
```

```
                                        end
                                else
                                        show = format('%.0f', floor((outvalue / r
                                end
                        elseif in_current.builtin == 'mach' then
                                local sigfig = info.clean:gsub('^[0.]+', ''):gsub
                                show, exponent = make_sigfig(outvalue, sigfig)
                        else
                                local inclean = info.clean
                                if extra then
                                        inclean = extra.clean or inclean
                                        show = extra.show
                                end
                                if not show then
                                        precision = default_precision(parms, inva
                                end
                        end
                end
        end
        if precision then
                if precision >= 0 then
                        local fudge
                        if precision <= 8 then
                                -- Add a fudge to handle common cases of bad roun
                                -- to precisely represent some values. This makes
                                -- {{convert|-100.1|C|K}} and {{convert|5555000|u
                                -- Old template uses #expr round, which invokes P
                                -- LATER: Investigate how PHP round() works.
                                fudge = 2e-14
                        else
                                fudge = 0
                        end
                        local fmt = '%.' .. format('%d', precision) .. 'f'
                        local success
                        success, show = pcall(format, fmt, outvalue + fudge)
                        if not success then
                                return false, { 'cvt_big_prec', tostring(precisio
                        end
                else
                        precision = -precision  -- #digits to zero (in addition t
                        local shift = 10 ^ precision
                        show = format('%.0f', outvalue/shift)
                        if show ~= '0' then
                                exponent = #show + precision
                        end
                end
        end
        local t = format_number(parms, show, exponent, isnegative)
        if type(show) == 'string' then
                -- Set singular using match because on some systems 0.99999999999
                if exponent then
                        t.singular = (exponent == 1 and show:match('^10*$'))
                else
                        t.singular = (show == '1' or show:match('^1%.0*$'))
                end
        else
                t.fraction_table = show
                t.singular = (outvalue <= 1)  -- cannot have 'fraction == 1', but
        end
        t.raw_absvalue = outvalue  -- absolute value before rounding
        return true, setmetatable(t, {
                __index = function (self, key)
                        if key == 'absvalue' then
                                -- Calculate absolute value after rounding, if ne
```

```
                                local clean, exponent = rawget(self, 'clean'), ra
                                local value = tonumber(clean)  -- absolute value
                                if exponent then
                                        value = value * 10^exponent
                                end
                                rawset(self, key, value)
                                return value
                        end
                end })
end

function cvt_to_hand(parms, info, in_current, out_current)
        -- Convert input to hands, inches.
        -- Return true, t where t is a table with the conversion results;
        -- or return false, t where t is an error message table.
        if parms.abbr_org == nil then
                out_current.usename = true  -- default is to show name not symbol
        end
        local precision = parms.precision
        local frac = out_current.frac
        if not frac and precision and precision > 1 then
                frac = (precision == 2) and 2 or 4
        end
        local out_next = out_current.out_next
        if out_next then
                -- Use magic knowledge to determine whether the next unit is inch
                -- The following ensures that when the output combination "hand i
                -- value is rounded to match the hands value. Also, displaying sa
                -- is better as 61.5 implies the value is not 61.4.
                if out_next.exception == 'subunit_more_precision' then
                        out_next.frac = frac
                end
        end
        -- Convert to inches; calculate hands from that.
        local dummy_unit_table = { scale = out_current.scale / 4, frac = frac }
        local success, outinfo = cvtround(parms, info, in_current, dummy_unit_tab
        if not success then return false, outinfo end
        local tfrac = outinfo.fraction_table
        local inches = outinfo.raw_absvalue
        if tfrac then
                inches = floor(inches)  -- integer part only; fraction added late
        else
                inches = floor(inches + 0.5)  -- a hands measurement never shows
        end
        local hands, inches = divide(inches, 4)
        outinfo.absvalue = hands + inches/4  -- supposed to be the absolute round
        local inchstr = tostring(inches)  -- '0', '1', '2' or '3'
        if precision and precision <= 0 then  -- using negative or 0 for precisio
                hands = floor(outinfo.raw_absvalue/4 + 0.5)
                inchstr = ''
        elseif tfrac then
                -- Always show an integer before fraction (like "15.0½") because
                inchstr = numdot .. format_fraction(parms, 'out', false, inchstr,
        else
                inchstr = numdot .. from_en(inchstr)
        end
        outinfo.show = outinfo.sign .. with_separator(parms, format('%.0f', hands
        return true, outinfo
end

local function evaluate_condition(value, condition)
        -- Return true or false from applying a conditional expression to value,
        -- or throw an error if invalid.
        -- A very limited set of expressions is supported:
```

```
	--    v < 9
	--    v * 9 < 9
	-- where
	--    'v' is replaced with value
	--    9 is any number (as defined by Lua tonumber)
	--      only en digits are accepted
	--    '<' can also be '<=' or '>' or '>='
	-- In addition, the following form is supported:
	--    LHS and RHS
	-- where
	--    LHS, RHS = any of above expressions.
	local function compare(value, text)
		local arithop, factor, compop, limit = text:match('^%s*v%s*([*]?)
		if arithop == nil then
			error('Invalid default expression', 0)
		elseif arithop == '*' then
			factor = tonumber(factor)
			if factor == nil then
				error('Invalid default expression', 0)
			end
			value = value * factor
		end
		limit = tonumber(limit)
		if limit == nil then
			error('Invalid default expression', 0)
		end
		if compop == '<' then
			return value < limit
		elseif compop == '<=' then
			return value <= limit
		elseif compop == '>' then
			return value > limit
		elseif compop == '>=' then
			return value >= limit
		end
		error('Invalid default expression', 0)  -- should not occur
	end
	local lhs, rhs = condition:match('^(.-%W)and(%W.*)')
	if lhs == nil then
		return compare(value, condition)
	end
	return compare(value, lhs) and compare(value, rhs)
end

local function get_default(value, unit_table)
	-- Return true, s where s = name of unit's default output unit,
	-- or return false, t where t is an error message table.
	-- Some units have a default that depends on the input value
	-- (the first value if a range of values is used).
	-- If '!' is in the default, the first bang-delimited field is an
	-- expression that uses 'v' to represent the input value.
	-- Example: 'v < 120 ! small ! big ! suffix' (suffix is optional)
	-- evaluates 'v < 120' as a boolean with result
	-- 'smallsuffix' if (value < 120), or 'bigsuffix' otherwise.
	-- Input must use en digits and '.' decimal mark.
	local default = data_code.default_exceptions[unit_table.defkey or unit_ta
	if not default then
		local per = unit_table.per
		if per then
			local function a_default(v, u)
				local success, ucode = get_default(v, u)
				if not success then
					return '?'  -- an unlikely error has occu
				end
```

```
                                -- Attempt to use only the first unit if a combi
                                -- This is not bulletproof but should work for m
                                -- Where it does not work, the convert will need
                                local t = all_units[ucode]
                                if t then
                                        local combo = t.combination
                                        if combo then
                                                -- For a multiple like ftin, the
                                                local i = t.multiple and table_le
                                                ucode = combo[i]
                                        end
                                else
                                        -- Try for an automatically generated co
                                        local item = ucode:match('^(.-)%+') or u
                                        if all_units[item] then
                                                return item
                                        end
                                end
                                return ucode
                        end
                        local unit1, unit2 = per[1], per[2]
                        local def1 = (unit1 and a_default(value, unit1) or unit_t
                        local def2 = a_default(1, unit2)  -- 1 because per unit c
                        return true, def1 .. '/' .. def2
                end
                return false, { 'cvt_no_default', unit_table.symbol }
        end
        if default:find('!', 1, true) == nil then
                return true, default
        end
        local t = split(default, '!')
        if #t == 3 or #t == 4 then
                local success, result = pcall(evaluate_condition, value, t[1])
                if success then
                        default = result and t[2] or t[3]
                        if #t == 4 then
                                default = default .. t[4]
                        end
                        return true, default
                end
        end
        return false, { 'cvt_bad_default', unit_table.symbol }
end

local linked_pages  -- to record linked pages so will not link to the same page m

local function unlink(unit_table)
        -- Forget that the given unit has previously been linked (if it has).
        -- That is needed when processing a range of inputs or outputs when an id
        -- for the first range value may have been evaluated, but only an id for
        -- the last value is displayed, and that id may need to be linked.
        linked_pages[unit_table.unitcode or unit_table] = nil
end

local function make_link(link, id, unit_table)
        -- Return wikilink "[[link|id]]", possibly abbreviated as in examples:
        --   [[Mile|mile]]  --> [[mile]]
        --   [[Mile|miles]] --> [[mile]]s
        -- However, just id is returned if:
        -- * no link given (so caller does not need to check if a link was define
        -- * link has previously been used during the current convert (to avoid c
        local link_key
        if unit_table then
                link_key = unit_table.unitcode or unit_table
```

```
	else
		link_key = link
	end
	if not link or link == '' or linked_pages[link_key] then
		return id
	end
	linked_pages[link_key] = true
	-- Following only works for language en, but it should be safe on other v
	-- and overhead of doing it generally does not seem worthwhile.
	local l = link:sub(1, 1):lower() .. link:sub(2)
	if link == id or l == id then
		return '[[' .. id .. ']]'
	elseif link .. 's' == id or l .. 's' == id then
		return '[[' .. id:sub(1, -2) .. ']]s'
	else
		return '[[' .. link .. '|' .. id .. ']]'
	end
end

local function variable_name(clean, unit_table)
	-- For slwiki, a unit name depends on the value.
	-- Parameter clean is the unsigned rounded value in en digits, as a strin
	-- Value             Source    Example for "m"
	-- integer 1:        name1     meter  (also is the name of the unit)
	-- integer 2:        var{1}    metra
	-- integer 3 and 4:  var{2}    metri
	-- integer else:     var{3}    metrov (0 and 5 or more)
	-- real/fraction:    var{4}    metra
	-- var{i} means the i'th field in unit_table.varname if it exists and has
	-- an i'th field, otherwise name2.
	-- Fields are separated with "!" and are not empty.
	-- A field for a unit using an SI prefix has the prefix name inserted,
	-- replacing '#' if found, or before the field otherwise.
	local vname
	if clean == '1' then
		vname = unit_table.name1
	elseif unit_table.varname then
		local i
		if clean == '2' then
			i = 1
		elseif clean == '3' or clean == '4' then
			i = 2
		elseif clean:find('.', 1, true) then
			i = 4
		else
			i = 3
		end
		if i > 1 and varname == 'pl' then
			i = i - 1
		end
		vname = split(unit_table.varname, '!')[i]
	end
	if vname then
		local si_name = rawget(unit_table, 'si_name') or ''
		local pos = vname:find('#', 1, true)
		if pos then
			vname = vname:sub(1, pos - 1) .. si_name .. vname:sub(pos
		else
			vname = si_name .. vname
		end
		return vname
	end
	return unit_table.name2
end
```

```
local function linked_id(parms, unit_table, key_id, want_link, clean)
        -- Return final unit id (symbol or name), optionally with a wikilink,
        -- and update unit_table.sep if required.
        -- key_id is one of: 'symbol', 'sym_us', 'name1', 'name1_us', 'name2', 'n
        local abbr_on = (key_id == 'symbol' or key_id == 'sym_us')
        if abbr_on and want_link then
                local symlink = rawget(unit_table, 'symlink')
                if symlink then
                        return symlink  -- for exceptions that have the linked sy
                end
        end
        local multiplier = rawget(unit_table, 'multiplier')
        local per = unit_table.per
        if per then
                local paren1, paren2 = '', ''  -- possible parentheses around bot
                local unit1 = per[1]  -- top unit_table, or nil
                local unit2 = per[2]  -- bottom unit_table
                if abbr_on then
                        if not unit1 then
                                unit_table.sep = ''  -- no separator in "$2/acre"
                        end
                        if not want_link then
                                local symbol = unit_table.symbol_raw
                                if symbol then
                                        return symbol  -- for exceptions that hav
                                end
                        end
                        if (unit2.symbol):find('·', 1, true) then
                                paren1, paren2 = '(', ')'
                        end
                end
                local key_id2  -- unit2 is always singular
                if key_id == 'name2' then
                        key_id2 = 'name1'
                elseif key_id == 'name2_us' then
                        key_id2 = 'name1_us'
                else
                        key_id2 = key_id
                end
                local result
                if abbr_on then
                        result = '/'
                elseif omitsep then
                        result = per_word
                elseif unit1 then
                        result = ' ' .. per_word .. ' '
                else
                        result = per_word .. ' '
                end
                if want_link and unit_table.link then
                        if abbr_on or not varname then
                                result = (unit1 and linked_id(parms, unit1, key_i
                        else
                                result = (unit1 and variable_name(clean, unit1) c
                        end
                        if omit_separator(result) then
                                unit_table.sep = ''
                        end
                        return make_link(unit_table.link, result, unit_table)
                end
                if unit1 then
                        result = linked_id(parms, unit1, key_id, want_link, clean
                        if unit1.sep then
```

```
                                unit_table.sep = unit1.sep
                        end
                elseif omitsep then
                        unit_table.sep = ''
                end
                return result .. paren1 .. linked_id(parms, unit2, key_id2, want_
        end
        if multiplier then
                -- A multiplier (like "100" in "100km") forces the unit to be plu
                multiplier = from_en(multiplier)
                if not omitsep then
                        multiplier = multiplier .. (abbr_on and ' ' or ' ')
                end
                if not abbr_on then
                        if key_id == 'name1' then
                                key_id = 'name2'
                        elseif key_id == 'name1_us' then
                                key_id = 'name2_us'
                        end
                end
        else
                multiplier = ''
        end
        local id = unit_table.fixed_name or ((varname and not abbr_on) and variab
        if omit_separator(id) then
                unit_table.sep = ''
        end
        if want_link then
                local link = data_code.link_exceptions[unit_table.linkey or unit_
                if link then
                        local before = ''
                        local i = unit_table.customary
                        if i == 1 and parms.opt_sp_us then
                                i = 2  -- show "U.S." not "US"
                        end
                        if i == 3 and abbr_on then
                                i = 4  -- abbreviate "imperial" to "imp"
                        end
                        local customary = text_code.customary_units[i]
                        if customary then
                                -- LATER: This works for language en only, but it
                                local pertext
                                if id:sub(1, 1) == '/' then
                                        -- Want unit "/USgal" to display as "/U.S
                                        pertext = '/'
                                        id = id:sub(2)
                                elseif id:sub(1, 4) == 'per ' then
                                        -- Similarly want "per U.S. gallon", not
                                        pertext = 'per '
                                        id = id:sub(5)
                                else
                                        pertext = ''
                                end
                                -- Omit any "US"/"U.S."/"imp"/"imperial" from sta
                                local removes = (i < 3) and { 'US ', 'US ',
                                for _, prefix in ipairs(removes) do
                                        local plen = #prefix
                                        if id:sub(1, plen) == prefix then
                                                id = id:sub(plen + 1)
                                                break
                                        end
                                end
                                before = pertext .. make_link(customary.link, cus
                        end
```

```
                        id = before .. make_link(link, id, unit_table)
                end
        end
        return multiplier .. id
end

local function make_id(parms, which, unit_table)
        -- Return id, f where
        --   id = unit name or symbol, possibly modified
        --   f = true if id is a name, or false if id is a symbol
        -- using the value for index 'which', and for 'in' or 'out' (unit_table.i
        -- Result is '' if no symbol/name is to be used.
        -- In addition, set unit_table.sep = ' ' or ' ' or ''
        -- (the separator that caller will normally insert before the id).
        if parms.opt_values then
                unit_table.sep = ''
                return ''
        end
        local inout = unit_table.inout
        local info = unit_table.valinfo[which]
        local abbr_org = parms.abbr_org
        local adjectival = parms.opt_adjectival
        local lk = parms.lk
        local want_link = (lk == 'on' or lk == inout)
        local usename = unit_table.usename
        local singular = info.singular
        local want_name
        if usename then
                want_name = true
        else
                if abbr_org == nil then
                        if parms.wantname then
                                want_name = true
                        end
                        if unit_table.usesymbol then
                                want_name = false
                        end
                end
                if want_name == nil then
                        local abbr = parms.abbr
                        if abbr == 'on' or abbr == inout or (abbr == 'mos' and ir
                                want_name = false
                        else
                                want_name = true
                        end
                end
        end
        local key
        if want_name then
                if lk == nil and unit_table.builtin == 'hand' then
                        want_link = true
                end
                if parms.opt_use_nbsp then
                        unit_table.sep = ' '
                else
                        unit_table.sep = ' '
                end
                if parms.opt_singular then
                        local value
                        if inout == 'in' then
                                value = info.value
                        else
                                value = info.absvalue
                        end
```

```
                        if value then  -- some unusual units do not always set va
                                value = abs(value)
                                singular = (0 < value and value < 1.0001)
                        end
                end
                if unit_table.engscale then
                        -- engscale: so "|1|e3kg" gives "1 thousand kilograms" (p
                        singular = false
                end
                key = (adjectival or singular) and 'name1' or 'name2'
                if parms.opt_sp_us then
                        key = key .. '_us'
                end
        else
                if unit_table.builtin == 'hand' then
                        if parms.opt_hand_hh then
                                unit_table.symbol = 'hh'  -- LATER: might want i1
                        end
                end
                unit_table.sep = ' '
                key = parms.opt_sp_us and 'sym_us' or 'symbol'
        end
        return linked_id(parms, unit_table, key, want_link, info.clean), want_nam
end

local function decorate_value(parms, unit_table, which, number_word)
        -- If needed, update unit_table so values will be shown with extra inform
        -- For consistency with the old template (but different from fmtpower),
        -- the style to display powers of 10 includes "display:none" to allow som
        -- browsers to copy, for example, "10³" as "10^3", rather than as "103".
        local info
        local engscale = unit_table.engscale
        local prefix = unit_table.vprefix
        if engscale or prefix then
                info = unit_table.valinfo[which]
                if info.decorated then
                        return  -- do not redecorate if repeating convert
                end
                info.decorated = true
                if engscale then
                        local inout = unit_table.inout
                        local abbr = parms.abbr
                        if (abbr == 'on' or abbr == inout) and not parms.number_v
                                info.show = info.show ..
                                        '<span style="margin-left:0.2em">×<span s
                                        from_en('10') ..
                                        '</span></span><s style="display:none">^<
                                        from_en(tostring(engscale.exponent)) ..
                        elseif number_word then
                                local number_id
                                local lk = parms.lk
                                if lk == 'on' or lk == inout then
                                        number_id = make_link(engscale.link, engs
                                else
                                        number_id = engscale[1]
                                end
                                -- WP:NUMERAL recommends " " in values like
                                info.show = info.show .. (parms.opt_adjectival ar
                        end
                end
                if prefix then
                        info.show = prefix .. info.show
                end
        end
```

```
end

local function process_input(parms, in_current)
	-- Processing required once per conversion.
	-- Return block of text to represent input (value/unit).
	if parms.opt_output_only or parms.opt_output_number_only or parms.opt_out
		parms.joins = { '', '' }
		return ''
	end
	local first_unit
	local composite = in_current.composite  -- nil or table of units
	if composite then
		first_unit = composite[1]
	else
		first_unit = in_current
	end
	local id1, want_name = make_id(parms, 1, first_unit)
	local sep = first_unit.sep  -- separator between value and unit, set by m
	local preunit = parms.preunit1
	if preunit then
		sep = ''  -- any separator is included in preunit
	else
		preunit = ''
	end
	if parms.opt_input_unit_only then
		parms.joins = { '', '' }
		if composite then
			local parts = { id1 }
			for i, unit in ipairs(composite) do
				if i > 1 then
					table.insert(parts, (make_id(parms, 1, un
				end
			end
			id1 = table.concat(parts, ' ')
		end
		if want_name and parms.opt_adjectival then
			return preunit .. hyphenated(id1)
		end
		return  preunit .. id1
	end
	if parms.opt_also_symbol and not composite and not parms.opt_flip then
		local join1 = parms.joins[1]
		if join1 == ' (' or join1 == ' [' then
			parms.joins = { ' [' .. first_unit[parms.opt_sp_us and 's
		end
	end
	if in_current.builtin == 'mach' and first_unit.sep ~= '' then  -- '' mean
		local prefix = id1 .. ' '
		local range = parms.range
		local valinfo = first_unit.valinfo
		local result = prefix .. valinfo[1].show
		if range then
			-- For simplicity and because more not needed, handle one
			local prefix2 = make_id(parms, 2, first_unit) .. ' '
			result = range_text(range[1], want_name, parms, result, p
		end
		return preunit .. result
	end
	if composite then
		-- Simplify: assume there is no range, and no decoration.
		local mid = (not parms.opt_flip) and parms.mid or ''
		local sep1 = ' '
		local sep2 = ' '
		if parms.opt_adjectival and want_name then
```

```
                        sep1 = '-'
                        sep2 = '-'
                end
                if omitsep and sep == '' then
                        -- Testing the id of the most significant unit should be
                        sep1 = ''
                        sep2 = ''
                end
                local parts = { first_unit.valinfo[1].show .. sep1 .. id1 }
                for i, unit in ipairs(composite) do
                        if i > 1 then
                                table.insert(parts, unit.valinfo[1].show .. sep1
                        end
                end
                return table.concat(parts, sep2) .. mid
        end
        local add_unit = (parms.abbr == 'mos') or
                parms[parms.opt_flip and 'out_range_x' or 'in_range_x'] or
                (not want_name and parms.abbr_range_x)
        local range = parms.range
        if range and not add_unit then
                unlink(first_unit)
        end
        local id = range and make_id(parms, range.n + 1, first_unit) or id1
        local extra, was_hyphenated = hyphenated_maybe(parms, want_name, sep, id,
        if was_hyphenated then
                add_unit = false
        end
        local result
        local valinfo = first_unit.valinfo
        if range then
                for i = 0, range.n do
                        local number_word
                        if i == range.n then
                                add_unit = false
                                number_word = true
                        end
                        decorate_value(parms, first_unit, i+1, number_word)
                        local show = valinfo[i+1].show
                        if add_unit then
                                show = show .. first_unit.sep .. (i == 0 and id1
                        end
                        if i == 0 then
                                result = show
                        else
                                result = range_text(range[i], want_name, parms, r
                        end
                end
        else
                decorate_value(parms, first_unit, 1, true)
                result = valinfo[1].show
        end
        return result .. preunit .. extra
end

local function process_one_output(parms, out_current)
        -- Processing required for each output unit.
        -- Return block of text to represent output (value/unit).
        local inout = out_current.inout  -- normally 'out' but can be 'in' for o
        local id1, want_name = make_id(parms, 1, out_current)
        local sep = out_current.sep  -- set by make_id
        local preunit = parms.preunit2
        if preunit then
                sep = ''  -- any separator is included in preunit
```

```
	else
		preunit = ''
	end
	if parms.opt_output_unit_only then
		if want_name and parms.opt_adjectival then
			return preunit .. hyphenated(id1)
		end
		return preunit .. id1
	end
	if out_current.builtin == 'mach' and out_current.sep ~= '' then  -- '' me
		local prefix = id1 .. ' '
		local range = parms.range
		local valinfo = out_current.valinfo
		local result = prefix .. valinfo[1].show
		if range then
			-- For simplicity and because more not needed, handle one
			result = range_text(range[1], want_name, parms, result, p
		end
		return preunit .. result
	end
	local add_unit = (parms[parms.opt_flip and 'in_range_x' or 'out_range_x']
		(not want_name and parms.abbr_range_x)) and
		not parms.opt_output_number_only
	local range = parms.range
	if range and not add_unit then
		unlink(out_current)
	end
	local id = range and make_id(parms, range.n + 1, out_current) or id1
	local extra, was_hyphenated = hyphenated_maybe(parms, want_name, sep, id,
	if was_hyphenated then
		add_unit = false
	end
	local result
	local valinfo = out_current.valinfo
	if range then
		for i = 0, range.n do
			local number_word
			if i == range.n then
				add_unit = false
				number_word = true
			end
			decorate_value(parms, out_current, i+1, number_word)
			local show = valinfo[i+1].show
			if add_unit then
				show = show .. out_current.sep .. (i == 0 and id1
			end
			if i == 0 then
				result = show
			else
				result = range_text(range[i], want_name, parms, r
			end
		end
	else
		decorate_value(parms, out_current, 1, true)
		result = valinfo[1].show
	end
	if parms.opt_output_number_only then
		return result
	end
	return result .. preunit .. extra
end

local function make_output_single(parms, in_unit_table, out_unit_table)
	-- Return true, item where item = wikitext of the conversion result
```

```
	-- for a single output (which is not a combination or a multiple);
	-- or return false, t where t is an error message table.
	if parms.opt_order_out and in_unit_table.unitcode == out_unit_table.unit
		out_unit_table.valinfo = in_unit_table.valinfo
	else
		out_unit_table.valinfo = collection()
		for _, v in ipairs(in_unit_table.valinfo) do
			local success, info = cvtround(parms, v, in_unit_table, 
			if not success then return false, info end
			out_unit_table.valinfo:add(info)
		end
	end
	return true, process_one_output(parms, out_unit_table)
end

local function make_output_multiple(parms, in_unit_table, out_unit_table)
	-- Return true, item where item = wikitext of the conversion result
	-- for an output which is a multiple (like 'ftin');
	-- or return false, t where t is an error message table.
	local inout = out_unit_table.inout  -- normally 'out' but can be 'in' fo
	local multiple = out_unit_table.multiple  -- table of scaling factors (wi
	local combos = out_unit_table.combination  -- table of unit tables (will
	local abbr = parms.abbr
	local abbr_org = parms.abbr_org
	local disp = parms.disp
	local want_name = (abbr_org == nil and (disp == 'or' or disp == 'slash'))
	                                       not (abbr == 'on' or abbr == inou
	local want_link = (parms.lk == 'on' or parms.lk == inout)
	local mid = parms.opt_flip and parms.mid or ''
	local sep1 = ' '
	local sep2 = ' '
	if parms.opt_adjectival and want_name then
		sep1 = '-'
		sep2 = '-'
	end
	local do_spell = parms.opt_spell_out
	parms.opt_spell_out = nil  -- so the call to cvtround does not spell the
	local function make_result(info, isfirst)
		local fmt, outvalue, sign
		local results = {}
		for i = 1, #combos do
			local tfrac, thisvalue, strforce
			local out_current = combos[i]
			out_current.inout = inout
			local scale = multiple[i]
			if i == 1 then  -- least significant unit ('in' from 'fti
				local decimals
				out_current.frac = out_unit_table.frac
				local success, outinfo = cvtround(parms, info, i
				if not success then return false, outinfo end
				if isfirst then
					out_unit_table.valinfo = { outinfo }  --
				end
				sign = outinfo.sign
				tfrac = outinfo.fraction_table
				if outinfo.is_scientific then
					strforce = outinfo.show
					decimals = ''
				elseif tfrac then
					decimals = ''
				else
					local show = outinfo.show  -- number as a
					local p1, p2 = show:find(numdot, 1, true)
					decimals = p1 and show:sub(p2 + 1) or ''
```

```
                        end
                        fmt = '%.' .. ulen(decimals) .. 'f'  -- to reproc
                        if decimals == '' then
                                if tfrac then
                                        outvalue = floor(outinfo.raw_absv
                                else
                                        outvalue = floor(outinfo.raw_absv
                                end
                        else
                                outvalue = outinfo.absvalue
                        end
                end
                if scale then
                        outvalue, thisvalue = divide(outvalue, scale)
                else
                        thisvalue = outvalue
                end
                local id
                if want_name then
                        if varname then
                                local clean
                                if strforce or tfrac then
                                        clean = '.1'  -- dummy value to f
                                else
                                        clean = format(fmt, thisvalue)
                                end
                                id = variable_name(clean, out_current)
                        else
                                local key = 'name2'
                                if parms.opt_adjectival then
                                        key = 'name1'
                                elseif tfrac then
                                        if thisvalue == 0 then
                                                key = 'name1'
                                        end
                                elseif parms.opt_singular then
                                        if 0 < thisvalue and thisvalue <
                                                key = 'name1'
                                        end
                                else
                                        if thisvalue == 1 then
                                                key = 'name1'
                                        end
                                end
                                id = out_current[key]
                        end
                else
                        id = out_current['symbol']
                end
                if i == 1 and omit_separator(id) then
                        -- Testing the id of the least significant unit s
                        sep1 = ''
                        sep2 = ''
                end
                if want_link then
                        local link = out_current.link
                        if link then
                                id = make_link(link, id, out_current)
                        end
                end
                local strval
                local spell_inout = (i == #combos or outvalue == 0) and i
                if strforce and outvalue == 0 then
                        sign = ''  -- any sign is in strforce
```

```
                                strval = strforce  -- show small values in scient
                        elseif tfrac then
                                local wholestr = (thisvalue > 0) and tostring(thi
                                strval = format_fraction(parms, spell_inout, fals
                        else
                                strval = (thisvalue == 0) and from_en('0') or wit
                                if do_spell then
                                        strval = spell_number(parms, spell_inout,
                                end
                        end
                        table.insert(results, strval .. sep1 .. id)
                        if outvalue == 0 then
                                break
                        end
                        fmt = '%.0f'  -- only least significant unit can have a r
                end
                local reversed, count = {}, #results
                for i = 1, count do
                        reversed[i] = results[count + 1 - i]
                end
                return true, sign .. table.concat(reversed, sep2)
        end
        local valinfo = in_unit_table.valinfo
        local success, result = make_result(valinfo[1], true)
        if not success then return false, result end
        local range = parms.range
        if range then
                for i = 1, range.n do
                        local success, result2 = make_result(valinfo[i+1])
                        if not success then return false, result2 end
                        result = range_text(range[i], want_name, parms, result, r
                end
        end
        return true, result .. mid
end

local function process(parms, in_unit_table, out_unit_table)
        -- Return true, s, outunit where s = final wikitext result,
        -- or return false, t where t is an error message table.
        linked_pages = {}
        local success, bad_output
        local bad_input_mcode = in_unit_table.bad_mcode  -- nil if input unit is
        local out_unit = parms.out_unit
        if out_unit == nil or out_unit == '' or type(out_unit) == 'function' then
                if bad_input_mcode or parms.opt_input_unit_only then
                        bad_output = ''
                else
                        local getdef = type(out_unit) == 'function' and out_unit
                        success, out_unit = getdef(in_unit_table.valinfo[1].value
                        parms.out_unit = out_unit
                        if not success then
                                bad_output = out_unit
                        end
                end
        end
        if not bad_output and not out_unit_table then
                success, out_unit_table = lookup(parms, out_unit, 'any_combinatio
                if success then
                        local mismatch = check_mismatch(in_unit_table, out_unit_t
                        if mismatch then
                                bad_output = mismatch
                        end
                else
                        bad_output = out_unit_table
```

```
		end
	end
	local lhs, rhs
	local flipped = parms.opt_flip and not bad_input_mcode
	if bad_output then
		rhs = (bad_output == '') and '' or message(parms, bad_output)
	elseif parms.opt_input_unit_only then
		rhs = ''
	else
		local combos  -- nil (for 'ft' or 'ftin'), or table of unit table
		if not out_unit_table.multiple then  -- nil/false ('ft' or 'm ft'
			combos = out_unit_table.combination
		end
		local frac = parms.frac  -- nil or denominator of fraction for ou
		if frac then
			-- Apply fraction to the unit (if only one), or to non-SI
			-- except that if a precision is also specified, the frac
			-- the hand unit; that allows the following result:
			-- {{convert|156|cm|in hand|1|frac=2}} → 156 centimetres
			-- However, the following is handled elsewhere as a speci
			-- {{convert|156|cm|hand in|1|frac=2}} → 156 centimetres
			if combos then
				local precision = parms.precision
				for _, unit in ipairs(combos) do
					if unit.builtin == 'hand' or (not precisi
						unit.frac = frac
					end
				end
			else
				out_unit_table.frac = frac
			end
		end
		local outputs = {}
		local imax = combos and #combos or 1  -- 1 (single unit) or numbe
		if imax == 1 then
			parms.opt_order_out = nil  -- only useful with an output
		end
		if not flipped and not parms.opt_order_out then
			-- Process left side first so any duplicate links (from l
			-- on right. Example: {{convert|28|e9pc|e9ly|abbr=off|lk=
			lhs = process_input(parms, in_unit_table)
		end
		for i = 1, imax do
			local success, item
			local out_current = combos and combos[i] or out_unit_tabl
			out_current.inout = 'out'
			if i == 1 then
				if imax > 1 and out_current.builtin == 'hand' the
					out_current.out_next = combos[2]  -- buil
				end
				if parms.opt_order_out then
					out_current.inout = 'in'
				end
			end
			if out_current.multiple then
				success, item = make_output_multiple(parms, in_ur
			else
				success, item = make_output_single(parms, in_unit
			end
			if not success then return false, item end
			outputs[i] = item
		end
		if parms.opt_order_out then
			lhs = outputs[1]
```

```
                        table.remove(outputs, 1)
                end
                local sep = parms.table_joins and parms.table_joins[2] or parms.j
                rhs = table.concat(outputs, sep)
        end
        if flipped or not lhs then
                local input = process_input(parms, in_unit_table)
                if flipped then
                        lhs = rhs
                        rhs = input
                else
                        lhs = input
                end
        end
        if parms.join_before then
                lhs = parms.join_before .. lhs
        end
        local wikitext
        if bad_input_mcode then
                if bad_input_mcode == '' then
                        wikitext = lhs
                else
                        wikitext = lhs .. message(parms, bad_input_mcode)
                end
        elseif parms.table_joins then
                wikitext = parms.table_joins[1] .. lhs .. parms.table_joins[2] .
        else
                wikitext = lhs .. parms.joins[1] .. rhs .. parms.joins[2]
        end
        if parms.warnings and not bad_input_mcode then
                wikitext = wikitext .. parms.warnings
        end
        return true, get_styles(parms) .. wikitext, out_unit_table
end

local function main_convert(frame)
        -- Do convert, and if needed, do it again with higher default precision.
        local parms = { frame = frame }  -- will hold template arguments, after t
        set_config(frame.args)
        local success, result = get_parms(parms, frame:getParent().args)
        if success then
                if type(result) ~= 'table' then
                        return tostring(result)
                end
                local in_unit_table = result
                local out_unit_table
                for _ = 1, 2 do  -- use counter so cannot get stuck repeating cor
                        success, result, out_unit_table = process(parms, in_unit_
                        if success and parms.do_convert_again then
                                parms.do_convert_again = false
                        else
                                break
                        end
                end
        end
        -- If input=x gives a problem, the result should be just the user input
        -- (if x is a property like P123 it has been replaced with '').
        -- An unknown input unit would display the input and an error message
        -- with success == true at this point.
        -- Also, can have success == false with a message that outputs an empty s
        if parms.input_text then
                if success and not parms.have_problem then
                        return result
                end
```

```
                local cat
                if parms.tracking then
                        -- Add a tracking category using the given text as the ca
                        -- There is currently only one type of tracking, but in p
                        -- items could be tracked, using different sort keys for
                        cat = wanted_category('tracking', parms.tracking)
                end
                return parms.input_text .. (cat or '')
        end
        return success and result or message(parms, result)
end

local function _unit(unitcode, options)
        -- Helper function for Module:Val to look up a unit.
        -- Parameter unitcode must be a string to identify the wanted unit.
        -- Parameter options must be nil or a table with optional fields:
        --   value = number (for sort key; default value is 1)
        --   scaled_top = nil for a normal unit, or a number for a unit which is
        --                the denominator of a per unit (for sort key)
        --   si = { 'symbol', 'link' }
        --                (a table with two strings) to make an SI unit
        --                that will be used for the look up
        --   link = true if result should be [[linked]]
        --   sort = 'on' or 'debug' if result should include a sort key in a
        --                span element ('debug' makes the key visible)
        --   name = true for the name of the unit instead of the symbol
        --   us = true for the US spelling of the unit, if any
        -- Return nil if unitcode is not a non-empty string.
        -- Otherwise return a table with fields:
        --   text = requested symbol or name of unit, optionally linked
        --   scaled_value = input value adjusted by unit scale; used for sort key
        --   sortspan = span element with sort key like that provided by {{ntsh}}
        --     calculated from the result of converting value
        --     to a base unit with scale 1.
        --   unknown = true if the unitcode was not known
        unitcode = strip(unitcode)
        if unitcode == nil or unitcode == '' then
                return nil
        end
        set_config({})
        linked_pages = {}
        options = options or {}
        local parms = {
                abbr = options.name and 'off' or 'on',
                lk = options.link and 'on' or nil,
                opt_sp_us = options.us and true or nil,
                opt_ignore_error = true,  -- do not add pages using this functior
                opt_sortable_on = options.sort == 'on' or options.sort == 'debug'
                opt_sortable_debug = options.sort == 'debug',
        }
        if options.si then
                -- Make a dummy table of units (just one unit) for lookup to use
                -- This makes lookup recognize any SI prefix in the unitcode.
                local symbol = options.si[1] or '?'
                parms.unittable = { [symbol] = {
                        _name1 = symbol,
                        _name2 = symbol,
                        _symbol = symbol,
                        utype = symbol,
                        scale = symbol == 'g' and 0.001 or 1,
                        prefixes = 1,
                        default = symbol,
                        link = options.si[2],
                }}
```

```
        end
        local success, unit_table = lookup(parms, unitcode, 'no_combination')
        if not success then
                unit_table = setmetatable({
                        symbol = unitcode, name2 = unitcode, utype = unitcode,
                        scale = 1, default = '', defkey = '', linkey = '' }, unit
        end
        local value = tonumber(options.value) or 1
        local clean = tostring(abs(value))
        local info = {
                value = value,
                altvalue = value,
                singular = (clean == '1'),
                clean = clean,
                show = clean,
        }
        unit_table.inout = 'in'
        unit_table.valinfo = { info }
        local sortspan, scaled_value
        if options.sort then
                sortspan, scaled_value = make_table_or_sort(parms, value, info, u
        end
        return {
                text = make_id(parms, 1, unit_table),
                sortspan = sortspan,
                scaled_value = scaled_value,
                unknown = not success and true or nil,
        }
end

return { convert = main_convert, _unit = _unit }
```