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## Modul:Clickable button 2

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This module implements the [Vorlage:TI](#) template.

### Usage from wikitext

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To use this template from wikitext, you should normally use the [Vorlage:TI](#) template. However, it can also be used with the syntax `{{#invoke:Clickable button 2|main|args}}`. Please see the template page for a list of available parameters.

### Usage from Lua modules

---

To use this module from other Lua modules, first load the module.

```
local mClickableButton2 = require('Module:Clickable button 2')
```

You can then generate a button using the `luaMain` function.

```
mClickableButton2.luaMain(args)
```

The `args` variable should be a table containing the arguments to pass to the module. To see the different arguments that can be specified and how they affect the module output, please refer to the [Vorlage:TI](#) template documentation.

```
-- This module implements {{clickable button 2}}.
local yesno = require('Module:Yesno')
local p = {}
function p.main(frame)
    local args = require('Module:Arguments').getArgs(frame, {
        wrappers = 'Template:Clickable button 2'
    })
    return p.luaMain(args)
end
function p.luaMain(args)
    -- If first arg or a url is not provided,
    -- but we have a second arg, make a button.
    -- Otherwise, return nothing.
    if not args[1] and not args.url then
        if args[2] then
            p.nolink = true
        else
            return ''
        end
    end
end
```



```
        local data = p.makeLinkData(args)
        local link = p.renderLink(data)
        local trackingCategories = p.renderTrackingCategories(args)
        return link .. trackingCategories
end

function p.makeLinkData(args)
    local data = {}

    -- Get the link and display values,
    -- and find whether we are outputting
    -- a wikilink or a URL.
    if args.url then
        data.isUrl = true
        data.link = args.url
        if args[1] then
            data.display = args[1]
        else if args[2] then
            data.display = args[2]
        else
            data.display = args.url
            p.urlisdisplay = true
        end
    end

    else
        data.isUrl = false
        p.urlisdisplay = false
        data.link = args[1]
        if args[2] then
            data.display = args[2]
        else
            data.display = args[1]
        end
    end

    end

    if yesno(args.link) == false then
        p.nolink = true
    end

    -- Colours
    -- For the merge with {{clickable button}}
    local colour = args.color and args.color:lower()

    -- Classes
    local class = args.class and args.class:lower()
    data.classes = {}
    if class == 'ui-button-green'
        or class == 'ui-button-blue'
        or class == 'ui-button-red'
    then
        table.insert(
            data.classes,
            'submit ui-button ui-widget ui-state-default ui-corner-a
            .. ' ui-button-text-only ui-button-text'
        )
    else
        table.insert(data.classes, 'mw-ui-button')
    end

    --If class is unset,
    --then let color determine class
    if not class then
        if colour == 'blue' then
            class = 'mw-ui-progressive'
```



```
        else if colour == 'red' then
            class = 'mw-ui-destructive'
        else if colour == 'green' then
            class = 'mw-ui-constructive'
        end
    end
end
end

if class then
    table.insert(data.classes, class)
end

-- Styles
do
    --[[
    -- Check whether we are on the same page as we have specified in
    -- args[1], but not if we are using a URL link, as then args[1] is
    -- a display value. If we are currently on the page specified in
    -- args[1] make the button colour darker so that it stands out from
    -- other buttons on the page.
    --]]
    local success, linkTitle, currentTitle
    if not data.isUrl then
        currentTitle = mw.title.getCurrentTitle()
        success, linkTitle = pcall(mw.title.new, args[1])
    elseif p.urlisdisplay then
        currentTitle = mw.title.getCurrentTitle()
    end
    if success
        and linkTitle
        and mw.title.equals(currentTitle, linkTitle)
        and not p.urlisdisplay
    then
        if class == 'ui-button-blue'
            or class == 'mw-ui-progressive'
            or class == 'mw-ui-constructive'
        then
            data.backgroundColor = '#2962CB'
            data.color = '#fff'
        elseif class == 'ui-button-green' then
            data.backgroundColor = '#008B6D'
        elseif class == 'ui-button-red' or class == 'mw-ui-destructive' then
            data.backgroundColor = '#A6170F'
        else
            data.backgroundColor = '#CCC'
            data.color = '#666'
        end
    else
        if p.urlisdisplay
        then
            data.dummyLink = tostring(currentTitle)
        end
    end
    -- Add user-specified styles.
    data.style = args.style
end

return data
end

function p.renderLink(data)
    -- Render the display span tag.
    local display
```

```
do
    local displaySpan = mw.html.create('span')
    for i, class in ipairs(data.classes or {}) do
        displaySpan:addClass(class)
    end
    displaySpan
        :css{
            ['background-color'] = data.backgroundColor,
            color = data.color
        }
    if data.style then
        displaySpan:cssText(data.style)
    end
    displaySpan:wikitext(data.display)
    display = tostring(displaySpan)
end

-- Render the link
local link
if p.nolink then
    if p.urlisdisplay then
        link = string.format('[[%s|%s]]', data.dummyLink, display)
    else
        link = string.format('%s', display)
    end
else if data.isUrl then
    link = string.format('[%s %s]', data.link, display)
else
    link = string.format('[[%s|%s]]', data.link, display)
end
end

return string.format('<span class="plainlinks clickbutton">%s</span>', link)
end

function p.renderTrackingCategories(args)
    if yesno(args.category) == false then
        return ''
    end
    local class = args.class and args.class:lower()
    if class == 'ui-button-green'
        or class == 'ui-button-blue'
        or class == 'ui-button-red'
    then
        return '[[Category:Pages using old style ui-button-color]]'
    else
        return ''
    end
end

end

return p
```



## Modul:Clickable button 2/Doku

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### Dies ist die Dokumentationsseite für Modul:Clickable button 2

This module implements the [Vorlage:TI](#) template.

### Usage from wikitext

---

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### Usage from Lua modules

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```
local mClickableButton2 = require('Module:Clickable button 2')
```

You can then generate a button using the `luaMain` function.

```
mClickableButton2.luaMain(args)
```

The *args* variable should be a table containing the arguments to pass to the module. To see the different arguments that can be specified and how they affect the module output, please refer to the [Vorlage:TI](#) template documentation.