Inhaltsverzeichnis

Modul:Color contrast

Vorlage:Lua

This module is used primarily by

- Vorlage:Tl
- Vorlage:Tl / Vorlage:Tl
- Vorlage:Tl
- Vorlage:Tl
- Vorlage:Tl
- Vorlage:Tl

It is also used for tracking within

- Module:Navbox
- Module:Userbox
- Module:Episode list

and for documentation in

- Module:College color

The formulas used are stated in WCAG 2.x specifications. WCAG is the main guideline for creating accessible interfaces on the web.

Usage

To use this module, you may use one of the above listed templates or invoke the module directly

- To compute relative luminescence:
  `{{ColorToLum|color}}` or `{{#invoke:Color contrast|lum|color}}`
- To compute a contrast ratio between two colors:
  `{{Color contrast ratio|color1|color2|error=?}}` or `{{#invoke:Color contrast|ratio|color1|color2|error=?}}`
- To determine which of two colors (color2a and color2b) has the greater contrast ratio with a particular color (color1):
  `{{Greater color contrast ratio|color1|color2a|color2b}}` or `{{#invoke:Color contrast|greatercontrast|color1|color2a|color2b}}`
- To compute the contrast ratio between the background and text colors specified in a css style string:
  `{{#invoke:Color contrast|styleratio|css style statement string|default background color|default text color}}`

```
--
-- This module implements
--  {{Color contrast ratio}}
--  {{Greater color contrast ratio}}
--  {{ColorToLum}}
--  {{RGBColorToLum}}
--
local p = {}
local HTMLcolor = mw.loadData( 'Module:Color contrast/colors' )

local function sRGB (v)
        if (v <= 0.03928) then
                v = v / 12.92
        else
                v = math.pow((v+0.055)/1.055, 2.4)
        end
        return v
end

local function rgbdec2lum(R, G, B)
        if ( 0 <= R and R < 256 and 0 <= G and G < 256 and 0 <= B and B < 256 ) t
                return 0.2126 * sRGB(R/255) + 0.7152 * sRGB(G/255) + 0.0722 * sRG
        else
                return ''
        end
end

local function hsl2lum(h, s, l)
        if ( 0 <= h and h < 360 and 0 <= s and s <= 1 and 0 <= l and l <= 1 ) the
                local c = (1 - math.abs(2*l - 1))*s
                local x = c*(1 - math.abs( math.fmod(h/60, 2) - 1) )
                local m = l - c/2

                local r, g, b = m, m, m
                if( 0 <= h and h < 60 ) then
                        r = r + c
                        g = g + x
                elseif( 60 <= h and h < 120 ) then
                        r = r + x
                        g = g + c
                elseif( 120 <= h and h < 180 ) then
                        g = g + c
                        b = b + x
                elseif( 180 <= h and h < 240 ) then
                        g = g + x
                        b = b + c
                elseif( 240 <= h and h < 300 ) then
                        r = r + x
                        b = b + c
                elseif( 300 <= h and h < 360 ) then
                        r = r + c
                        b = b + x
                end
                return rgbdec2lum(255*r, 255*g, 255*b)
        else
                return ''
        end
end

local function color2lum(c)

        if (c == nil) then
```

```
                return ''
        end

        -- html '#' entity
        c = c:gsub("&#35;", "#")

        -- whitespace
        c = c:match( '^%s*(.-)[%s;]*$' )

        -- unstrip nowiki strip markers
        c = mw.text.unstripNoWiki(c)

        -- lowercase
        c = c:lower()

        -- first try to look it up
        local L = HTMLcolor[c]
        if (L ~= nil) then
                return L
        end

        -- convert from hsl
        if mw.ustring.match(c,'^hsl%([%s]*[0-9][0-9%.]*[%s]*,[%s]*[0-9][0-9%.]*%%
                local h, s, l = mw.ustring.match(c,'^hsl%([%s]*([0-9][0-9%.]*)[%s
                return hsl2lum(tonumber(h), tonumber(s)/100, tonumber(l)/100)
        end

        -- convert from rgb
        if mw.ustring.match(c,'^rgb%([%s]*[0-9][0-9]*[%s]*,[%s]*[0-9][0-9]*[%s]*,
                local R, G, B = mw.ustring.match(c,'^rgb%([%s]*([0-9][0-9]*)[%s]*
                return rgbdec2lum(tonumber(R), tonumber(G), tonumber(B))
        end

        -- convert from rgb percent
        if mw.ustring.match(c,'^rgb%([%s]*[0-9][0-9%.]*%%[%s]*,[%s]*[0-9][0-9%.]*
                local R, G, B = mw.ustring.match(c,'^rgb%([%s]*([0-9][0-9%.]*)%%[
                return rgbdec2lum(255*tonumber(R)/100, 255*tonumber(G)/100, 255*t
        end

        -- remove leading # (if there is one) and whitespace
        c = mw.ustring.match(c, '^[%s#]*([a-f0-9]*)[%s]*$')

        -- split into rgb
        local cs = mw.text.split(c or '', '')
        if( #cs == 6 ) then
                local R = 16*tonumber('0x' .. cs[1]) + tonumber('0x' .. cs[2])
                local G = 16*tonumber('0x' .. cs[3]) + tonumber('0x' .. cs[4])
                local B = 16*tonumber('0x' .. cs[5]) + tonumber('0x' .. cs[6])

                return rgbdec2lum(R, G, B)
        elseif ( #cs == 3 ) then
                local R = 16*tonumber('0x' .. cs[1]) + tonumber('0x' .. cs[1])
                local G = 16*tonumber('0x' .. cs[2]) + tonumber('0x' .. cs[2])
                local B = 16*tonumber('0x' .. cs[3]) + tonumber('0x' .. cs[3])

                return rgbdec2lum(R, G, B)
        end

        -- failure, return blank
        return ''
end

-- This exports the function for use in other modules.
-- The colour is passed as a string.
```

```
function p._lum(color)
	return color2lum(color)
end

function p._greatercontrast(args)
	local bias = tonumber(args['bias'] or '0') or 0
	local css = (args['css'] and args['css'] ~= '') and true or false
	local v1 = color2lum(args[1] or '')
	local c2 = args[2] or '#FFFFFF'
	local v2 = color2lum(c2)
	local c3 = args[3] or '#000000'
	local v3 = color2lum(c3)
	local ratio1 = -1;
	local ratio2 = -1;
	if (type(v1) == 'number' and type(v2) == 'number') then
		ratio1 = (v2 + 0.05)/(v1 + 0.05)
		ratio1 = (ratio1 < 1) and 1/ratio1 or ratio1
	end
	if (type(v1) == 'number' and type(v3) == 'number') then
		ratio2 = (v3 + 0.05)/(v1 + 0.05)
		ratio2 = (ratio2 < 1) and 1/ratio2 or ratio2
	end

	if css then
		local c1 = args[1] or ''
		if mw.ustring.match(c1, '^[A-Fa-f0-9][A-Fa-f0-9][A-Fa-f0-9]$') or
			mw.ustring.match(c1, '^[A-Fa-f0-9][A-Fa-f0-9][A-Fa-f0-9]|
				c1 = '#' .. c1
		end
		if mw.ustring.match(c2, '^[A-Fa-f0-9][A-Fa-f0-9][A-Fa-f0-9]$') or
			mw.ustring.match(c2, '^[A-Fa-f0-9][A-Fa-f0-9][A-Fa-f0-9]|
				c2 = '#' .. c2
		end
		if mw.ustring.match(v3, '^[A-Fa-f0-9][A-Fa-f0-9][A-Fa-f0-9]$') or
			mw.ustring.match(v3, '^[A-Fa-f0-9][A-Fa-f0-9][A-Fa-f0-9]|
				c3 = '#' .. c3
		end
		return 'background-color:' .. c1 .. '; color:' .. ((ratio1 > 0) a
	end

	return (ratio1 > 0) and (ratio2 > 0) and ((ratio1 + bias > ratio2) and c2
end

function p._ratio(args)
	local v1 = color2lum(args[1])
	local v2 = color2lum(args[2])
	if (type(v1) == 'number' and type(v2) == 'number') then
		-- v1 should be the brighter of the two.
		if v2 > v1 then
			v1, v2 = v2, v1
		end
		return (v1 + 0.05)/(v2 + 0.05)
	else
		return args['error'] or '?'
	end
end

function p._styleratio(args)
	local style = (args[1] or ''):lower()
	local bg, fg = 'white', 'black'
	local lum_bg, lum_fg = 1, 0

	if args[2] then
		local lum = color2lum(args[2])
```

```
                if lum ~= '' then bg, lum_bg = args[2], lum end
        end
        if args[3] then
                local lum = color2lum(args[3])
                if lum ~= '' then fg, lum_fg = args[3], lum end
        end

        local slist = mw.text.split(mw.ustring.gsub(mw.ustring.gsub(style or '',
        for k = 1,#slist do
                local s = slist[k]
                local k,v = s:match( '^[%s]*([^:]-):([^:]-)[%s;]*$' )
                k = k or ''
                v = v or ''
                if (k:match('^[%s]*(background)[%s]*$') or k:match('^[%s]*(backgr
                        local lum = color2lum(v)
                        if( lum ~= '' ) then bg, lum_bg = v, lum end
                elseif (k:match('^[%s]*(color)[%s]*$')) then
                        local lum = color2lum(v)
                        if( lum ~= '' ) then bg, lum_fg = v, lum end
                end
        end
        if lum_bg > lum_fg then
                return (lum_bg + 0.05)/(lum_fg + 0.05)
        else
                return (lum_fg + 0.05)/(lum_bg + 0.05)
        end
end

--[[
Use {{#invoke:Color contrast|somecolor}} directly or
{{#invoke:Color contrast}} from a wrapper template.

Parameters:
        -- |1=        – required; A color to check.
--]]
function p.lum(frame)
        local color = frame.args[1] or frame:getParent().args[1]
        return p._lum(color)
end

function p.ratio(frame)
        local args = frame.args[1] and frame.args or frame:getParent().args
        return p._ratio(args)
end

function p.styleratio(frame)
        local args = frame.args[1] and frame.args or frame:getParent().args
        return p._styleratio(args)
end

function p.greatercontrast(frame)
        local args = frame.args[1] and frame.args or frame:getParent().args
        return p._greatercontrast(args)
end

return p
```

Modul:Navbox

Vorlage:Lua Vorlage:Uses TemplateStyles Vorlage:Lua sidebar

This module implements the Vorlage:Tl template. Please see the template page for usage instructions.

Tracking/maintenance categories

- Vorlage:Clc
- Vorlage:Clc
- Vorlage:Clc
- Vorlage:Clc
- Vorlage:Clc

```
local p = {}
local navbar = require('Module:Navbar')._navbar
local cfg = mw.loadData('Module:Navbox/configuration')
local getArgs -- lazily initialized
local args
local format = string.format

local function striped(wikitext, border)
        -- Return wikitext with markers replaced for odd/even striping.
        -- Child (subgroup) navboxes are flagged with a category that is removed
        -- by parent navboxes. The result is that the category shows all pages
        -- where a child navbox is not contained in a parent navbox.
        local orphanCat = cfg.category.orphan
        if border == cfg.keyword.border_subgroup and args[cfg.arg.orphan] ~= cfg.
                -- No change; striping occurs in outermost navbox.
                return wikitext .. orphanCat
        end
        local first, second = cfg.class.navbox_odd_part, cfg.class.navbox_even_pa
        if args[cfg.arg.evenodd] then
                if args[cfg.arg.evenodd] == cfg.keyword.evenodd_swap then
                        first, second = second, first
                else
                        first = args[cfg.arg.evenodd]
                        second = first
                end
        end
        local changer
        if first == second then
                changer = first
        else
                local index = 0
                changer = function (code)
                        if code == '0' then
                                -- Current occurrence is for a group before a nes
                                -- Set it to first as a valid although pointless
                                -- The next occurrence will be the first row afte
                                -- in a subgroup and will also be first.
                                index = 0
                                return first
                        end
```

```
                        index = index + 1
                        return index % 2 == 1 and first or second
                end
        end
        local regex = orphanCat:gsub('([%[%]])', '%%%1')
        return (wikitext:gsub(regex, ''):gsub(cfg.marker.regex, changer)) -- () c
end

local function processItem(item, nowrapitems)
        if item:sub(1, 2) == '{|' then
                -- Applying nowrap to lines in a table does not make sense.
                -- Add newlines to compensate for trim of x in |parm=x in a templ
                return '\n' .. item ..'\n'
        end
        if nowrapitems == cfg.keyword.nowrapitems_yes then
                local lines = {}
                for line in (item .. '\n'):gmatch('([^\n]*)\n') do
                        local prefix, content = line:match('^([*:;#]+)%s*(.*)')
                        if prefix and not content:match(cfg.pattern.nowrap) then
                                line = format(cfg.nowrap_item, prefix, content)
                        end
                        table.insert(lines, line)
                end
                item = table.concat(lines, '\n')
        end
        if item:match('^[*:;#]') then
                return '\n' .. item ..'\n'
        end
        return item
end

-- we will want this later when we want to add tstyles for hlist/plainlist
local function has_navbar()
        return args[cfg.arg.navbar] ~= cfg.keyword.navbar_off
                and args[cfg.arg.navbar] ~= cfg.keyword.navbar_plain
                and (
                        args[cfg.arg.name]
                        or mw.getCurrentFrame():getParent():getTitle():gsub(cfg.p
                                ~= cfg.pattern.navbox
                )
end

local function renderNavBar(titleCell)
        if has_navbar() then
                titleCell:wikitext(navbar{
                        [cfg.navbar.name] = args[cfg.arg.name],
                        [cfg.navbar.mini] = 1,
                        [cfg.navbar.fontstyle] = (args[cfg.arg.basestyle] or '')
                                (args[cfg.arg.titlestyle] or '') ..
                                ';background:none transparent;border:none;box-sha
                })
        end

end

local function renderTitleRow(tbl)
        if not args[cfg.arg.title] then return end

        local titleRow = tbl:tag('tr')

        local titleCell = titleRow:tag('th'):attr('scope', 'col')

        local titleColspan = 2
        if args[cfg.arg.imageleft] then titleColspan = titleColspan + 1 end
```

```
        if args[cfg.arg.image] then titleColspan = titleColspan + 1 end

        titleCell
                :cssText(args[cfg.arg.basestyle])
                :cssText(args[cfg.arg.titlestyle])
                :addClass(cfg.class.navbox_title)
                :attr('colspan', titleColspan)

        renderNavBar(titleCell)

        titleCell
                :tag('div')
                        -- id for aria-labelledby attribute
                        :attr('id', mw.uri.anchorEncode(args[cfg.arg.title]))
                        :addClass(args[cfg.arg.titleclass])
                        :css('font-size', '114%')
                        :css('margin', '0 4em')
                        :wikitext(processItem(args[cfg.arg.title]))
end

local function getAboveBelowColspan()
        local ret = 2
        if args[cfg.arg.imageleft] then ret = ret + 1 end
        if args[cfg.arg.image] then ret = ret + 1 end
        return ret
end

local function renderAboveRow(tbl)
        if not args[cfg.arg.above] then return end

        tbl:tag('tr')
                :tag('td')
                        :addClass(cfg.class.navbox_abovebelow)
                        :addClass(args[cfg.arg.aboveclass])
                        :cssText(args[cfg.arg.basestyle])
                        :cssText(args[cfg.arg.abovestyle])
                        :attr('colspan', getAboveBelowColspan())
                        :tag('div')
                                -- id for aria-labelledby attribute, if no title
                                :attr('id', args[cfg.arg.title] and nil or mw.uri
                                :wikitext(processItem(args[cfg.arg.above], args[c
end

local function renderBelowRow(tbl)
        if not args[cfg.arg.below] then return end

        tbl:tag('tr')
                :tag('td')
                        :addClass(cfg.class.navbox_abovebelow)
                        :addClass(args[cfg.arg.belowclass])
                        :cssText(args[cfg.arg.basestyle])
                        :cssText(args[cfg.arg.belowstyle])
                        :attr('colspan', getAboveBelowColspan())
                        :tag('div')
                                :wikitext(processItem(args[cfg.arg.below], args[c
end

local function renderListRow(tbl, index, listnum, listnums_size)
        local row = tbl:tag('tr')

        if index == 1 and args[cfg.arg.imageleft] then
                row
                        :tag('td')
                                :addClass(cfg.class.noviewer)
```

```
                                :addClass(cfg.class.navbox_image)
                                :addClass(args[cfg.arg.imageclass])
                                :css('width', '1px')                -- Minimize wi
                                :css('padding', '0 2px 0 0')
                                :cssText(args[cfg.arg.imageleftstyle])
                                :attr('rowspan', listnums_size)
                                :tag('div')
                                        :wikitext(processItem(args[cfg.arg.image]
        end

        local group_and_num = format(cfg.arg.group_and_num, listnum)
        local groupstyle_and_num = format(cfg.arg.groupstyle_and_num, listnum)
        if args[group_and_num] then
                local groupCell = row:tag('th')

                -- id for aria-labelledby attribute, if lone group with no title
                if listnum == 1 and not (args[cfg.arg.title] or args[cfg.arg.abov
                        groupCell
                                :attr('id', mw.uri.anchorEncode(args[cfg.arg.grou
                end

                groupCell
                        :attr('scope', 'row')
                        :addClass(cfg.class.navbox_group)
                        :addClass(args[cfg.arg.groupclass])
                        :cssText(args[cfg.arg.basestyle])
                        -- If groupwidth not specified, minimize width
                        :css('width', args[cfg.arg.groupwidth] or '1%')

                groupCell
                        :cssText(args[cfg.arg.groupstyle])
                        :cssText(args[groupstyle_and_num])
                        :wikitext(args[group_and_num])
        end

        local listCell = row:tag('td')

        if args[group_and_num] then
                listCell
                        :addClass(cfg.class.navbox_list_with_group)
        else
                listCell:attr('colspan', 2)
        end

        if not args[cfg.arg.groupwidth] then
                listCell:css('width', '100%')
        end

        local rowstyle  -- usually nil so cssText(rowstyle) usually adds nothing
        if index % 2 == 1 then
                rowstyle = args[cfg.arg.oddstyle]
        else
                rowstyle = args[cfg.arg.evenstyle]
        end

        local list_and_num = format(cfg.arg.list_and_num, listnum)
        local listText = args[list_and_num]
        local oddEven = cfg.marker.oddeven
        if listText:sub(1, 12) == '</div><table' then
                -- Assume list text is for a subgroup navbox so no automatic stri
                oddEven = listText:find(cfg.pattern.navbox_title) and cfg.marker
        end

        local liststyle_and_num = format(cfg.arg.liststyle_and_num, listnum)
```

```
        local listclass_and_num = format(cfg.arg.listclass_and_num, listnum)
        listCell
                :css('padding', '0')
                :cssText(args[cfg.arg.liststyle])
                :cssText(rowstyle)
                :cssText(args[liststyle_and_num])
                :addClass(cfg.class.navbox_list)
                :addClass(cfg.class.navbox_part .. oddEven)
                :addClass(args[cfg.arg.listclass])
                :addClass(args[listclass_and_num])
                :tag('div')
                        :css('padding',
                                (index == 1 and args[cfg.arg.list1padding]) or ar
                        )
                        :wikitext(processItem(listText, args[cfg.arg.nowrapitems]

        if index == 1 and args[cfg.arg.image] then
                row
                        :tag('td')
                                :addClass(cfg.class.noviewer)
                                :addClass(cfg.class.navbox_image)
                                :addClass(args[cfg.arg.imageclass])
                                :css('width', '1px')                -- Minimize wi
                                :css('padding', '0 0 0 2px')
                                :cssText(args[cfg.arg.imagestyle])
                                :attr('rowspan', listnums_size)
                                :tag('div')
                                        :wikitext(processItem(args[cfg.arg.image]
        end
end

-- uses this now to make the needHlistCategory correct
-- to use later for when we add list styles via navbox
local function has_list_class(htmlclass)
        local class_args = { -- rough order of probability of use
                cfg.arg.bodyclass, cfg.arg.listclass, cfg.arg.aboveclass,
                cfg.arg.belowclass, cfg.arg.titleclass, cfg.arg.navboxclass,
                cfg.arg.groupclass, cfg.arg.imageclass
        }
        local patterns = {
                '^' .. htmlclass .. '$',
                '%s' .. htmlclass .. '$',
                '^' .. htmlclass .. '%s',
                '%s' .. htmlclass .. '%s'
        }

        for _, arg in ipairs(class_args) do
                for _, pattern in ipairs(patterns) do
                        if mw.ustring.find(args[arg] or '', pattern) then
                                return true
                        end
                end
        end
        return false
end

local function needsHorizontalLists(border)
        if border == cfg.keyword.border_subgroup or args[cfg.arg.tracking] == cfg
                return false
        end
        return not has_list_class(cfg.pattern.hlist) and not has_list_class(cfg.p
end

local function hasBackgroundColors()
```

```
        for _, key in ipairs({cfg.arg.titlestyle, cfg.arg.groupstyle,
                cfg.arg.basestyle, cfg.arg.abovestyle, cfg.arg.belowstyle}) do
                if tostring(args[key]):find('background', 1, true) then
                        return true
                end
        end
        return false
end

local function hasBorders()
        for _, key in ipairs({cfg.arg.groupstyle, cfg.arg.basestyle,
                cfg.arg.abovestyle, cfg.arg.belowstyle}) do
                if tostring(args[key]):find('border', 1, true) then
                        return true
                end
        end
        return false
end

local function isIllegible()
        local styleratio = require('Module:Color contrast')._styleratio
        for key, style in pairs(args) do
                if tostring(key):match(cfg.pattern.style) then
                        if styleratio{mw.text.unstripNoWiki(style)} < 4.5 then
                                return true
                        end
                end
        end
        return false
end

local function getTrackingCategories(border)
        local cats = {}
        if needsHorizontalLists(border) then table.insert(cats, cfg.category.hori
        if hasBackgroundColors() then table.insert(cats, cfg.category.background_
        if isIllegible() then table.insert(cats, cfg.category.illegible) end
        if hasBorders() then table.insert(cats, cfg.category.borders) end
        return cats
end

local function renderTrackingCategories(builder, border)
        local title = mw.title.getCurrentTitle()
        if title.namespace ~= 10 then return end -- not in template space
        local subpage = title.subpageText
        if subpage == cfg.keyword.subpage_doc or subpage == cfg.keyword.subpage_s
                or subpage == cfg.keyword.subpage_testcases then return end

        for _, cat in ipairs(getTrackingCategories(border)) do
                builder:wikitext('[[Category:' .. cat .. ']]')
        end
end

local function renderMainTable(border, listnums)
        local tbl = mw.html.create('table')
                :addClass(cfg.class.nowraplinks)
                :addClass(args[cfg.arg.bodyclass])

        local state = args[cfg.arg.state]
        if args[cfg.arg.title] and state ~= cfg.keyword.state_plain and state ~=
                if state == cfg.keyword.state_collapsed then
                        state = cfg.class.collapsed
                end
                tbl
                        :addClass(cfg.class.collapsible)
```

```
                        :addClass(state or cfg.class.autocollapse)
        end

        tbl:css('border-spacing', 0)
        if border == cfg.keyword.border_subgroup or border == cfg.keyword.border_
                tbl
                        :addClass(cfg.class.navbox_subgroup)
                        :cssText(args[cfg.arg.bodystyle])
                        :cssText(args[cfg.arg.style])
        else  -- regular navbox - bodystyle and style will be applied to the wrap
                tbl
                        :addClass(cfg.class.navbox_inner)
                        :css('background', 'transparent')
                        :css('color', 'inherit')
        end
        tbl:cssText(args[cfg.arg.innerstyle])

        renderTitleRow(tbl)
        renderAboveRow(tbl)
        local listnums_size = #listnums
        for i, listnum in ipairs(listnums) do
                renderListRow(tbl, i, listnum, listnums_size)
        end
        renderBelowRow(tbl)

        return tbl
end

local function add_navbox_styles()
        local frame = mw.getCurrentFrame()
        -- This is a lambda so that it doesn't need the frame as a parameter
        local function add_user_styles(templatestyles)
                if templatestyles and templatestyles ~= '' then
                        return frame:extensionTag{
                                name = 'templatestyles', args = { src = templates
                        }
                end
                return ''
        end

        -- get templatestyles. load base from config so that Lua only needs to do
        -- the work once of parser tag expansion
        local base_templatestyles = cfg.templatestyles
        local templatestyles = add_user_styles(args[cfg.arg.templatestyles])
        local child_templatestyles = add_user_styles(args[cfg.arg.child_templates

        -- The 'navbox-styles' div exists for two reasons:
        --  1. To wrap the styles to work around T200206 more elegantly. Instead
        --     of combinatorial rules, this ends up being linear number of CSS ru
        --  2. To allow MobileFrontend to rip the styles out with 'nomobile' such
        --     they are not dumped into the mobile view.
        return mw.html.create('div')
                :addClass(cfg.class.navbox_styles)
                :addClass(cfg.class.nomobile)
                :wikitext(base_templatestyles .. templatestyles .. child_templates
                :done()
end

function p._navbox(navboxArgs)
        args = navboxArgs
        local listnums = {}

        for k, _ in pairs(args) do
                if type(k) == 'string' then
```

```
                        local listnum = k:match(cfg.pattern.listnum)
                        if listnum then table.insert(listnums, tonumber(listnum))
                end
        end
        table.sort(listnums)

        local border = mw.text.trim(args[cfg.arg.border] or args[1] or '')
        if border == cfg.keyword.border_child then
                border = cfg.keyword.border_subgroup
        end

        -- render the main body of the navbox
        local tbl = renderMainTable(border, listnums)

        local res = mw.html.create()
        -- render the appropriate wrapper for the navbox, based on the border par

        if border == cfg.keyword.border_none then
                res:node(add_navbox_styles())
                local nav = res:tag('div')
                        :attr('role', 'navigation')
                        :node(tbl)
                -- aria-labelledby title, otherwise above, otherwise lone group
                if args[cfg.arg.title] or args[cfg.arg.above] or (args[cfg.arg.gr
                        and not args[cfg.arg.group2]) then
                        nav:attr(
                                'aria-labelledby',
                                mw.uri.anchorEncode(
                                        args[cfg.arg.title] or args[cfg.arg.above
                                )
                        )
                else
                        nav:attr('aria-label', cfg.aria_label)
                end
        elseif border == cfg.keyword.border_subgroup then
                -- We assume that this navbox is being rendered in a list cell of
                -- parent navbox, and is therefore inside a div with padding:0em
                -- We start with a </div> to avoid the padding being applied, and
                -- end add a <div> to balance out the parent's </div>
                res
                        :wikitext('</div>')
                        :node(tbl)
                        :wikitext('<div>')
        else
                res:node(add_navbox_styles())
                local nav = res:tag('div')
                        :attr('role', 'navigation')
                        :addClass(cfg.class.navbox)
                        :addClass(args[cfg.arg.navboxclass])
                        :cssText(args[cfg.arg.bodystyle])
                        :cssText(args[cfg.arg.style])
                        :css('padding', '3px')
                        :node(tbl)
                -- aria-labelledby title, otherwise above, otherwise lone group
                if args[cfg.arg.title] or args[cfg.arg.above]
                        or (args[cfg.arg.group1] and not args[cfg.arg.group2]) th
                        nav:attr(
                                'aria-labelledby',
                                mw.uri.anchorEncode(args[cfg.arg.title] or args[c
                        )
                else
                        nav:attr('aria-label', cfg.aria_label)
                end
        end
```

```
        if (args[cfg.arg.nocat] or cfg.keyword.nocat_false):lower() == cfg.keywo
                renderTrackingCategories(res, border)
        end
        return striped(tostring(res), border)
end

function p.navbox(frame)
        if not getArgs then
                getArgs = require('Module:Arguments').getArgs
        end
        args = getArgs(frame, {wrappers = {cfg.pattern.navbox}})

        -- Read the arguments in the order they'll be output in, to make referenc
        -- number in the right order.
        local _
        _ = args[cfg.arg.title]
        _ = args[cfg.arg.above]
        -- Limit this to 20 as covering 'most' cases (that's a SWAG) and because
        -- iterator approach won't work here
        for i = 1, 20 do
                _ = args[format(cfg.arg.group_and_num, i)]
                _ = args[format(cfg.arg.list_and_num, i)]
        end
        _ = args[cfg.arg.below]

        return p._navbox(args)
end

return p
```