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Modul:ComplForColorModules

This module is used by **Module:BrewerColors** and **Module:ChartColors**.

To translate or review the translation of the module to your language, edit carefully Data:I18n/ComplForColorModules.tab.

```
local p = {}

local TNTT = require "Module:TNTTools"

local I18n = 'ComplForColorModules'

--local MoreOneNoData = "Found 2 legends of \"Value not assigned\" or \"Data not
--local FoundNLegendsExpectedN = "Found $1 legends, expected $2"
--local Color = "Color"
--local Legend = "legend"

local function I18nStr (S, ...)
        return TNTT.GetMsgP (I18n, S, {...})
end

function p.ColorNameInvFromS0 (S)
        local IsInv = false
        local ColorName = ''
        local Params = {}
        if S ~= '' then
                for w in S:gmatch("([^_]+)") do
                    table.insert(Params, w)
                end
                ColorName = Params[1]
        end
        local PN = table.getn(Params)
        if (PN == 2) and (Params[2]=='i') then
                IsInv = true
        end
        return ColorName, IsInv, Params
end

function p.ColorNameInv (args)
        local ColorName, IsInv, Params = p.ColorNameInvFromS0(args[1])
        return ColorName, IsInv
end

function p.GetLabels(Args, N, Pos)
    local Labels = {}
    local index = Pos
    while Args[index] do
            Labels[#Labels+1] = Args[index]
            index = index + 1
    end
    local NLabels = #Labels
    local OutlineColor = Args['outline'] or ''
    if (NLabels ~= 0) and (NLabels ~= N) then
            local StartUnknown = (string.sub(Labels[1],1,2) == "--")
            local EndUnknown = (string.sub(Labels[NLabels],1,2) == "--")
            if StartUnknown and EndUnknown then
                    error (I18nStr ('MoreOneNoData'))
            elseif StartUnknown or EndUnknown then
```

```
                    N = N + 1
                end
                    if (NLabels ~= 0) and (NLabels ~= N) then
                        error (I18nStr ('FoundNLegendsExpectedN', tostring(NLabels),
                end
            end
        return Labels, NLabels, OutlineColor
end

function SColor (Color)
        if string.sub(Color,1,1) == '#' then --the usual
                return string.sub(Color,2,100)
        else
                return Color
        end
end

function p.Box(Color,WriteColor)
        if WriteColor == '-' then
                WriteColor = Color
        elseif WriteColor == 'a' then
                WriteColor = Color..'ff' --Alpha channel
        end
        local TheBox = '<span style="background-color:'..Color..'; border:1px sol
        if WriteColor ~='' then
                TheBox = TheBox..' '..WriteColor..'  '
        end
        return TheBox
end

function p.TextWithTooltip (Text, Tooltip)
        if Tooltip ~= '' then
                return '<span title="'..Tooltip..'">'..Text..'</span>'
        else
                return Text
        end
end

function p.LegendColor(Color, Text, Tooltip)
        if Text == '' then
                Text = SColor(Color)
        end
        return '<li style="list-style-type: none; list-style-image: none;"><span
end

function LegendCode(Color, Text, OutlineColor)
        local SOutlineColor = ''
        if OutlineColor ~= '' then
                SOutlineColor = '|outline='..OutlineColor
        end
        return '{{'..TNTT.GetStrP(I18n,'Legend')..'|'..Color..'|'..Text..SOutline
end

function p.LegendText (AColors, Labels, NLabels, ColWidth, IsTemplate, OutlineCol
        if ColWidth then
                ColWidth = mw.text.trim(ColWidth)
                if #ColWidth == 0 then
                        ColWidth = nil
                end
        end
        local Show, Codes = {}, {}
        local Text = ''
        local WithLabels = NLabels > 0
        if WithLabels then
```

```
                local Gray = '#b3b3b3' -- A 40% gray
                if string.sub(Labels[1],1,2) == '--' then
                        table.insert(AColors, 1, Gray)
                        Labels[1] = string.sub(Labels[1], 3, 1000)
                elseif string.sub(Labels[NLabels],1,2) == '--' then
                        table.insert(AColors, Gray)
                        Labels[NLabels] = string.sub(Labels[NLabels], 3, 1000)
                end
        end
        for i=1, table.getn(AColors) do
                if WithLabels then Text = Labels[i] end
                table.insert(Show, p.LegendColor(AColors[i],Text,''))
        end
        SShow = table.concat(Show,"\n")
        if ColWidth then
                local frame = mw.getCurrentFrame()
                SShow = frame:expandTemplate{title="div col",args={colwidth=ColWi
                SShow = SShow .. frame:expandTemplate{title="div col end"}
        end
        for i=1, table.getn(AColors) do
                if WithLabels then Text = Labels[i] end
                table.insert(Codes, ' '..LegendCode(AColors[i],Text,OutlineColor)
        end
        local SCodes = '<pre>\n'
        if ColWidth then
                SCodes = SCodes .. require("Module:Template invocation").invocati
        end
        SCodes = SCodes .. table.concat(Codes,"\n")
        if ColWidth and #ColWidth ~= 0 then
                SCodes = SCodes .. "\n{{div col end}}"
        end
        SCodes = SCodes .. "\n</pre>"
        return SShow..'\n'..SCodes
end

return p
```

Modul:ComplForColorModules/Doku

Dies ist die Dokumentationsseite für Modul:ComplForColorModules

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