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Modul:File link

Vorlage:Lua This module is used to construct wikitext links to files. It is primarily useful for templates and modules that use complicated logic to make file links. Simple file links should be made with wikitext markup directly, as it uses less resources than calling this module. For help with wikitext file markup please refer to the [documentation at mediawiki.org](#).

Usage from wikitext

From wikitext, this module should be called from a template, usually **Vorlage:TI**. Please see the template page for documentation. However, it can also be called using the syntax `{{#invoke:File link|main|arguments}}`.

Usage from Lua

First, you need to import the module.

```
local mFileLink = require('Module:File link')
```

Then you can make file links using the `_main` function.

```
mFileLink._main(args)
```

args is a table of arguments that can have the following keys:

- `file` - the filename. (required)
- `format` - the file format, e.g. 'thumb', 'thumbnail', 'frame', 'framed', or 'frameless'.
- `formatfile` - a filename to specify with the 'thumbnail' format option. The filename specified will be used instead of the automatically generated thumbnail.
- `border` - set this to true or "yes" (or any other value recognized as true by **Module:Yesno**) to set a border for the image.
- `location` - the horizontal alignment of the file, e.g. 'right', 'left', 'center', or 'none'.
- `alignment` - the vertical alignment of the file, e.g. 'baseline', 'middle', 'sub', 'super', 'text-top', 'text-bottom', 'top', or 'bottom'.
- `size` - the size of the image, e.g. '100px', 'x100px' or '100x100px'.
- `upright` - the 'upright' parameter, used for setting the size of tall and thin images.
- `link` - the page that the file should link to. Use the blank string "" to suppress the default link to the file description page.
- `alt` - the alt text. Use the blank string "" to suppress the default alt text.
- `caption` - a caption for the file.
- `page` - sets a page number for multi-paged files such as PDFs.



- `class` - adds a class parameter to image links. The MediaWiki software adds this parameter to the `class="..."` attribute of the image's `` element when the page is rendered into HTML.
- `lang` - adds a language attribute to specify what language to render the file in.
- `start` - specifies a start time for audio and video files.
- `end` - specifies an end time for audio and video files.
- `thumbtime` - specifies the time to use to generate the thumbnail image for video files.

To see the effect of each of these parameters, see the [images help page on mediawiki.org](#).

Examples

With the file only:

```
mFileLink.main{file = 'Example.png'}
-- Renders as [[File:Example.png]]
```

With format, size, link and caption options:

```
mFileLink.main{
    file = 'Example.png',
    format = 'thumb',
    size = '220px',
    link = 'Wikipedia:Sandbox',
    caption = 'An example.'
}
-- Renders as [[File:Example.png|thumb|220px|link=Wikipedia:Sandbox|An example.]]
```

With format, size, and border:

```
mFileLink.main{
    file = 'Example.png',
    format = 'frameless',
    size = '220px',
    border = true
}
-- Renders as [[File:Example.png|frameless|border|220px]]
```

```
-- This module provides a library for formatting file wikilinks.

local yesno = require('Module:Yesno')
local checkType = require('libraryUtil').checkType

local p = {}

function p._main(args)
    checkType('_main', 1, args, 'table')

    -- This is basically libraryUtil.checkTypeForNamedArg, but we are rolling
    -- own function to get the right error level.
```



```
local function checkArg(key, val, level)
    if type(val) ~= 'string' then
        error(string.format(
            "type error in '%s' parameter of '_main' (expected
            key, type(val)
        ), level)
    end
end

local ret = {}

-- Adds a positional parameter to the buffer.
local function addPositional(key)
    local val = args[key]
    if not val then
        return nil
    end
    checkArg(key, val, 4)
    ret[#ret + 1] = val
end

-- Adds a named parameter to the buffer. We assume that the parameter name
-- is the same as the argument key.
local function addNamed(key)
    local val = args[key]
    if not val then
        return nil
    end
    checkArg(key, val, 4)
    ret[#ret + 1] = key .. '=' .. val
end

-- Filename
checkArg('file', args.file, 3)
ret[#ret + 1] = 'File:' .. args.file

-- Format
if args.format then
    checkArg('format', args.format)
    if args.formatfile then
        checkArg('formatfile', args.formatfile)
        ret[#ret + 1] = args.format .. '=' .. args.formatfile
    else
        ret[#ret + 1] = args.format
    end
end

-- Border
if yesno(args.border) then
    ret[#ret + 1] = 'border'
end

addPositional('location')
addPositional('alignment')
addPositional('size')
addNamed('upright')
addNamed('link')
addNamed('alt')
addNamed('page')
addNamed('class')
addNamed('lang')
addNamed('start')
addNamed('end')
addNamed('thumbtime')
```



```
        addPositional('caption')
        return string.format('[[%s]]', table.concat(ret, '|'))
end
function p.main(frame)
    local origArgs = require('Module:Arguments').getArgs(frame, {
        wrappers = 'Template:File link'
    })
    if not origArgs.file then
        error("'file' parameter missing from [[Template:File link]]", 0)
    end

    -- Copy the arguments that were passed to a new table to avoid looking up
    -- every possible parameter in the frame object.
    local args = {}
    for k, v in pairs(origArgs) do
        -- Make _BLANK a special argument to add a blank parameter. For u
        -- conditional templates etc. it is useful for blank arguments to
        -- ignored, but we still need a way to specify them so that we ca
        -- things like [[File:Example.png|link=]].
        if v == '_BLANK' then
            v = ''
        end
        args[k] = v
    end
    return p._main(args)
end
return p
```

Modul:Yesno

This module provides a consistent interface for processing boolean or boolean-style string input. While Lua allows the `true` and `false` boolean values, wikicode templates can only express boolean values through strings such as "yes", "no", etc. This module processes these kinds of strings and turns them into boolean input for Lua to process. It also returns `nil` values as `nil`, to allow for distinctions between `nil` and `false`. The module also accepts other Lua structures as input, i.e. booleans, numbers, tables, and functions. If it is passed input that it does not recognise as boolean or `nil`, it is possible to specify a default value to return.

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Syntax

```
yesno(value, default)
```

`value` is the value to be tested. Boolean input or boolean-style input (see below) always evaluates to either `true` or `false`, and `nil` always evaluates to `nil`. Other values evaluate to `default`.

Usage

First, load the module. Note that it can only be loaded from other Lua modules, not from normal wiki pages. For normal wiki pages you can use [Vorlage:TI](#) instead.

```
local yesno = require('Module:Yesno')
```

Some input values always return `true`, and some always return `false`. `nil` values always return `nil`.

```
-- These always return true:  
yesno('yes')  
yesno('y')  
yesno('true')  
yesno('t')  
yesno('1')  
yesno(1)  
yesno(true)  
  
-- These always return false:  
yesno('no')
```



```
yesno('n')
yesno('false')
yesno('f')
yesno('0')
yesno(0)
yesno(false)
```

```
-- A nil value always returns nil:
yesno(nil)
```

String values are converted to lower case before they are matched:

```
-- These always return true:
```

```
yesno('Yes')
yesno('YES')
yesno('yEs')
yesno('Y')
yesno('tRuE')
```

```
-- These always return false:
```

```
yesno('No')
yesno('NO')
yesno('n0')
yesno('N')
yesno('fALsE')
```

Undefined input ('foo')

You can specify a default value if yesno receives input other than that listed above. If you don't supply a default, the module will return `nil` for these inputs.

```
-- These return nil:
```

```
yesno('foo')
yesno({})
yesno(5)
yesno(function() return 'This is a function.' end)
yesno(nil, true)
yesno(nil, 'bar')
```

```
-- These return true:
```

```
yesno('foo', true)
yesno({}, true)
yesno(5, true)
yesno(function() return 'This is a function.' end, true)
```

```
-- These return "bar":
```

```
yesno('foo', 'bar')
yesno({}, 'bar')
yesno(5, 'bar')
yesno(function() return 'This is a function.' end, 'bar')
```

Note that the empty string also functions this way:

```
yesno('') -- Returns nil.
yesno('', true) -- Returns true.
yesno('', 'bar') -- Returns "bar".
```

Although the empty string usually evaluates to false in wikitext, it evaluates to true in Lua. This module prefers the Lua behaviour over the wikitext behaviour. If treating the empty string as false is important for your module, you will need to convert empty strings to a value that evaluates to false before passing them to this module. In the case of arguments received from wikitext, this can be done by using [Module:Arguments](#).

Handling nil results

By definition

```
yesno(nil)           -- Returns nil.
yesno('foo')        -- Returns nil.
yesno(nil, true)     -- Returns nil.
yesno(nil, false)   -- Returns nil.
yesno('foo', true)  -- Returns true.
```

To get the binary true/false-only values, use code like:

```
myvariable = yesno(value) or false -- When value is nil, result is false.
myvariable = yesno(value) or true  -- When value is nil, result is true.
myvariable = yesno('foo') or false -- Unknown string returns nil, result is false.
myvariable = yesno('foo', true) or false -- Default value (here: true) applies,
```

```
-- Function allowing for consistent treatment of boolean-like wikitext input.
-- It works similarly to the template {{yesno}}.

return function (val, default)
    -- If your wiki uses non-ascii characters for any of "yes", "no", etc., y
    -- should replace "val:lower()" with "mw.ustring.lower(val)" in the
    -- following line.
    val = type(val) == 'string' and val:lower() or val
    if val == nil then
        return nil
    elseif val == true
        or val == 'yes'
        or val == 'y'
        or val == 'true'
        or val == 't'
        or val == 'on'
        or tonumber(val) == 1
    then
        return true
    elseif val == false
        or val == 'no'
        or val == 'n'
        or val == 'false'
        or val == 'f'
        or val == 'off'
        or tonumber(val) == 0
```



```
    then
      return false
    else
      return default
    end
  end
end
```