# Inhaltsverzeichnis

# Modul:Hatnote list

Vorlage:Used in system

**Inhaltsverzeichnis**



## Usage from wikitext

This module is not designed be used directly from wikitext even though `forSee` does take an initial `frame` argument and could potentially be used from wikitext, e.g.:

- `{{hatnote|PREFIX {{#invoke:Hatnote list|forSee|{{tl|For}}|Module:For|{{tl|About}}|Module:About}} POSTFIX}}` → Vorlage:Hatnote

## Usage from Lua

To call the module, use

```
local mHatList = require('Module:Hatnote list')
```

or similar, then access its methods through the `mHatList` variable (or whatever was used).

### andList

`andList` takes a list in table form, and returns a string with the list separated with "and" and commas as appropriate.

### orList

`orList` takes a list in table form, and returns a string with the list separated with "or" and commas as appropriate.

### forSee

`_forSee` takes three arguments: a table of trimmed arguments with blanks removed, a "from" number with the index to start at, and an options table, and returns a string with a number of "`For X, see [[Y]]`" sentences. The links are formatted using the methods from Module:Hatnote.

As a convenience, the `forSee` method (without the leading underscore) takes the same arguments except with a frame instead of an args table, using `getArgs()` from Module:Arguments to preprocess the arguments.

```
--------------------------------------------------------------------------------
--                            Module:Hatnote list                             --
--                                                                            --
-- This module produces and formats lists for use in hatnotes. In particular, --
-- it implements the for-see list, i.e. lists of "For X, see Y" statements,   --
-- as used in {{about}}, {{redirect}}, and their variants. Also introduced    --
-- are andList & orList helpers for formatting lists with those conjunctions. --
--------------------------------------------------------------------------------

local mArguments --initialize lazily
local mFormatLink = require('Module:Format link')
local mHatnote = require('Module:Hatnote')
local libraryUtil = require('libraryUtil')
local checkType = libraryUtil.checkType
local p = {}

--------------------------------------------------------------------------------
-- List stringification helper functions
--
-- These functions are used for stringifying lists, usually page lists inside
-- the "Y" portion of "For X, see Y" for-see items.
--------------------------------------------------------------------------------

--default options table used across the list stringification functions
local stringifyListDefaultOptions = {
        conjunction = "and",
        separator = ",",
        altSeparator = ";",
        space = " ",
        formatted = false
}

--Searches display text only
local function searchDisp(haystack, needle)
        return string.find(
                string.sub(haystack, (string.find(haystack, '|') or 0) + 1), neec
        )
end

-- Stringifies a list generically; probably shouldn't be used directly
local function stringifyList(list, options)
        -- Type-checks, defaults, and a shortcut
        checkType("stringifyList", 1, list, "table")
        if #list == 0 then return nil end
        checkType("stringifyList", 2, options, "table", true)
        options = options or {}
        for k, v in pairs(stringifyListDefaultOptions) do
                if options[k] == nil then options[k] = v end
        end
        local s = options.space
        -- Format the list if requested
        if options.formatted then
                list = mFormatLink.formatPages(
                        {categorizeMissing = mHatnote.missingTargetCat}, list
                )
        end
        -- Set the separator; if any item contains it, use the alternate separato
```

```
	local separator = options.separator
	for k, v in pairs(list) do
		if searchDisp(v, separator) then
			separator = options.altSeparator
			break
		end
	end
	-- Set the conjunction, apply Oxford comma, and force a comma if #1 has
	local conjunction = s .. options.conjunction .. s
	if #list == 2 and searchDisp(list[1], "§") or #list > 2 then
		conjunction = separator .. conjunction
	end
	-- Return the formatted string
	return mw.text.listToText(list, separator .. s, conjunction)
end

--DRY function
function p.conjList (conj, list, fmt)
	return stringifyList(list, {conjunction = conj, formatted = fmt})
end

-- Stringifies lists with "and" or "or"
function p.andList (...) return p.conjList("and", ...) end
function p.orList (...) return p.conjList("or", ...) end

--------------------------------------------------------------------------------
-- For see
--
-- Makes a "For X, see [[Y]]." list from raw parameters. Intended for the
-- {{about}} and {{redirect}} templates and their variants.
--------------------------------------------------------------------------------

--default options table used across the forSee family of functions
local forSeeDefaultOptions = {
	andKeyword = 'and',
	title = mw.title.getCurrentTitle().text,
	otherText = 'other uses',
	forSeeForm = 'For %s, see %s.',
}

--Collapses duplicate punctuation
local function punctuationCollapse (text)
	local replacements = {
		["%.%.$"] = ".",
		["%?%.$"] = "?",
		["%!%.$"] = "!",
		["%.%]%]%.$"] = ".]]",
		["%?%]%]%.$"] = "?]]",
		["%!%]%]%.$"] = "!]]"
	}
	for k, v in pairs(replacements) do text = string.gsub(text, k, v) end
	return text
end

-- Structures arguments into a table for stringification, & options
function p.forSeeArgsToTable (args, from, options)
	-- Type-checks and defaults
	checkType("forSeeArgsToTable", 1, args, 'table')
	checkType("forSeeArgsToTable", 2, from, 'number', true)
	from = from or 1
	checkType("forSeeArgsToTable", 3, options, 'table', true)
	options = options or {}
	for k, v in pairs(forSeeDefaultOptions) do
		if options[k] == nil then options[k] = v end
```

```
	end
	-- maxArg's gotten manually because getArgs() and table.maxn aren't frie
	local maxArg = 0
	for k, v in pairs(args) do
		if type(k) == 'number' and k > maxArg then maxArg = k end
	end
	-- Structure the data out from the parameter list:
	-- * forTable is the wrapper table, with forRow rows
	-- * Rows are tables of a "use" string & a "pages" table of pagename stri
	-- * Blanks are left empty for defaulting elsewhere, but can terminate li
	local forTable = {}
	local i = from
	local terminated = false
	-- If there is extra text, and no arguments are given, give nil value
	-- to not produce default of "For other uses, see foo (disambiguation)"
	if options.extratext and i > maxArg then return nil end
	-- Loop to generate rows
	repeat
		-- New empty row
		local forRow = {}
		-- On blank use, assume list's ended & break at end of this loop
		forRow.use = args[i]
		if not args[i] then terminated = true end
		-- New empty list of pages
		forRow.pages = {}
		-- Insert first pages item if present
		table.insert(forRow.pages, args[i + 1])
		-- If the param after next is "and", do inner loop to collect par
		-- until the "and"'s stop. Blanks are ignored: "1|and||and|3" → {
		while args[i + 2] == options.andKeyword do
			if args[i + 3] then
				table.insert(forRow.pages, args[i + 3])
			end
			-- Increment to next "and"
			i = i + 2
		end
		-- Increment to next use
		i = i + 2
		-- Append the row
		table.insert(forTable, forRow)
	until terminated or i > maxArg

	return forTable
end

-- Stringifies a table as formatted by forSeeArgsToTable
function p.forSeeTableToString (forSeeTable, options)
	-- Type-checks and defaults
	checkType("forSeeTableToString", 1, forSeeTable, "table", true)
	checkType("forSeeTableToString", 2, options, "table", true)
	options = options or {}
	for k, v in pairs(forSeeDefaultOptions) do
		if options[k] == nil then options[k] = v end
	end
	-- Stringify each for-see item into a list
	local strList = {}
	if forSeeTable then
		for k, v in pairs(forSeeTable) do
			local useStr = v.use or options.otherText
			local pagesStr =
				p.andList(v.pages, true) or
				mFormatLink._formatLink{
					categorizeMissing = mHatnote.missingTarge
					link = mHatnote.disambiguate(options.titl
```

```
                                }
                        local forSeeStr = string.format(options.forSeeForm, useSt
                        forSeeStr = punctuationCollapse(forSeeStr)
                        table.insert(strList, forSeeStr)
                end
        end
        if options.extratext then table.insert(strList, punctuationCollapse(optic
        -- Return the concatenated list
        return table.concat(strList, ' ')
end

-- Produces a "For X, see [[Y]]" string from arguments. Expects index gaps
-- but not blank/whitespace values. Ignores named args and args < "from".
function p._forSee (args, from, options)
        local forSeeTable = p.forSeeArgsToTable(args, from, options)
        return p.forSeeTableToString(forSeeTable, options)
end

-- As _forSee, but uses the frame.
function p.forSee (frame, from, options)
        mArguments = require('Module:Arguments')
        return p._forSee(mArguments.getArgs(frame), from, options)
end

return p
```

# Modul:Arguments

This module provides easy processing of arguments passed from #invoke. It is a meta-module, meant for use by other modules, and should not be called from #invoke directly. Its features include:

- Easy trimming of arguments and removal of blank arguments.
- Arguments can be passed by both the current frame and by the parent frame at the same time. (More details below.)
- Arguments can be passed in directly from another Lua module or from the debug console.
- Most features can be customized.

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## Basic use

First, you need to load the module. It contains one function, named `getArgs`.

```
local getArgs = require('Module:Arguments').getArgs
```

In the most basic scenario, you can use getArgs inside your main function. The variable `args` is a table containing the arguments from #invoke. (See below for details.)

```
local getArgs = require('Module:Arguments').getArgs
local p = {}

function p.main(frame)
local args = getArgs(frame)
-- Main module code goes here.
end

return p
```

## Recommended practice

However, the recommended practice is to use a function just for processing arguments from #invoke. This means that if someone calls your module from another Lua module you don't have to have a frame object available, which improves performance.

```
local getArgs = require('Module:Arguments').getArgs
local p = {}

function p.main(frame)
local args = getArgs(frame)
return p._main(args)
end

function p._main(args)
-- Main module code goes here.
end

return p
```

The way this is called from a template is `{{#invoke:Example|main}}` (optionally with some parameters like `{{#invoke:Example|main|arg1=value1|arg2=value2}}`), and the way this is called from a module is `require('Module:Example')._main({arg1 = 'value1', arg2 = value2, 'spaced arg3' = 'value3'})`. What this second one does is construct a table with the arguments in it, then gives that table to the p._main(args) function, which uses it natively.

## Multiple functions

If you want multiple functions to use the arguments, and you also want them to be accessible from #invoke, you can use a wrapper function.

```
local getArgs = require('Module:Arguments').getArgs

local p = {}

local function makeInvokeFunc(funcName)
return function (frame)
local args = getArgs(frame)
return p[funcName](args)
end
end

p.func1 = makeInvokeFunc('_func1')

function p._func1(args)
-- Code for the first function goes here.
end

p.func2 = makeInvokeFunc('_func2')

function p._func2(args)
-- Code for the second function goes here.
end

return p
```

## Options

The following options are available. They are explained in the sections below.

```
local args = getArgs(frame, {
trim = false,
removeBlanks = false,
valueFunc = function (key, value)
-- Code for processing one argument
end,
frameOnly = true,
parentOnly = true,
parentFirst = true,
wrappers = {
'Template:A wrapper template',
'Template:Another wrapper template'
},
readOnly = true,
noOverwrite = true
})
```

## Trimming and removing blanks

Blank arguments often trip up coders new to converting MediaWiki templates to Lua. In template syntax, blank strings and strings consisting only of whitespace are considered false. However, in Lua, blank strings and strings consisting of whitespace are considered true. This means that if you don't pay attention to such arguments when you write your Lua modules, you might treat something as true that should actually be treated as false. To avoid this, by default this module removes all blank arguments.

Similarly, whitespace can cause problems when dealing with positional arguments. Although whitespace is trimmed for named arguments coming from #invoke, it is preserved for positional arguments. Most of the time this additional whitespace is not desired, so this module trims it off by default.

However, sometimes you want to use blank arguments as input, and sometimes you want to keep additional whitespace. This can be necessary to convert some templates exactly as they were written. If you want to do this, you can set the `trim` and `removeBlanks` arguments to `false`.

```
local args = getArgs(frame, {
trim = false,
removeBlanks = false
})
```

## Custom formatting of arguments

Sometimes you want to remove some blank arguments but not others, or perhaps you might want to put all of the positional arguments in lower case. To do things like this you can use the `valueFunc` option. The input to this option must be a function that takes two parameters, `key` and `value`, and returns a single value. This value is what you will get when you access the field `key` in the `args` table.

Example 1: this function preserves whitespace for the first positional argument, but trims all other arguments and removes all other blank arguments.

```
local args = getArgs(frame, {
valueFunc = function (key, value)
if key == 1 then
return value
elseif value then
value = mw.text.trim(value)
if value ~= '' then
return value
end
end
return nil
end
})
```

Example 2: this function removes blank arguments and converts all arguments to lower case, but doesn't trim whitespace from positional parameters.

```
local args = getArgs(frame, {
valueFunc = function (key, value)
if not value then
return nil
end
value = mw.ustring.lower(value)
if mw.ustring.find(value, '%S') then
return value
end
return nil
end
})
```

Note: the above functions will fail if passed input that is not of type `string` or `nil`. This might be the case if you use the `getArgs` function in the main function of your module, and that function is called by another Lua module. In this case, you will need to check the type of your input. This is not a problem if you are using a function specially for arguments from #invoke (i.e. you have `p.main` and `p._main` functions, or something similar).

Vorlage:Cot Example 1:

```
local args = getArgs(frame, {
valueFunc = function (key, value)
if key == 1 then
return value
elseif type(value) == 'string' then
value = mw.text.trim(value)
if value ~= '' then
return value
else
return nil
```

```
end
else
return value
end
end
})
```

Example 2:

```
local args = getArgs(frame, {
valueFunc = function (key, value)
if type(value) == 'string' then
value = mw.ustring.lower(value)
if mw.ustring.find(value, '%S') then
return value
else
return nil
end
else
return value
end
end
})
```

Vorlage:Cob

Also, please note that the `valueFunc` function is called more or less every time an argument is requested from the `args` table, so if you care about performance you should make sure you aren't doing anything inefficient with your code.

## Frames and parent frames

Arguments in the `args` table can be passed from the current frame or from its parent frame at the same time. To understand what this means, it is easiest to give an example. Let's say that we have a module called `Module:ExampleArgs`. This module prints the first two positional arguments that it is passed.

Vorlage:Cot

```
local getArgs = require('Module:Arguments').getArgs
local p = {}

function p.main(frame)
local args = getArgs(frame)
return p._main(args)
end

function p._main(args)
local first = args[1] or ''
local second = args[2] or ''
return first .. ' ' .. second
end

return p
```

Vorlage:Cob

`Module:ExampleArgs` is then called by `Template:ExampleArgs`, which contains the code `{{#invoke:ExampleArgs|main|firstInvokeArg}}`. This produces the result "firstInvokeArg".

Now if we were to call `Template:ExampleArgs`, the following would happen:

| Code | Result |
|---|---|
| `{{ExampleArgs}}` | firstInvokeArg |
| `{{ExampleArgs\|firstTemplateArg}}` | firstInvokeArg |
| `{{ExampleArgs\|firstTemplateArg\|secondTemplateArg}}` | firstInvokeArg secondTemplateArg |

There are three options you can set to change this behaviour: `frameOnly`, `parentOnly` and `parentFirst`. If you set `frameOnly` then only arguments passed from the current frame will be accepted; if you set `parentOnly` then only arguments passed from the parent frame will be accepted; and if you set `parentFirst` then arguments will be passed from both the current and parent frames, but the parent frame will have priority over the current frame. Here are the results in terms of `Template:ExampleArgs`:

**frameOnly**

| Code | Result |
|---|---|
| `{{ExampleArgs}}` | firstInvokeArg |
| `{{ExampleArgs\|firstTemplateArg}}` | firstInvokeArg |
| `{{ExampleArgs\|firstTemplateArg\|secondTemplateArg}}` | firstInvokeArg |

**parentOnly**

| Code | Result |
|---|---|
| `{{ExampleArgs}}` | |
| `{{ExampleArgs\|firstTemplateArg}}` | firstTemplateArg |
| `{{ExampleArgs\|firstTemplateArg\|secondTemplateArg}}` | firstTemplateArg secondTemplateArg |

**parentFirst**

| Code | Result |
|---|---|
| `{{ExampleArgs}}` | firstInvokeArg |
| `{{ExampleArgs\|firstTemplateArg}}` | firstTemplateArg |
| `{{ExampleArgs\|firstTemplateArg\|secondTemplateArg}}` | firstTemplateArg secondTemplateArg |

Notes:

1. If you set both the `frameOnly` and `parentOnly` options, the module won't fetch any arguments at all from #invoke. This is probably not what you want.
2. In some situations a parent frame may not be available, e.g. if getArgs is passed the parent frame rather than the current frame. In this case, only the frame arguments will be used (unless parentOnly is set, in which case no arguments will be used) and the `parentFirst` and `frameOnly` options will have no effect.

## Wrappers

The *wrappers* option is used to specify a limited number of templates as *wrapper templates*, that is, templates whose only purpose is to call a module. If the module detects that it is being called from a wrapper template, it will only check for arguments in the parent frame; otherwise it will only check for arguments in the frame passed to getArgs. This allows modules to be called by either #invoke or through a wrapper template without the loss of performance associated with having to check both the frame and the parent frame for each argument lookup.

For example, the only content of Template:Side box (excluding content in Vorlage:Tag tags) is `{{#invoke:Side box|main}}`. There is no point in checking the arguments passed directly to the #invoke statement for this template, as no arguments will ever be specified there. We can avoid checking arguments passed to #invoke by using the *parentOnly* option, but if we do this then #invoke will not work from other pages either. If this were the case, the Vorlage:Para in the code `{{#invoke:Side box|main|text=Some text}}` would be ignored completely, no matter what page it was used from. By using the `wrappers` option to specify 'Template:Side box' as a wrapper, we can make `{{#invoke:Side box|main|text=Some text}}` work from most pages, while still not requiring that the module check for arguments on the Template:Side box page itself.

Wrappers can be specified either as a string, or as an array of strings.

```
local args = getArgs(frame, {
wrappers = 'Template:Wrapper template'
})
```

```
local args = getArgs(frame, {
wrappers = {
'Template:Wrapper 1',
'Template:Wrapper 2',
-- Any number of wrapper templates can be added here.
}
})
```

Notes:

1. The module will automatically detect if it is being called from a wrapper template's /sandbox subpage, so there is no need to specify sandbox pages explicitly.

2. The *wrappers* option effectively changes the default of the *frameOnly* and *parentOnly* options. If, for example, *parentOnly* were explicitly set to 0 with *wrappers* set, calls via wrapper templates would result in both frame and parent arguments being loaded, though calls not via wrapper templates would result in only frame arguments being loaded.
3. If the *wrappers* option is set and no parent frame is available, the module will always get the arguments from the frame passed to `getArgs`.

## Writing to the args table

Sometimes it can be useful to write new values to the args table. This is possible with the default settings of this module. (However, bear in mind that it is usually better coding style to create a new table with your new values and copy arguments from the args table as needed.)

```
args.foo = 'some value'
```

It is possible to alter this behaviour with the `readOnly` and `noOverwrite` options. If `readOnly` is set then it is not possible to write any values to the args table at all. If `noOverwrite` is set, then it is possible to add new values to the table, but it is not possible to add a value if it would overwrite any arguments that are passed from #invoke.

## Ref tags

This module uses metatables to fetch arguments from #invoke. This allows access to both the frame arguments and the parent frame arguments without using the `pairs()` function. This can help if your module might be passed Vorlage:Tag tags as input.

As soon as Vorlage:Tag tags are accessed from Lua, they are processed by the MediaWiki software and the reference will appear in the reference list at the bottom of the article. If your module proceeds to omit the reference tag from the output, you will end up with a phantom reference – a reference that appears in the reference list but without any number linking to it. This has been a problem with modules that use `pairs()` to detect whether to use the arguments from the frame or the parent frame, as those modules automatically process every available argument.

This module solves this problem by allowing access to both frame and parent frame arguments, while still only fetching those arguments when it is necessary. The problem will still occur if you use `pairs(args)` elsewhere in your module, however.

## Known limitations

The use of metatables also has its downsides. Most of the normal Lua table tools won't work properly on the args table, including the # operator, the `next()` function, and the functions in the table library. If using these is important for your module, you should use your own argument processing function instead of this module.

```
-- This module provides easy processing of arguments passed to Scribunto from
-- #invoke. It is intended for use by other Lua modules, and should not be
-- called from #invoke directly.

local libraryUtil = require('libraryUtil')
local checkType = libraryUtil.checkType

local arguments = {}

-- Generate four different tidyVal functions, so that we don't have to check the
-- options every time we call it.

local function tidyValDefault(key, val)
	if type(val) == 'string' then
		val = val:match('^%s*(.-)%s*$')
		if val == '' then
			return nil
		else
			return val
		end
	else
		return val
	end
end

local function tidyValTrimOnly(key, val)
	if type(val) == 'string' then
		return val:match('^%s*(.-)%s*$')
	else
		return val
	end
end

local function tidyValRemoveBlanksOnly(key, val)
	if type(val) == 'string' then
		if val:find('%S') then
			return val
		else
			return nil
		end
	else
		return val
	end
end

local function tidyValNoChange(key, val)
	return val
end

local function matchesTitle(given, title)
	local tp = type( given )
	return (tp == 'string' or tp == 'number') and mw.title.new( given ).prefi
end

local translate_mt = { __index = function(t, k) return k end }

function arguments.getArgs(frame, options)
	checkType('getArgs', 1, frame, 'table', true)
	checkType('getArgs', 2, options, 'table', true)
	frame = frame or {}
	options = options or {}
```

```
	--[[
	-- Set up argument translation.
	--]]
	options.translate = options.translate or {}
	if getmetatable(options.translate) == nil then
		setmetatable(options.translate, translate_mt)
	end
	if options.backtranslate == nil then
		options.backtranslate = {}
		for k,v in pairs(options.translate) do
			options.backtranslate[v] = k
		end
	end
	if options.backtranslate and getmetatable(options.backtranslate) == nil t
		setmetatable(options.backtranslate, {
			__index = function(t, k)
				if options.translate[k] ~= k then
					return nil
				else
					return k
				end
			end
		})
	end

	--[[
	-- Get the argument tables. If we were passed a valid frame object, get t
	-- frame arguments (fargs) and the parent frame arguments (pargs), depend
	-- on the options set and on the parent frame's availability. If we weren
	-- passed a valid frame object, we are being called from another Lua modu
	-- or from the debug console, so assume that we were passed a table of ar
	-- directly, and assign it to a new variable (luaArgs).
	--]]
	local fargs, pargs, luaArgs
	if type(frame.args) == 'table' and type(frame.getParent) == 'function' th
		if options.wrappers then
			--[[
			-- The wrappers option makes Module:Arguments look up arg
			-- either the frame argument table or the parent argument
			-- not both. This means that users can use either the #ir
			-- or a wrapper template without the loss of performance
			-- with looking arguments up in both the frame and the pa
			-- Module:Arguments will look up arguments in the parent
			-- if it finds the parent frame's title in options.wrappe
			-- otherwise it will look up arguments in the frame objec
			-- to getArgs.
			--]]
			local parent = frame:getParent()
			if not parent then
				fargs = frame.args
			else
				local title = parent:getTitle():gsub('/sandbox$',
				local found = false
				if matchesTitle(options.wrappers, title) then
					found = true
				elseif type(options.wrappers) == 'table' then
					for _,v in pairs(options.wrappers) do
						if matchesTitle(v, title) then
							found = true
							break
						end
					end
				end
```

```
                                -- We test for false specifically here so that ni
                                if found or options.frameOnly == false then
                                        pargs = parent.args
                                end
                                if not found or options.parentOnly == false then
                                        fargs = frame.args
                                end
                        end
                else
                        -- options.wrapper isn't set, so check the other options
                        if not options.parentOnly then
                                fargs = frame.args
                        end
                        if not options.frameOnly then
                                local parent = frame:getParent()
                                pargs = parent and parent.args or nil
                        end
                end
                if options.parentFirst then
                        fargs, pargs = pargs, fargs
                end
        else
                luaArgs = frame
        end

        -- Set the order of precedence of the argument tables. If the variables a
        -- nil, nothing will be added to the table, which is how we avoid clashes
        -- between the frame/parent args and the Lua args.
        local argTables = {fargs}
        argTables[#argTables + 1] = pargs
        argTables[#argTables + 1] = luaArgs

        --[[
        -- Generate the tidyVal function. If it has been specified by the user, w
        -- use that; if not, we choose one of four functions depending on the
        -- options chosen. This is so that we don't have to call the options tabl
        -- every time the function is called.
        --]]
        local tidyVal = options.valueFunc
        if tidyVal then
                if type(tidyVal) ~= 'function' then
                        error(
                                "bad value assigned to option 'valueFunc'"
                                        .. '(function expected, got '
                                        .. type(tidyVal)
                                        .. ')',
                                2
                        )
                end
        elseif options.trim ~= false then
                if options.removeBlanks ~= false then
                        tidyVal = tidyValDefault
                else
                        tidyVal = tidyValTrimOnly
                end
        else
                if options.removeBlanks ~= false then
                        tidyVal = tidyValRemoveBlanksOnly
                else
                        tidyVal = tidyValNoChange
                end
        end

        --[[
```

```
	-- Set up the args, metaArgs and nilArgs tables. args will be the one
	-- accessed from functions, and metaArgs will hold the actual arguments.
	-- arguments are memoized in nilArgs, and the metatable connects all of t
	-- together.
	--]]
	local args, metaArgs, nilArgs, metatable = {}, {}, {}, {}
	setmetatable(args, metatable)

	local function mergeArgs(tables)
		--[[
		-- Accepts multiple tables as input and merges their keys and val
		-- into one table. If a value is already present it is not overwr
		-- tables listed earlier have precedence. We are also memoizing n
		-- values, which can be overwritten if they are 's' (soft).
		--]]
		for _, t in ipairs(tables) do
			for key, val in pairs(t) do
				if metaArgs[key] == nil and nilArgs[key] ~= 'h' t
					local tidiedVal = tidyVal(key, val)
					if tidiedVal == nil then
						nilArgs[key] = 's'
					else
						metaArgs[key] = tidiedVal
					end
				end
			end
		end
	end

	--[[
	-- Define metatable behaviour. Arguments are memoized in the metaArgs tab
	-- and are only fetched from the argument tables once. Fetching arguments
	-- from the argument tables is the most resource-intensive step in this
	-- module, so we try and avoid it where possible. For this reason, nil
	-- arguments are also memoized, in the nilArgs table. Also, we keep a rec
	-- in the metatable of when pairs and ipairs have been called, so we do n
	-- run pairs and ipairs on the argument tables more than once. We also do
	-- not run ipairs on fargs and pargs if pairs has already been run, as al
	-- the arguments will already have been copied over.
	--]]

	metatable.__index = function (t, key)
		--[[
		-- Fetches an argument when the args table is indexed. First we c
		-- to see if the value is memoized, and if not we try and fetch i
		-- the argument tables. When we check memoization, we need to che
		-- metaArgs before nilArgs, as both can be non-nil at the same ti
		-- If the argument is not present in metaArgs, we also check whet
		-- pairs has been run yet. If pairs has already been run, we retu
		-- This is because all the arguments will have already been copie
		-- metaArgs by the mergeArgs function, meaning that any other arg
		-- must be nil.
		--]]
		if type(key) == 'string' then
			key = options.translate[key]
		end
		local val = metaArgs[key]
		if val ~= nil then
			return val
		elseif metatable.donePairs or nilArgs[key] then
			return nil
		end
		for _, argTable in ipairs(argTables) do
			local argTableVal = tidyVal(key, argTable[key])
```

```
                        if argTableVal ~= nil then
                                metaArgs[key] = argTableVal
                                return argTableVal
                        end
                end
                nilArgs[key] = 'h'
                return nil
        end

        metatable.__newindex = function (t, key, val)
                -- This function is called when a module tries to add a new value
                -- args table, or tries to change an existing value.
                if type(key) == 'string' then
                        key = options.translate[key]
                end
                if options.readOnly then
                        error(
                                'could not write to argument table key "'
                                        .. tostring(key)
                                        .. '"; the table is read-only',
                                2
                        )
                elseif options.noOverwrite and args[key] ~= nil then
                        error(
                                'could not write to argument table key "'
                                        .. tostring(key)
                                        .. '"; overwriting existing arguments is
                                2
                        )
                elseif val == nil then
                        --[[
                        -- If the argument is to be overwritten with nil, we need
                        -- the value in metaArgs, so that __index, __pairs and __
                        -- not use a previous existing value, if present; and we
                        -- to memoize the nil in nilArgs, so that the value isn't
                        -- up in the argument tables if it is accessed again.
                        --]]
                        metaArgs[key] = nil
                        nilArgs[key] = 'h'
                else
                        metaArgs[key] = val
                end
        end

        local function translatenext(invariant)
                local k, v = next(invariant.t, invariant.k)
                invariant.k = k
                if k == nil then
                        return nil
                elseif type(k) ~= 'string' or not options.backtranslate then
                        return k, v
                else
                        local backtranslate = options.backtranslate[k]
                        if backtranslate == nil then
                                -- Skip this one. This is a tail call, so this wo
                                return translatenext(invariant)
                        else
                                return backtranslate, v
                        end
                end
        end

        metatable.__pairs = function ()
                -- Called when pairs is run on the args table.
```

```
                if not metatable.donePairs then
                        mergeArgs(argTables)
                        metatable.donePairs = true
                end
                return translatenext, { t = metaArgs }
        end

        local function inext(t, i)
                -- This uses our __index metamethod
                local v = t[i + 1]
                if v ~= nil then
                        return i + 1, v
                end
        end

        metatable.__ipairs = function (t)
                -- Called when ipairs is run on the args table.
                return inext, t, 0
        end

        return args
end

return arguments
```

# Modul:Hatnote

Vorlage:Lua

This is a meta-module that provides various functions for making hatnotes. It implements the Vorlage:Tl template, for use in hatnotes at the top of pages, and the Vorlage:Tl template, which is used to format a wikilink for use in hatnotes. It also contains a number of helper functions for use in other Lua hatnote modules.

**Inhaltsverzeichnis**



## Use from wikitext

The functions in this module cannot be used directly from #invoke, and must be used through templates instead. Please see Template:Hatnote and Template:Format link for documentation.

## Use from other Lua modules

To load this module from another Lua module, use the following code.

```
local mHatnote = require('Module:Hatnote')
```

You can then use the functions as documented below.

## Hatnote

```
mHatnote._hatnote(s, options)
```

Formats the string *s* as a hatnote. This encloses *s* in the tags Vorlage:Tag. Options are provided in the *options* table. Options include:

- *options.extraclasses* - a string of extra classes to provide
- *options.selfref* - if this is not nil or false, adds the class "selfref", used to denote self-references to Wikipedia (see Template:Selfref))

The CSS of the hatnote class is defined in Module:Hatnote/styles.css.

**Example 1**

```
mHatnote._hatnote('This is a hatnote.')
```

Produces: Vorlage:Tag

Displays as: Vorlage:Hatnote

**Example 2**

```
mHatnote._hatnote('This is a hatnote.', {extraclasses = 'boilerplate seealso', se
```

Produces: Vorlage:Tag

Displayed as: Vorlage:Hatnote

## Find namespace id

```
mHatnote.findNamespaceId(link, removeColon)
```

Finds the namespace id of the string *link*, which should be a valid page name, with or without the section name. This function will not work if the page name is enclosed with square brackets. When trying to parse the namespace name, colons are removed from the start of the link by default. This is helpful if users have specified colons when they are not strictly necessary. If you do not need to check for initial colons, set *removeColon* to false.

**Examples**

Vorlage:Code → 0
Vorlage:Code → 14
Vorlage:Code → 14
Vorlage:Code → 0 (the namespace is detected as ":Category", rather than "Category")

## Make wikitext error

```
mHatnote.makeWikitextError(msg, helpLink, addTrackingCategory)
```

Formats the string *msg* as a red wikitext error message, with optional link to a help page *helpLink*. Normally this function also adds Vorlage:Clc. To suppress categorization, pass `false` as third parameter of the function (`addTrackingCategory`).

Examples:

Vorlage:Code → **Error: an error has occurred.**
Vorlage:Code → **Error: an error has occurred (help).**

## Examples

For an example of how this module is used in other Lua modules, see Module:Main

```
--------------------------------------------------------------------------------
--                              Module:Hatnote                                --
--                                                                            --
-- This module produces hatnote links and links to related articles. It       --
-- implements the {{hatnote}} and {{format link}} meta-templates and includes --
-- helper functions for other Lua hatnote modules.                            --
--------------------------------------------------------------------------------

local libraryUtil = require('libraryUtil')
local checkType = libraryUtil.checkType
local checkTypeForNamedArg = libraryUtil.checkTypeForNamedArg
local mArguments -- lazily initialise [[Module:Arguments]]
local yesno -- lazily initialise [[Module:Yesno]]
local formatLink -- lazily initialise [[Module:Format link]] ._formatLink

local p = {}

--------------------------------------------------------------------------------
-- Helper functions
--------------------------------------------------------------------------------

local curNs = mw.title.getCurrentTitle().namespace
p.missingTargetCat =
        --Default missing target category, exported for use in related modules
        ((curNs ==  0) or (curNs == 14)) and
        'Articles with hatnote templates targeting a nonexistent page' or nil

local function getArgs(frame)
        -- Fetches the arguments from the parent frame. Whitespace is trimmed and
        -- blanks are removed.
        mArguments = require('Module:Arguments')
        return mArguments.getArgs(frame, {parentOnly = true})
end

local function removeInitialColon(s)
        -- Removes the initial colon from a string, if present.
        return s:match('^:?(.*)')
end

function p.findNamespaceId(link, removeColon)
        -- Finds the namespace id (namespace number) of a link or a pagename. Thi
        -- function will not work if the link is enclosed in double brackets. Col
        -- are trimmed from the start of the link by default. To skip colon
        -- trimming, set the removeColon parameter to false.
        checkType('findNamespaceId', 1, link, 'string')
        checkType('findNamespaceId', 2, removeColon, 'boolean', true)
        if removeColon ~= false then
                link = removeInitialColon(link)
        end
        local namespace = link:match('^(.-):')
        if namespace then
                local nsTable = mw.site.namespaces[namespace]
                if nsTable then
                        return nsTable.id
                end
        end
        return 0
end

function p.makeWikitextError(msg, helpLink, addTrackingCategory, title)
        -- Formats an error message to be returned to wikitext. If
        -- addTrackingCategory is not false after being returned from
        -- [[Module:Yesno]], and if we are not on a talk page, a tracking categor
        -- is added.
```

```
	checkType('makeWikitextError', 1, msg, 'string')
	checkType('makeWikitextError', 2, helpLink, 'string', true)
	yesno = require('Module:Yesno')
	title = title or mw.title.getCurrentTitle()
	-- Make the help link text.
	local helpText
	if helpLink then
		helpText = ' ([[' .. helpLink .. '|help]])'
	else
		helpText = ''
	end
	-- Make the category text.
	local category
	if not title.isTalkPage -- Don't categorise talk pages
		and title.namespace ~= 2 -- Don't categorise userspace
		and yesno(addTrackingCategory) ~= false -- Allow opting out
	then
		category = 'Hatnote templates with errors'
		category = mw.ustring.format(
			'[[%s:%s]]',
			mw.site.namespaces[14].name,
			category
		)
	else
		category = ''
	end
	return mw.ustring.format(
		'<strong class="error">Error: %s%s.</strong>%s',
		msg,
		helpText,
		category
	)
end

function p.disambiguate(page, disambiguator)
	-- Formats a page title with a disambiguation parenthetical,
	-- i.e. "Example" → "Example (disambiguation)".
	checkType('disambiguate', 1, page, 'string')
	checkType('disambiguate', 2, disambiguator, 'string', true)
	disambiguator = disambiguator or 'disambiguation'
	return mw.ustring.format('%s (%s)', page, disambiguator)
end

--------------------------------------------------------------------------------
-- Hatnote
--
-- Produces standard hatnote text. Implements the {{hatnote}} template.
--------------------------------------------------------------------------------

function p.hatnote(frame)
	local args = getArgs(frame)
	local s = args[1]
	if not s then
		return p.makeWikitextError(
			'no text specified',
			'Template:Hatnote#Errors',
			args.category
		)
	end
	return p._hatnote(s, {
		extraclasses = args.extraclasses,
		selfref = args.selfref
	})
end
```

```
function p._hatnote(s, options)
	checkType('_hatnote', 1, s, 'string')
	checkType('_hatnote', 2, options, 'table', true)
	options = options or {}
	local inline = options.inline
	local hatnote = mw.html.create(inline == 1 and 'span' or 'div')
	local extraclasses
	if type(options.extraclasses) == 'string' then
		extraclasses = options.extraclasses
	end

	hatnote
		:attr('role', 'note')
		:addClass(inline == 1 and 'hatnote-inline' or 'hatnote')
		:addClass('navigation-not-searchable')
		:addClass(extraclasses)
		:addClass(options.selfref and 'selfref')
		:wikitext(s)

	return mw.getCurrentFrame():extensionTag{
		name = 'templatestyles', args = { src = 'Module:Hatnote/styles.cs
	} .. tostring(hatnote)
end

return p
```