

# Modul:Key

Ausgabe: 17.04.2026

Letzte Änderung: 23.02.2022

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## Modul:Key

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```
-- This module implements {{key press}}.

local kbdPrefix = '<kbd class="keyboard-key nowrap">'

local kbdSuffix = '</kbd>'

local keyText = {
    ['caps lock'] = ' Caps Lock',
    ['[[caps lock]]'] = ' [[Caps Lock]]',
    ['shift'] = ' Shift',
    ['[[shift key|shift]]'] = ' [[Shift key|Shift]]',
    ['enter'] = ' Enter',
    ['[[enter key|enter]]'] = ' [[Enter key|Enter]]',
    ['cmd'] = ' Cmd',
    ['[[command key|cmd]]'] = ' [[Command key|Cmd]]',
    ['command'] = ' Command',
    ['[[command key|command]]'] = ' [[Command key|Command]]',
    ['opt'] = ' Opt',
    ['[[option key|opt]]'] = ' [[Option key|Opt]]',
    ['option'] = ' Option',
    ['[[option key|option]]'] = ' [[Option key|Option]]',
    ['tab'] = ' Tab ',
    ['[[tab key|tab]]'] = ' [[Tab key|Tab]] ',
    ['backspace'] = ' Backspace',
    ['[[backspace]]'] = ' [[Backspace]]',
    ['win'] = ' Win',
    ['[[windows key|win]]'] = ' [[Windows key|Win]]',
    ['menu'] = ' Menu',
    ['[[menu key|menu]]'] = ' [[Menu key|Menu]]',
    ['up'] = '',
    ['[[arrow keys|up]]'] = ' [[Arrow keys|]]',
    ['down'] = '',
    ['[[arrow keys|down]]'] = ' [[Arrow keys|]]',
    ['left'] = '',
    ['[[arrow keys|left]]'] = ' [[Arrow keys|]]',
    ['right'] = '',
    ['[[arrow keys|right]]'] = ' [[Arrow keys|]]',
    ['asterisk'] = '&#42;',
```

```

['hash'] = '&#35;',
[['[#]]'] = '[[Number sign|#]]',
['colon'] = '&#58;',
[['[:]]'] = '[[Colon (punctuation)|:]]',
['pipe'] = '&#124;',
[['[|]]'] = '[[Pipe symbol|&#124;]]',
['semicolon'] = '&#59;',
[['[;]]'] = '[[Semi-colon|&#59;]]',
['equals'] = '&#61;',

-- Left & right analog sticks.
['l up'] = 'L',
['l down'] = 'L',
['l left'] = 'L',
['l right'] = 'L',
['l ne'] = 'L',
['l se'] = 'L',
['l nw'] = 'L',
['l sw'] = 'L',

['r up'] = 'R',
['r down'] = 'R',
['r left'] = 'R',
['r right'] = 'R',
['r ne'] = 'R',
['r se'] = 'R',
['r nw'] = 'R',
['r sw'] = 'R',

-- PlayStation.
['ex'] = 'x',
['circle'] = '',
['square'] = '',
['triangle'] = '',

-- Nintendo 64 and GameCube.
['c up'] = 'C',
['c down'] = 'C',
['c left'] = 'C',
['c right'] = 'C',
['c ne'] = 'C',
['c se'] = 'C',
['c nw'] = 'C',
['c sw'] = 'C',
}

local keyAlias = {
  -- ['alternate name for key (alias)'] = 'name for key used in key table'
  [['[cmd key|cmd]]'] = '[[command key|cmd]]',
  [['[cmd key|command]]'] = '[[command key|command]]',
  [['[opt key|opt]]'] = '[[option key|opt]]',
  [['[option key]]'] = '[[option key|option]]',
  [['[opt key|option]]'] = '[[option key|option]]',
  [['[win key|win]]'] = '[[windows key|win]]',
  ['*'] = 'asterisk',
  ['#'] = 'hash',
  [':'] = 'colon',
  [';'] = 'semicolon',
  ['l-up'] = 'l up',
  ['l-down'] = 'l down',
  ['l-left'] = 'l left',
  ['l-right'] = 'l right',
  ['l-ne'] = 'l ne',
  ['l-se'] = 'l se',
  ['l-nw'] = 'l nw',
  ['l-sw'] = 'l sw',
  ['r-up'] = 'r up',

```

```

['r-down'] = 'r down',
['r-left'] = 'r left',
['r-right'] = 'r right',
['r-ne'] = 'r ne',
['r-se'] = 'r se',
['r-nw'] = 'r nw',
['r-sw'] = 'r sw',
['ps x'] = 'ex',
['ps c'] = 'circle',
['ps s'] = 'square',
['ps t'] = 'triangle',
['c-up'] = 'c up',
['c-down'] = 'c down',
['c-left'] = 'c left',
['c-right'] = 'c right',
['c-ne'] = 'c ne',
['c-se'] = 'c se',
['c-nw'] = 'c nw',
['c-sw'] = 'c sw',
}

local Collection = {}
Collection.__index = Collection
do
    function Collection:add(item)
        if item ~= nil then
            self.n = self.n + 1
            self[self.n] = item
        end
    end
    function Collection:join(sep)
        return table.concat(self, sep)
    end
    function Collection:sort(comp)
        table.sort(self, comp)
    end
    function Collection.new()
        return setmetatable({n = 0}, Collection)
    end
end

end

local function keyPress(args)
    local chainNames = {
        'chain first',
        'chain second',
        'chain third',
        'chain fourth',
        'chain fifth',
        'chain sixth',
        'chain seventh',
        'chain eighth',
        'chain ninth',
    }
    local result = Collection.new()
    local chainDefault = args.chain or '+'
    for i, id in ipairs(args) do
        if i > 1 then
            result:add(args[chainNames[i - 1]] or chainDefault)
        end
        local lc = id:lower()
        local text = keyText[lc] or keyText[keyAlias[lc]] or id
        result:add(kbdPrefix .. text .. kbdSuffix)
    end
    return mw.getCurrentFrame():extensionTag{
        name = 'templatestyles', args = { src = 'Template:Key press/styles.css'}
    } .. result:join()
end
end

```

```
local function keypress(frame)
    -- Called by "{{key press|...}}".
    -- Using the template doubles the postexpand include size.
    return keyPress(frame:getParent().args)
end

local function press(frame)
    -- Called by "{{#invoke:key|press|...}}".
    return keyPress(frame.args)
end

return {
    keypress = keypress,
    press = press,
}
```

## Modul:Key/Doku

Dies ist die Dokumentationsseite für [Modul:Key](#)

[Vorlage:Uses TemplateStyles](#) Implements [Vorlage:Tl](#)