



# Inhaltsverzeichnis

---

1. Modul:Shortcut .....	2
2. Modul:Shortcut/config .....	6
3. Modul:Yesno .....	7

# Modul:Shortcut

---

This module makes a box showing the shortcut links to a page.

Inhaltsverzeichnis	
1 Usage .....	2
1.1 From wikitext .....	2
1.2 From Lua .....	2
2 Technical details .....	2

## Usage

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### 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:shortcut|main|arguments}}`.

### From Lua

---

To use this module from Lua, first load it.

```
local mShortcut = require('Module:Shortcut')
```

Then you can create shortcut boxes with the following syntax:

```
mShortcut._main(shortcuts, options, frame, cfg)
```

- *shortcuts* is an array of shortcut page names. (required)
- *options* is a table of options. The following keys are supported:
  - *msg* - a message to leave after the list of shortcuts.
  - *category* - if set to false (or a value regarded as false by Module:Yesno, such as "no"), categories are suppressed.
- *frame* a frame object. This is optional, and only intended to be used internally.
- *cfg* a table of config values. This is optional, and is only intended for testing.

## Technical details

---

This module has a configuration file at Module:Shortcut/config. It can be used to translate this module into different languages or to change details like category names.



```
-- This module implements {{shortcut}}.

-- Set constants
local CONFIG_MODULE = 'Module:Shortcut/config'

-- Load required modules
local checkType = require('libraryUtil').checkType
local yesno = require('Module:Yesno')

local p = {}

local function message(msg, ...)
    return mw.message.newRawMessage(msg, ...):plain()
end

local function makeCategoryLink(cat)
    return string.format('[[:%s:%s]]', mw.site.namespaces[14].name, cat)
end

function p._main(shortcuts, options, frame, cfg)
    checkType('_main', 1, shortcuts, 'table')
    checkType('_main', 2, options, 'table', true)
    options = options or {}
    frame = frame or mw.getCurrentFrame()
    cfg = cfg or mw.loadData(CONFIG_MODULE)
    local templateMode = options.template and yesno(options.template)
    local redirectMode = options.redirect and yesno(options.redirect)
    local isCategorized = not options.category or yesno(options.category) ~=

    -- Validate shortcuts
    for i, shortcut in ipairs(shortcuts) do
        if type(shortcut) ~= 'string' or #shortcut < 1 then
            error(message(cfg['invalid-shortcut-error'], i), 2)
        end
    end

    -- Make the list items. These are the shortcuts plus any extra lines such
    -- as options.msg.
    local listItems = {}
    for i, shortcut in ipairs(shortcuts) do
        local templatePath, prefix
        if templateMode then
            -- Namespace detection
            local titleObj = mw.title.new(shortcut, 10)
            if titleObj.namespace == 10 then
                templatePath = titleObj.fullText
            else
                templatePath = shortcut
            end
            prefix = options['pre' .. i] or options.pre or ''
        end
        if options.target and yesno(options.target) then
            listItems[i] = templateMode
                and string.format("&#123;&#123;%s[[%s|%s]]&#125;&#125;"
                    or string.format("[[:%s]]", shortcut)
        else
            listItems[i] = frame:expandTemplate{
                title = 'No redirect',
                args = templateMode and {templatePath, shortcut}
            }
            if templateMode then
                listItems[i] = string.format("&#123;&#123;%s&#125;&#125;"
                    or string.format("[[:%s]]", shortcut)
            end
        end
    end
end
```

```
end
table.insert(listItems, options.msg)

-- Return an error if we have nothing to display
if #listItems < 1 then
    local msg = cfg['no-content-error']
    msg = string.format('<strong class="error">%s</strong>', msg)
    if isCategorized and cfg['no-content-error-category'] then
        msg = msg .. makeCategoryLink(cfg['no-content-error-cate
    end
    return msg
end

local root = mw.html.create()
root:wikitext(frame:extensionTag{ name = 'templatestyles', args = { src =
-- Anchors
local anchorDiv = root
    :tag('div')
        :addClass('module-shortcutanchordiv')
for i, shortcut in ipairs(shortcuts) do
    local anchor = mw.uri.anchorEncode(shortcut)
    anchorDiv:tag('span'):attr('id', anchor)
end

-- Shortcut heading
local shortcutHeading
do
    local nShortcuts = #shortcuts
    if nShortcuts > 0 then
        local headingMsg = options['shortcut-heading'] or
            redirectMode and cfg['redirect-heading'] or
            cfg['shortcut-heading']
        shortcutHeading = message(headingMsg, nShortcuts)
        shortcutHeading = frame:preprocess(shortcutHeading)
    end
end

-- Shortcut box
local shortcutList = root
    :tag('div')
        :addClass('module-shortcutboxplain plainlist noprint')
        :attr('role', 'note')
if options.float and options.float:lower() == 'left' then
    shortcutList:addClass('module-shortcutboxleft')
end
if options.clear and options.clear ~= '' then
    shortcutList:css('clear', options.clear)
end
if shortcutHeading then
    shortcutList
        :tag('div')
            :addClass('module-shortcutlist')
            :wikitext(shortcutHeading)
end
local list = shortcutList:tag('ul')
for i, item in ipairs(listItems) do
    list:tag('li'):wikitext(item)
end
return tostring(root)
end

function p.main(frame)
    local args = require('Module:Arguments').getArgs(frame)
```



```
-- Separate shortcuts from options
local shortcuts, options = {}, {}
for k, v in pairs(args) do
    if type(k) == 'number' then
        shortcuts[k] = v
    else
        options[k] = v
    end
end

-- Compress the shortcut array, which may contain nils.
local function compressArray(t)
    local nums, ret = {}, {}
    for k in pairs(t) do
        nums[#nums + 1] = k
    end
    table.sort(nums)
    for i, num in ipairs(nums) do
        ret[i] = t[num]
    end
    return ret
end

shortcuts = compressArray(shortcuts)

return p._main(shortcuts, options, frame)
end

return p
```

## Modul:Shortcut/config

---

```
-- This module holds configuration data for [[Module:Shortcut]].

return {

-- The heading at the top of the shortcut box. It accepts the following parameter
-- $1 - the total number of shortcuts. (required)
['shortcut-heading'] = '[[Wikipedia:Shortcut|{{PLURAL:$1|Shortcut|Shortcuts}}]]',

-- The heading when |redirect=yes is given. It accepts the following parameter:
-- $1 - the total number of shortcuts. (required)
['redirect-heading'] = '[[Wikipedia:Redirect|{{PLURAL:$1|Redirect|Redirects}}]]',

-- The error message to display when a shortcut is invalid (is not a string, or
-- is the blank string). It accepts the following parameter:
-- $1 - the number of the shortcut in the argument list. (required)
['invalid-shortcut-error'] = 'shortcut #$1 was invalid (shortcuts must be ' ..
    'strings of at least one character in length)',

-- The error message to display when no shortcuts or other displayable content
-- were specified. (required)
['no-content-error'] = 'Error: no shortcuts were specified and the ' ..
    mw.text.nowiki('|msg=') ..
    ' parameter was not set.',

-- A category to add when the no-content-error message is displayed. (optional)
['no-content-error-category'] = 'Shortcut templates with missing parameters',
}
```

# 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.

Inhaltsverzeichnis	
1 Syntax .....	7
2 Usage .....	7
2.1 Undefined input ('foo') .....	8
2.2 Handling nil results .....	9

## 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., you
    -- 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
    end
end
```



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