Inhaltsverzeichnis

1. Modul:Submit an edit request/Doku 2
2. Modul:Submit an edit request 3

Modul:Submit an edit request/Doku

Dies ist die Dokumentationsseite für Modul:Submit an edit request

Vorlage:Lua This module implements the Vorlage:Tl and Vorlage:Tl templates.

Usage from wikitext

To use this template from wikitext, you should normally use the Vorlage:Tl and Vorlage:Tl templates. However, the module can also be used directly from #invoke. For the edit request button, use `{{#invoke:Submit an edit request|button|`*`args`*`}}`, and for the edit request link only, use `{{#invoke:Submit an edit request|link|`*`args`*`}}`. Please see the respective template pages for a list of available parameters.

Usage from Lua modules

To use this module from other Lua modules, first load the module.

```
local mEditRequest = require('Module:Submit an edit request')
```

You can then use the _button function to generate an edit request button, and the _link function to generate an edit request link.

```
mEditRequest._button(args)
mEditRequest._link(args)
```

The *args* variable should be a table containing the arguments to pass to the module. To see the different arguments that can be specified and how they affect the module output, please refer to the documentation of Vorlage:Tl and Vorlage:Tl.

Configuration

This module can be translated and configured for other wikis by editing Module:Submit an edit request/config.

Modul:Submit an edit request

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Configuration

This module can be translated and configured for other wikis by editing Module:Submit an edit request/config.

```
-- This module implements {{Submit an edit request}}.

local CONFIG_MODULE = 'Module:Submit an edit request/config'

-- Load necessary modules
local mRedirect = require('Module:Redirect')
local cfg = mw.loadData(CONFIG_MODULE)
local effectiveProtectionLevel = require('Module:Effective protection level')._ma
local escape = require("Module:String")._escapePattern
local lang = mw.language.getContentLanguage()

local p = {}
```

```
local validLevels = {
        semi = 'semi',
        extended = 'extended',
        template = 'template',
        full = 'full',
        interface = 'interface',
        manual = 'manual'
}

local function message(key, ...)
        local params = {...}
        local msg = cfg[key]
        if #params < 1 then
                return msg
        else
                return mw.message.newRawMessage(msg):params(params):plain()
        end
end

local function validateLevel(level)
        return level and validLevels[level] or 'full'
end

local function getLevelInfo(level, field)
        return cfg.protectionLevels[level][field]
end

local function resolveRedirect(page)
        return mRedirect.luaMain(page)
end

local function isProtected(page)
        local action = mw.title.new(page).exists and 'edit' or 'create'
        return effectiveProtectionLevel(action, page) ~= '*'
end

function p.makeRequestUrl(level, titleObj)
        titleObj = titleObj or mw.title.getCurrentTitle()
        local basePage = titleObj.basePageTitle.fullText
        if cfg['main-page-content'][basePage] then
                return tostring(mw.uri.fullUrl(message('main-page-request-page'))
        end

        local talkPageName = titleObj.talkPageTitle
        if talkPageName == nil then
                return tostring(mw.uri.fullUrl(message('protected-talk-page-reque
        end
        talkPageName = resolveRedirect(talkPageName.prefixedText)
        if isProtected(talkPageName) then
                return tostring(mw.uri.fullUrl(message('protected-talk-page-reque
        end
        level = validateLevel(level)
        if level == 'manual' then
                return tostring(mw.uri.fullUrl(talkPageName, {
                        action = 'edit',
                        section = 'new'
                }))
        end
        local sectionname = message(
                        'preload-title-text',
                        getLevelInfo(level, 'levelText'),
                        lang:formatDate(message('preload-title-date-format'))
        )
        local content = mw.title.new(talkPageName):getContent()
```

```
	if content and content:find("== *" .. escape(sectionname) .. " *==") ther
		local dedup = 2
		while true do
			local newname = message("preload-title-dedup-suffix", sec
			if not content:find("== *" .. escape(newname) .. " *==")
				sectionname = newname
				break
			end
			dedup = dedup + 1
		end
	end
	local url = mw.uri.fullUrl(talkPageName, {
		action = 'edit',
		editintro = getLevelInfo(level, 'editintro'),
		preload = message('preload-template'),
		preloadtitle = sectionname,
		section = 'new'
	})
	url = tostring(url)

	-- Add the preload parameters. @TODO: merge this into the mw.uri.fullUrl
	-- query table once [[phab:T93059]] is fixed.
	local function encodeParam(key, val)
		return string.format('&%s=%s', mw.uri.encode(key), mw.uri.encode(
	end
	url = url .. encodeParam('preloadparams[]', getLevelInfo(level, 'requestT
	url = url .. encodeParam('preloadparams[]', titleObj.prefixedText)

	return url
end

function p._link(args)
	return string.format(
		'<span class="plainlinks">[%s %s]</span>',
		p.makeRequestUrl(args.type),
		args.display or message('default-display-value')
	)
end

function p._button(args)
	return require('Module:Clickable button 2').luaMain{
		[1] = args.display or message('default-display-value'),
		url = p.makeRequestUrl(args.type),
		class = 'mw-ui-progressive'
	}
end

local function makeInvokeFunc(func, wrapper)
	return function (frame)
		local args = require('Module:Arguments').getArgs(frame, {
			wrappers = {wrapper}
		})
		return func(args)
	end
end

p.link = makeInvokeFunc(p._link, message('link-wrapper-template'))
p.button = makeInvokeFunc(p._button, message('button-wrapper-template'))

return p
```