

# Modul:Template link general

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## Vorlage:Lua

Implements [Vorlage:TI](#) and other templates in its family

## Basic usage

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```
{{#invoke:template link general|main}}
```

This module is used by [Vorlage:T](#) and related templates to display links to templates. It is similar to [Vorlage:T](#) but with additional formatting options and the ability to include parameters in the display. See [Vorlage:Slink](#) for the full list, which can be enabled by passing any value to them (such as "on", "yes", etc).

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```
-- This implements Template:Tlg
local getArgs = require('Module:Arguments').getArgs
local p = {}

-- Is a string non-empty?
local function _ne(s)
    return s ~= nil and s ~= ""
end

local nw = mw.text.nowiki

local function addTemplate(s)
    local i, _ = s:find(':', 1, true)
    if i == nil then
        return 'Template:' .. s
    end
    local ns = s:sub(1, i - 1)
    if ns == '' or mw.site.namespaces[ns] then
        return s
    else
        return 'Template:' .. s
    end
end

local function trimTemplate(s)
    local needle = 'template:'
    if s:sub(1, needle:len()):lower() == needle then
        return s:sub(needle:len() + 1)
    else
        return s
    end
end

local function linkTitle(args)
    if _ne(args.nolink) then
        return args['1']
    end

    local titleObj
    local titlePart = '['[
```

```
    if args['1'] then
        -- This handles :Page and other NS
        titleObj = mw.title.new(args['1'], 'Template')
    else
        titleObj = mw.title.getCurrentTitle()
    end

    titlePart = titlePart .. (titleObj ~= nil and titleObj.fullText or
        addTemplate(args['1']))

    local textPart = args.alttext
    if not _ne(textPart) then
        if titleObj ~= nil then
            textPart = titleObj.inNamespace("Template") and args['1']
        else
            -- redlink
            textPart = args['1']
        end
    end

    end

    if _ne(args.subst) then
        -- HACK: the ns thing above is probably broken
        textPart = 'subst:' .. textPart
    end

    if _ne(args.brace) then
        textPart = nw('{{' .. textPart .. '}}')
    elseif _ne(args.braceinside) then
        textPart = nw('{ ' .. textPart .. ' }')
    end

    titlePart = titlePart .. '|' .. textPart .. ']]'
    if _ne(args.braceinside) then
        titlePart = nw('{ ' .. titlePart .. ' }')
    end
    return titlePart
end

function p.main(frame)
    local args = getArgs(frame, {
        trim = true,
        removeBlanks = false
    })
    return p._main(args)
end

function p._main(args)
    local bold = _ne(args.bold) or _ne(args.boldlink) or _ne(args.boldname)
    local italic = _ne(args.italic) or _ne(args.italics)
    local dontBrace = _ne(args.brace) or _ne(args.braceinside)
    local code = _ne(args.code) or _ne(args.tt)
    local show_result = _ne(args._show_result)

    -- Build the link part
    local titlePart = linkTitle(args)
    if bold then titlePart = "'''" .. titlePart .. "'''" end
    if _ne(args.nowrapname) then titlePart = '<span class="nowrap">' .. titlePart

    -- Build the arguments
    local textPart = ""
    local textPartBuffer = ""
    local codeArguments = {}
    local i = 2
    while args[i] do
```

```
        local val = args[i]
        textPartBuffer = textPartBuffer .. '&#124;';
        if val ~= "" then
            if _ne(args.nowiki) then
                -- Unstrip nowiki tags first because calling nw c
                -- mangle the nowiki strip marker and result in 1
                val = nw(mw.text.unstripNowiki(val))
            end
            local k, v = string.match(val, "(.*)=(.*)")
            if not k then
                codeArguments[i - 1] = val
            else
                codeArguments[k] = v
            end
            if italic then val = '<span style="font-style:italic;">'
            textPart = textPart .. textPartBuffer .. val
            textPartBuffer = ""
        end
        i = i+1
    end

    -- final wrap
    local ret = titlePart .. textPart
    if not dontBrace then ret = nw('{{') .. ret .. nw('}}') end
    if _ne(args.a) then ret = nw('*') .. '&nbsp;' .. ret end
    if _ne(args.kbd) then ret = '<kbd>' .. ret .. '</kbd>' end
    if code then
        ret = '<code>' .. ret .. '</code>'
    elseif _ne(args.plaincode) then
        ret = '<code style="border:none;background:transparent;">' .. ret
    end
    if _ne(args.nowrap) then ret = '<span class="nowrap">' .. ret .. '</span>'
end

--[[ Wrap as html??
local span = mw.html.create('span')
span:wikitext(ret)
--]]
if _ne(args.debug) then ret = ret .. '\n<pre>' .. mw.text.encode(mw.dumpC

if show_result then
    local result = mw.getCurrentFrame():expandTemplate{title = "Templ
    ret = ret .. " → " .. result
end
return ret
end

return p
```