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Modul:Unicode data/Hangul/Doku

Dies ist die Dokumentationsseite für Modul:Unicode data/Hangul

Contains data used by [Module:Unicode data](#) to generate the names of characters in the [Hangul Syllables](#) Unicode block.

Modul:Unicode data

Inhaltsverzeichnis

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Usage

This module provides functions that access information on Unicode code points. The information is retrieved from data modules generated from the [Unicode Character Database](#), or derived by rules given in the [Unicode Specification](#). It and its submodules were copied from English Wiktionary and then modified; see [there](#) for more information.

Functions

Vorlage:Code

Receives a code point (number) and returns its name or label; for example, [Vorlage:Code](#) returns [Vorlage:Code](#).

For example, [Vorlage:Tnull](#) → `<reserved-0061>`

Vorlage:Code

Template-invokable functions that allow access to the functions starting with `lookup` and `is`. Replace the first underscore in the function name with a pipe. For most of the functions, add the code point in hexadecimal base as the next parameter, but for `is_Latin`, `is_rtl`, and `is_valid_pagename`, add text. [HTML character references](#) in the text are decoded by the module into code points.

For example, [Vorlage:Tnull](#) → **Lua-Fehler in Zeile 293: attempt to index local 'data_module' (a boolean value).**

Data modules

The data used by functions in this module is found in [submodules](#). Some are generated by [AWK](#) scripts shown at [User:Kephir/Unicode](#) on English Wiktionary, others by Lua scripts on the `/make` subpages of the submodules.

- [Module:Unicode data/aliases](#): the formal name aliases for characters (from [NameAliases.txt](#))
- [Module:Unicode data/blocks](#): the list of Unicode blocks (from [Blocks.txt](#))
- [Module:Unicode data/category](#): data mapping characters to their General Category (from [DerivedGeneralCategory.txt](#))
- [Module:Unicode data/control](#): data for identifying characters that belong to the General Categories of Separator and Other (from [DerivedGeneralCategory.txt](#))



- [Module:Unicode data/combining](#): data mapping characters to their Combining Classes (from [DerivedCombiningClass.txt](#))
- [Module:Unicode data/Hangul](#): data used to generate the names of **Hangul** syllables (from [Jamo.txt](#))
- [Module:Unicode data/scripts](#): data mapping characters to their Unicode script properties (from [Scripts.txt](#)).

The name data modules ([Module:Unicode data/names/xxx](#)) were compiled from [UnicodeData.txt](#). Each one contains, at maximum, code points U+xxx000 to U+xxxFFF. **Lua-Fehler in mw.title.lua, Zeile 206: too many expensive function calls**

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```
local p = {}  
  
local floor = math.floor  
  
local function errorf(level, ...)  
    if type(level) == "number" then  
        return error(string.format(...), level + 1)
```



```
        else -- level is actually the format string.
            return error(string.format(level, ...), 2)
        end
    end
end

local function binary_range_search(codepoint, ranges)
    local low, mid, high
    low, high = 1, ranges.length or require "Module:TableTools".length(ranges)
    while low <= high do
        mid = floor((low + high) / 2)
        local range = ranges[mid]
        if codepoint < range[1] then
            high = mid - 1
        elseif codepoint <= range[2] then
            return range, mid
        else
            low = mid + 1
        end
    end
    return nil, mid
end
p.binary_range_search = binary_range_search

--[[
local function linear_range_search(codepoint, ranges)
    for i, range in ipairs(ranges) do
        if range[1] <= codepoint and codepoint <= range[2] then
            return range
        end
    end
end
end
--]]

-- Load a module by indexing "loader" with the name of the module minus the
-- "Module:Unicode data/" part. For instance, loader.blocks returns
-- [[Module:Unicode data/blocks]]. If a module cannot be loaded, false will be
-- returned.
local loader = setmetatable({}, {
    __index = function (self, key)
        local success, data = pcall(mw.loadData, "Module:Unicode data/" .. key)
        if not success then
            data = false
        end
        self[key] = data
        return data
    end
})

-- For the algorithm used to generate Hangul Syllable names,
-- see "Hangul Syllable Name Generation" in section 3.12 of the
-- Unicode Specification:
-- https://www.unicode.org/versions/Unicode11.0.0/ch03.pdf
local name_hooks = {
    { 0x00, 0x1F, "<control-%04X>" }, -- C0 control characters
    { 0x7F, 0x9F, "<control-%04X>" }, -- DEL and C1 control characters
    { 0x3400, 0x4DBF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension A
    { 0x4E00, 0x9FFF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Extension B
    { 0xAC00, 0xD7A3, function (codepoint) -- Hangul Syllables
        local Hangul_data = loader.Hangul
        local syllable_index = codepoint - 0xAC00

        return ("HANGUL SYLLABLE %s%s%s"):format(
            Hangul_data.leads[floor(syllable_index / Hangul_data.final_syllable_count)],
            Hangul_data.vowels[floor((syllable_index % Hangul_data.final_syllable_count) / Hangul_data.vowel_count)],
            Hangul_data.consonants[floor(syllable_index % Hangul_data.vowel_count)]
        )
    end
}

```

```
        / Hangul_data.trail_count)],
        Hangul_data.trails[syllable_index % Hangul_data.trail_co
    end },
    -- High Surrogates, High Private Use Surrogates, Low Surrogates
    { 0xD800, 0xDFFF, "<surrogate-%04X>" },
    { 0xE000, 0xF8FF, "<private-use-%04X>" }, -- Private Use
    -- CJK Compatibility Ideographs
    { 0xF900, 0xFA6D, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
    { 0xFA70, 0xFAD9, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
    { 0x17000, 0x187F7, "TANGUT IDEOGRAPH-%04X" }, -- Tangut Ideograph
    { 0x18800, 0x18AFF, function (codepoint)
        return ("TANGUT COMPONENT-%03d"):format(codepoint - 0x187FF)
    end },
    { 0x18D00, 0x18D08, "TANGUT IDEOGRAPH-%04X" }, -- Tangut Ideograph Supp
    { 0x1B170, 0x1B2FB, "NUSHU CHARACTER-%04X" }, -- Nushu
    { 0x20000, 0x2A6DF, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
    { 0x2A700, 0x2B738, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
    { 0x2B740, 0x2B81D, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
    { 0x2B820, 0x2CEA1, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
    { 0x2CEB0, 0x2EBE0, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
    -- CJK Compatibility Ideographs Supplement (Supplementary Ideographic Pla
    { 0x2F800, 0x2FA1D, "CJK COMPATIBILITY IDEOGRAPH-%04X" },
    { 0xE0100, 0xE01EF, function (codepoint) -- Variation Selectors Supplem
        return ("VARIATION SELECTOR-%d"):format(codepoint - 0xE0100 + 17)
    end},
    { 0x30000, 0x3134A, "CJK UNIFIED IDEOGRAPH-%04X" }, -- CJK Ideograph Ex
    { 0xF0000, 0xFFFFD, "<private-use-%04X>" }, -- Plane 15 Private Use
    { 0x100000, 0x10FFFFD, "<private-use-%04X>" } -- Plane 16 Private Use
}
name_hooks.length = #name_hooks

local name_range_cache

local function generate_name(data, codepoint)
    if type(data) == "string" then
        return data:format(codepoint)
    else
        return data(codepoint)
    end
end

end

--[
-- Checks that the code point is a number and in range.
-- Does not check whether code point is an integer.
-- Not used
local function check_codepoint(funcName, argIdx, val)
    require 'libraryUtil'.checkType(funcName, argIdx, val, 'number')
    if codepoint < 0 or 0x10FFFF < codepoint then
        errorf("Codepoint %04X out of range", codepoint)
    end
end

end
--]]

-- https://www.unicode.org/versions/Unicode11.0.0/ch04.pdf, section 4.8
function p.lookup_name(codepoint)
    -- U+FDD0-U+FDEF and all code points ending in FFFE or FFFF are Unassigne
    -- (Cn) and specifically noncharacters:
    -- https://www.unicode.org/faq/private_use.html#nonchar4
    if 0xFDD0 <= codepoint and (codepoint <= 0xFDEF
        or floor(codepoint % 0x10000) >= 0xFFFFE) then
        return ("<noncharacter-%04X>"):format(codepoint)
    end
end
```

```
    if name_range_cache -- Check if previously used "name hook" applies to the
        and codepoint >= name_range_cache[1]
        and codepoint <= name_range_cache[2] then
            return generate_name(name_range_cache[3], codepoint)
        end

    local range = binary_range_search(codepoint, name_hooks)
    if range then
        name_range_cache = range
        return generate_name(range[3], codepoint)
    end

    local data = loader[('names/%03X'):format(codepoint / 0x1000)]

    if data and data[codepoint] then
        return data[codepoint]

        -- Unassigned (Cn) consists of noncharacters and reserved characters.
        -- The character has been established not to be a noncharacter,
        -- and if it were assigned, its name would already have been retrieved,
        -- so it must be reserved.
    else
        return ("<reserved-%04X>"):format(codepoint)
    end
end

--[[
-- No image data modules on Wikipedia yet.
function p.lookup_image(codepoint)
    local data = loader[('images/%03X'):format(codepoint / 0x1000)]

    if data then
        return data[codepoint]
    end
end
--]]

local planes = {
    [ 0] = "Basic Multilingual Plane";
    [ 1] = "Supplementary Multilingual Plane";
    [ 2] = "Supplementary Ideographic Plane";
    [ 3] = "Tertiary Ideographic Plane";
    [14] = "Supplementary Special-purpose Plane";
    [15] = "Supplementary Private Use Area-A";
    [16] = "Supplementary Private Use Area-B";
}

-- Load [[Module:Unicode data/blocks]] if needed and assign it to this variable.
local blocks

local function block_iter(blocks, i)
    i = i + 1
    local data = blocks[i]
    if data then
        -- Unpack doesn't work on tables loaded with mw.loadData.
        return i, data[1], data[2], data[3]
    end
end

-- An ipairs-type iterator generator for the list of blocks.
function p.enum_blocks()
    local blocks = loader.blocks
    return block_iter, blocks, 0
end
```

```
function p.lookup_plane(codepoint)
    local i = floor(codepoint / 0x10000)
    return planes[i] or ("Plane %u"):format(i)
end

function p.lookup_block(codepoint)
    local blocks = loader.blocks
    local range = binary_range_search(codepoint, blocks)
    if range then
        return range[3]
    else
        return "No Block"
    end
end

function p.get_block_info(name)
    for i, block in ipairs(loader.blocks) do
        if block[3] == name then
            return block
        end
    end
end

function p.is_valid_pagename(pagename)
    local has_nonws = false

    for cp in mw.ustring.gcodepoint(pagename) do
        if (cp == 0x0023) -- #
        or (cp == 0x005B) -- [
        or (cp == 0x005D) -- ]
        or (cp == 0x007B) -- {
        or (cp == 0x007C) -- |
        or (cp == 0x007D) -- }
        or (cp == 0x180E) -- MONGOLIAN VOWEL SEPARATOR
        or ((cp >= 0x2000) and (cp <= 0x200A)) -- spaces in General Punct
        or (cp == 0xFFFFD) -- REPLACEMENT CHARACTER
        then
            return false
        end

        local printable, result = p.is_printable(cp)
        if not printable then
            return false
        end

        if result ~= "space-separator" then
            has_nonws = true
        end
    end

    return has_nonws
end

local function manual_unpack(what, from)
    if what[from + 1] == nil then
        return what[from]
    end

    local result = {}
    from = from or 1
    for i, item in ipairs(what) do
        if i >= from then
            table.insert(result, item)
        end
    end
end
```

```
        end
    end
    return unpack(result)
end

local function compare_ranges(range1, range2)
    return range1[1] < range2[1]
end

-- Creates a function to look up data in a module that contains "singles" (a
-- code point-to-data map) and "ranges" (an array containing arrays that contain
-- the low and high code points of a range and the data associated with that
-- range).
-- "loader" loads and returns the "singles" and "ranges" tables.
-- "match_func" is passed the code point and either the data or the "dots", and
-- generates the final result of the function.
-- The varargs ("dots") describes the default data to be returned if there wasn't
-- a match.
-- In case the function is used more than once, "cache" saves ranges that have
-- already been found to match, or a range whose data is the default if there
-- was no match.
local function memo_lookup(data_module_subpage, match_func, ...)
    local dots = { ... }
    local cache = {}
    local singles, ranges

    return function (codepoint)
        if not singles then
            local data_module = loader[data_module_subpage]
            singles, ranges = data_module.singles, data_module.ranges
        end

        if singles[codepoint] then
            return match_func(codepoint, singles[codepoint])
        end

        local range = binary_range_search(codepoint, cache)
        if range then
            return match_func(codepoint, manual_unpack(range, 3))
        end

        local range, index = binary_range_search(codepoint, ranges)
        if range then
            table.insert(cache, range)
            table.sort(cache, compare_ranges)
            return match_func(codepoint, manual_unpack(range, 3))
        end

        if ranges[index] then
            local dots_range
            if codepoint > ranges[index][2] then
                dots_range = {
                    ranges[index][2] + 1,
                    ranges[index + 1] and ranges[index + 1][1]
                }
            else -- codepoint < range[index][1]
                dots_range = {
                    ranges[index - 1] and ranges[index - 1][2],
                    ranges[index][1] - 1,
                }
            end
            return match_func(codepoint, manual_unpack(dots_range, dots))
        end

        table.sort(cache, compare_ranges)
    end
end
```

```

        end
        return match_func(codepoint)
    end
end

-- Get a code point's combining class value in [[Module:Unicode data/combining]]
-- and return whether this value is not zero. Zero is assigned as the default
-- if the combining class value is not found in this data module.
-- That is, return true if character is combining, or false if it is not.
-- See https://www.unicode.org/reports/tr44/#Canonical\_Combining\_Class\_Values for
-- more information.
p.is_combining = memo_lookup(
    "combining",
    function (codepoint, combining_class)
        return combining_class and combining_class ~= 0 or false
    end,
    0)

function p.add_dotted_circle(str)
    return (mw.uststring.gsub(str, ".",
        function(char)
            if p.is_combining(mw.uststring.codepoint(char)) then
                return '◌' .. char
            end
        end))
end

local lookup_control = memo_lookup(
    "control",
    function (codepoint, ccc)
        return ccc or "assigned"
    end,
    "assigned")
p.lookup_control = lookup_control

function p.is_assigned(codepoint)
    return lookup_control(codepoint) ~= "unassigned"
end

function p.is_printable(codepoint)
    local result = lookup_control(codepoint)
    return (result == "assigned") or (result == "space-separator"), result
end

function p.is_whitespace(codepoint)
    local result = lookup_control(codepoint)
    return (result == "space-separator"), result
end

p.lookup_category = memo_lookup(
    "category",
    function (codepoint, category)
        return category
    end,
    "Cn")

local lookup_script = memo_lookup(
    "scripts",
    function (codepoint, script_code)
        return script_code or 'Zzzz'
    end,
    "Zzzz")
p.lookup_script = lookup_script
```

```
function p.get_best_script(str)
  -- Check type of argument, because mw.text.decode coerces numbers to strings
  require "libraryUtil".checkType("get_best_script", 1, str, "string")

  -- Convert HTML character references (including named character references
  -- or character entities) to characters.
  str = mw.text.decode(str, true)

  local scripts = {}
  for codepoint in mw.ustr.gcodepoint(str) do
    local script = lookup_script(codepoint)

    -- Ignore "Inherited", "Undetermined", or "Uncoded" scripts.
    if not (script == "Zyyy" or script == "Zinh" or script == "Zzzz")
      scripts[script] = true
    end
  end

  -- If scripts does not contain two or more keys,
  -- return first and only key (script code) in table.
  if not next(scripts, next(scripts)) then
    return next(scripts)
  end -- else return majority script, or else "Zzzz"?
end

function p.is_Latin(str)
  require "libraryUtil".checkType("get_best_script", 1, str, "string")
  str = mw.text.decode(str, true)

  -- Search for the leading bytes that introduce the UTF-8 encoding of the
  -- code points U+0340-U+10FFFF. If they are not found and there is at least
  -- one Latin-script character, the string counts as Latin, because the rest
  -- of the characters can only be Zyyy, Zinh, and Zzzz.
  -- The only scripts found below U+0370 (the first code point of the Greek
  -- and Coptic block) are Latn, Zyyy, Zinh, and Zzzz.
  -- See the codepage in the [[UTF-8]] article.
  if not str:find "[\205-\244]" then
    for codepoint in mw.ustr.gcodepoint(str) do
      if lookup_script(codepoint) == "Latn" then
        return true
      end
    end
  end

  local Latn = false

  for codepoint in mw.ustr.gcodepoint(str) do
    local script = lookup_script(codepoint)

    if script == "Latn" then
      Latn = true
    elseif not (script == "Zyyy" or script == "Zinh"
      or script == "Zzzz") then
      return false
    end
  end

  return Latn
end

-- Checks that a string contains only characters belonging to right-to-left
-- scripts, or characters of ignorable scripts.
function p.is_rtl(str)
```

```
require "libraryUtil".checkType("get_best_script", 1, str, "string")
str = mw.text.decode(str, true)

-- Search for the leading bytes that introduce the UTF-8 encoding of the
-- code points U+0580-U+10FFFF. If they are not found, the string can only
-- have characters from a left-to-right script, because the first code point
-- in a right-to-left script is U+0591, in the Hebrew block.
if not str:find "[\\214-\\244]" then
    return false
end

local result = false
local rtl = loader.scripts.rtl
for codepoint in mw.ustr.gcodepoint(str) do
    local script = lookup_script(codepoint)

    if rtl[script] then
        result = true
    elseif not (script == "Zyyy" or script == "Zinh"
                or script == "Zzzz") then
        return false
    end
end

return result
end

local function get_codepoint(args, arg)
    local codepoint_string = args[arg]
        or errorf(2, "Parameter %s is required", tostring(arg))
    local codepoint = tonumber(codepoint_string, 16)
        or errorf(2, "Parameter %s is not a code point in hexadecimal base",
        tostring(arg))
    if not (0 <= codepoint and codepoint <= 0x10FFFF) then
        errorf(2, "code point in parameter %s out of range", tostring(arg))
    end
    return codepoint
end

local function get_func(args, arg, prefix)
    local suffix = args[arg]
        or errorf(2, "Parameter %s is required", tostring(arg))
    suffix = mw.text.trim(suffix)
    local func_name = prefix .. suffix
    local func = p[func_name]
        or errorf(2, "There is no function '%s'", func_name)
    return func
end

-- This function allows any of the "lookup" functions to be invoked. The first
-- parameter is the word after "lookup_"; the second parameter is the code point
-- in hexadecimal base.
function p.lookup(frame)
    local func = get_func(frame.args, 1, "lookup_")
    local codepoint = get_codepoint(frame.args, 2)
    local result = func(codepoint)
    if func == p.lookup_name then
        -- Prevent code point labels such as <control-0000> from being
        -- interpreted as HTML tags.
        result = result:gsub("<", "&lt;")
    end
    return result
end
```



```
function p.is(frame)
  local func = get_func(frame.args, 1, "is_")

  -- is_Latin and is_valid_pagename take strings.
  if func == p.is_Latin or func == p.is_valid_pagename or func == p.is_rtl
    return (func(frame.args[2]))
  else -- The rest take code points.
    local codepoint = get_codepoint(frame.args, 2)
    return (func(codepoint)) -- Adjust to one result.
  end
end

end

return p
```

Modul:Unicode data/Hangul

Contains data used by [Module:Unicode data](#) to generate the names of characters in the [Hangul Syllables](#) Unicode block.

```
-- Data used to generate the names of characters in the Hangul Syllables block
-- (U+AC00 to U+D7A3).
local Hangul = {}

-- The following leads, vowels, and trails come from here:
-- http://www.unicode.org/Public/UNIDATA/Jamo.txt
Hangul.leads = {
    [0] = "G", "GG", "N", "D", "DD", "R", "M", "B", "BB", "S", "SS",
    "", "J", "JJ", "C", "K", "T", "P", "H"
}
-- not actually used:
Hangul.lead_count = #Hangul.leads + 1

Hangul.vowels = {
    [0] = "A", "AE", "YA", "YAE", "EO", "E", "YEO", "YE", "O", "WA",
    "WAE", "OE", "YO", "U", "WEO", "WE", "WI", "YU", "EU", "YI",
    "I"
}
Hangul.vowel_count = #Hangul.vowels + 1

Hangul.trails = {
    [0] = "", "G", "GG", "GS", "N", "NJ", "NH", "D", "L", "LG", "LM", "LB",
    "LS", "LT", "LP", "LH", "M", "B", "BS", "S", "SS", "NG", "J", "C", "K",
    "T", "P", "H"
}
Hangul.trail_count = #Hangul.trails + 1

--For the term "final", see [[Syllable#Chinese model]].
Hangul.final_count = Hangul.vowel_count * Hangul.trail_count

return Hangul
```