



# Inhaltsverzeichnis

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## Modul:Val/sandbox

Die Dokumentation für dieses Modul kann unter *Modul:Val/sandbox/Doku* erstellt werden

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-- For Template:Val, output a number and optional unit.
-- Format options include scientific and uncertainty notations.

local data_module = 'Module:Val/units'
local convert_module = 'Module:Convert'

local function valerror(msg, nocat, iswarning)
    -- Return formatted message text for an error or warning.
    -- Can append "#FormattingError" to URL of a page with a problem to find
    local anchor = '<span id="FormattingError"></span>'
    local body, category
    if nocat or mw.title.getCurrentTitle():inNamespaces(1, 2, 3, 5) then
        -- No category in Talk, User, User_talk, or Wikipedia_talk.
        category = ''
    else
        category = '[[Category:Pages with incorrect formatting templates
    end
    iswarning = false -- problems are infrequent so try showing large error
    if iswarning then
        body = '<sup class="noprint Inline-Template" style="white-space:
            '[[Template:Val|<span title="" ..
            msg:gsub("'", '&quot;') ..
            '>warning</span>]]</sup>'
    else
        body = '<strong class="error">' ..
            'Error in &#123;&#123;[[Template:val|val]]&#125;&#125;;
            msg ..
            '</strong>'
    end
    return anchor .. body .. category
end

local range_types = {
    -- No need for '&nbsp;,' because nowrap applies to all output.
    [","] = ", ",
    ["by"] = " by ",
    ["-"] = "_",
    ["_"] = "-",
    ["and"] = " and ",
    ["or"] = " or ",
    ["to"] = " to ",
    ["x"] = " x ",
    ["x"] = " x ",
    ["/"] = "/",
}
local range_repeat_unit = {
    -- WP:UNIT wants unit repeated when a "multiply" range is used.
    ["x"] = true,
    ["x"] = true,
}

local function extract_item(index, numbers, arg)
    -- Extract an item from arg and store the result in numbers[index].
    -- If no argument or if argument is valid, return nil (no error);
    -- otherwise, return an error message.
    -- The stored result is:
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-- * a table for a number (empty if there was no specified number); or
-- * a string for range text
-- Input like 1e3 is regarded as invalid for all except argument 1
-- which accepts e notation as an alternative to the 'e' argument.
-- Input commas are removed so 1,234 is the same as 1234.
local which = index
local function fail(msg)
    local description
    if which == 'e' then
        description = 'exponent parameter (<b>e</b>)'
    else
        description = 'parameter ' .. which
    end
    return description .. ' ' .. (msg or 'is not a valid number') ..
end
local result = {}
local range = range_types[arg]
if range then
    if type(index) == 'number' and (index % 2 == 0) then
        if index == 2 then
            if numbers[1] and numbers[1].exp then
                return fail('cannot use a range if the first parameter has an exponent')
            end
            numbers.has_ranges = true
        else
            if not numbers.has_ranges then
                return fail('needs a range in parameter 2')
            end
        end
        numbers[index] = range
        if range_repeat_unit[arg] then
            -- Any "repeat" range forces unit (if any) to be
            numbers.isrepeat = true
        end
        return nil
    end
    return fail('does not accept a range')
end
if numbers.has_ranges and type(index) == 'number' and (index % 2 == 0) then
    return fail('should be a range')
end
if index == 'e' then
    local e = numbers[1] and numbers[1].exp
    if e then
        if arg then
            return fail('cannot be used if the first parameter is not the exponent')
        end
        arg = e
        which = 1
    end
end
if arg and arg ~= '' then
    arg = arg:gsub(',', '')
    if arg:sub(1, 1) == '(' and arg:sub(-1) == ')' then
        result.parens = true
        arg = arg:sub(2, -2)
    end
    local a, b = arg:match('^(.+)[Ee](.+)$')
    if a then
        if index == 1 then
            arg = a
            result.exp = b
        else
            return fail('cannot use e notation')
        end
    end
end
```

```
        end
    end
    local isnegative, propersign, prefix
    local minus = '-'
    prefix, arg = arg:match('^(.)([%d.]*)$')
    local value = tonumber(arg)
    if not value then
        return fail()
    end
    if arg:sub(1, 1) == '.' then
        arg = '0' .. arg
    end
    if prefix == '' then
        -- Ignore.
    elseif prefix == '±' then
        -- Display for first number, ignore for others.
        if index == 1 then
            propersign = '±'
        end
    elseif prefix == '+' then
        propersign = '+'
    elseif prefix == '-' or prefix == minus then
        propersign = minus
        isnegative = true
    else
        return fail()
    end
    result.clean = arg
    result.sign = propersign or ''
    result.value = isnegative and -value or value
end
numbers[index] = result
return nil -- no error
end

local function get_args(numbers, args)
    -- Extract arguments and store the results in numbers.
    -- Return nothing (no error) if ok; otherwise, return an error message.
    for index = 1, 99 do
        local which = index
        local arg = args[which] -- has been trimmed
        if not arg then
            which = 'e'
            arg = args[which]
        end
        local msg = extract_item(which, numbers, arg)
        if msg then
            return msg
        end
        if which == 'e' then
            break
        end
        if index > 19 then
            return 'too many parameters'
        end
    end
    if numbers.has_ranges and (#numbers % 2 == 0) then
        return 'need a number after the last parameter because it is a range'
    end
end

local function get_scale(text, ucode)
    -- Return the value of text as a number, or throw an error.
    -- This supports extremely basic expressions of the form:
```

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-- a / b
-- a ^ b
-- where a and b are numbers or 'pi'.
local n = tonumber(text)
if n then
    return n
end
n = text:gsub('pi', math.pi)
for _, op in ipairs({'/', '^'}) do
    local a, b = n:match('^(-)' .. op .. '(.*)$')
    if a then
        a = tonumber(a)
        b = tonumber(b)
        if a and b then
            if op == '/' then
                return a / b
            elseif op == '^' then
                return a ^ b
            end
        end
        break
    end
end
error('Unit "' .. ucode .. '" has invalid scale "' .. text .. "'")
end

local function get_builtin_unit(ucode, definitions)
    -- Return table of information for the specified built-in unit, or nil if
    -- Each defined unit code must be followed by two spaces (not tab character)
    local _, pos = definitions:find('\n' .. ucode .. ' ', 1, true)
    if pos then
        local endline = definitions:find('%s*\n', pos)
        if endline then
            local result = {}
            local n = 0
            local text = definitions:sub(pos + 1, endline - 1):gsub(
                for item in (text .. '\t'):gmatch('%S.-)\t') do
                    if item == 'ALIAS' then
                        result.alias = true
                    elseif item == 'ANGLE' then
                        result.isangle = true
                        result.nospace = true
                    elseif item == 'NOSPACE' then
                        result.nospace = true
                    elseif item == 'SI' then
                        result.si = true
                    else
                        n = n + 1
                        if n == 1 then
                            local link, symbol = item:match(
                                if link then
                                    result.symbol = symbol
                                    result.link = link
                                    n = 2
                                else
                                    result.symbol = item
                                end
                            elseif n == 2 then
                                result.link = item
                            elseif n == 3 then
                                result.scale_text = item
                                result.scale = get_scale(item, ucode)
                            else
                                result.more_ignored = item
                            end
                        end
                    end
                end
            )
        end
    end
end
```



```
        if use_convert then
            result.text = convert_unit.text
            result.scaled_top = convert_unit.scaled_value
        else
            if want_link then
                result.text = '[' .. result.link .. '|' .. result.symbol
            else
                result.text = result.symbol
            end
            result.scaled_top = value
        end
    end
    return result
end

local function makeunit(value, options)
    -- Return table of information for the requested unit and options, or
    -- return nil if no unit.
    options = options or {}
    local unit
    local ucode = options.u
    local percode = options.per
    if ucode then
        unit = get_unit(ucode, value, nil, options)
    elseif percode then
        unit = { nospace = true, scaled_top = value }
    else
        return nil
    end
    local text = unit.text or ''
    local sortkey = unit.sortkey
    if percode then
        local function bracketed(code, text)
            return code:find('[*/]') and '(' .. text .. ')' or text
        end
        local perunit = get_unit(percode, 1, unit.scaled_top, options)
        text = (ucode and bracketed(ucode, text) or '') ..
            '/' .. bracketed(percode, perunit.text)
        sortkey = perunit.sortkey
    end
    if not (unit.nospace or options.nospace) then
        text = '&nbsp;' .. text
    end
    return { text = text, isangle = unit.isangle, sortkey = sortkey }
end

local function list_units(mode)
    -- Return wikitext to list the built-in units.
    -- A unit code should not contain wikimarkup so don't bother escaping.
    local data = mw.loadData(data_module)
    local definitions = data.builtin_units .. data.builtin_units_long_scale
    local last_was_blank = true
    local n = 0
    local result = {}
    local function add(line)
        if line == '' then
            last_was_blank = true
        else
            if last_was_blank and n > 0 then
                n = n + 1
                result[n] = ''
            end
            last_was_blank = false
            n = n + 1
            result[n] = line
        end
    end
end
```

```
end
end
local si_prefixes = {
  -- These are the prefixes recognized by convert; u is accepted for
  y = 'y',
  z = 'z',
  a = 'a',
  f = 'f',
  p = 'p',
  n = 'n',
  u = 'μ',
  ['μ'] = 'μ',
  m = 'm',
  c = 'c',
  d = 'd',
  da = 'da',
  h = 'h',
  k = 'k',
  M = 'M',
  G = 'G',
  T = 'T',
  P = 'P',
  E = 'E',
  Z = 'Z',
  Y = 'Y',
}
local function is_valid(ucode, unit)
  if unit and not unit.more_ignored then
    assert(type(unit.symbol) == 'string' and unit.symbol ~= ''
    if unit.alias then
      if unit.link or unit.scale_text or unit.si then
        return false
      end
    end
    if unit.si then
      if unit.scale_text then
        return false
      end
      ucode = unit.ucode or ucode
      local base = unit.symbol
      if ucode == base then
        unit.display = base
        return true
      end
      local plen = #ucode - #base
      if plen > 0 then
        local prefix = si_prefixes[ucode:sub(1, plen)]
        if prefix and ucode:sub(plen + 1) == base then
          unit.display = prefix .. base
          return true
        end
      end
    end
    else
      unit.display = unit.symbol
      return true
    end
  end
  return false
end
local lookup = require(convert_module)._unit
local function show_convert(ucode, unit)
  -- If a built-in unit defines a scale or sets the SI flag, any unit
  -- convert is not used (the scale or SI prefix's scale is used for
  -- If there is no scale or SI flag, and the unit is not defined in
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-- the sort key may not be correct; this allows such units to be
if not (unit.si or unit.scale_text) then
    if mode == 'convert' then
        unit.show = not lookup(unit.alias and unit.symbol)
        unit.show_text = 'CONVERT'
    elseif mode == 'unknown' then
        unit.show = lookup(unit.alias and unit.symbol or
            unit.show_text = 'UNKNOWN'
    elseif not unit.alias then
        -- Show convert's scale in square brackets ('[1]')
        -- Don't show scale for an alias because it's mis
        -- and an alias is probably not useful for anything
        local scale = lookup(ucode, {value=1, sort='on'})
        if type(scale) == 'number' then
            scale = string.format('%.5g', scale):gsub(' ', '')
        else
            scale = '?'
        end
        unit.show = true
        unit.show_text = '[' .. scale .. ']'
    end
end
end
for line in definitions:gmatch('([^\n]*)\n') do
    local pos, _ = line:find(' ', 1, true)
    if pos then
        local ucode = line:sub(1, pos - 1)
        local unit = get_builtin_unit(ucode, '\n' .. line .. '\n')
        if is_valid(ucode, unit) then
            show_convert(ucode, unit)
            local flags, text
            if unit.alias then
                text = unit.symbol
            else
                text = '[' .. unit.link .. '|' .. unit.
            end
            if unit.isangle then
                unit.nospace = nil -- don't show redundant
            end
            for _, f in ipairs({
                { 'alias', 'ALIAS' },
                { 'isangle', 'ANGLE' },
                { 'nospace', 'NOSPACE' },
                { 'si', 'SI' },
                { 'scale_text', unit.scale_text },
                { 'show', unit.show_text },
            }) do
                if unit[f[1]] then
                    local t = f[2]
                    if t:match('^%u+$') then
                        t = '<small>' .. t .. '</small>'
                    end
                    if flags then
                        flags = flags .. ' ' .. t
                    else
                        flags = t
                    end
                end
            end
            if flags then
                text = text .. ' • ' .. flags
            end
            add(ucode .. ' = ' .. text .. '<br />')
        else
            add(ucode .. ' = ' .. text .. '<br />')
        end
    end
end
```

```

                                add(line .. ' ♦ <b>invalid definition</b><br />')
                                end
                            else
                                add(line)
                            end
                        end
                    end
                return table.concat(result, '\n')
            end

local delimit_groups = require('Module:Gapnum').groups
local function delimit(sign, numstr, fmt)
    -- Return sign and numstr (unsigned digits or '.' only) after formatting
    -- Four-digit integers are not formatted with gaps.
    fmt = (fmt or ''):lower()
    if fmt == 'none' or (fmt == '' and #numstr == 4 and numstr:match('^%d+$'))
        return sign .. numstr
    end
    -- Group number by integer and decimal parts.
    -- If there is no decimal part, delimit_groups returns only one table.
    local ipart, dpart = delimit_groups(numstr)
    local result
    if fmt == 'commas' then
        result = sign .. table.concat(ipart, ',')
        if dpart then
            result = result .. '.' .. table.concat(dpart)
        end
    else
        -- Delimit with a small gap by default.
        local groups = {}
        groups[1] = table.remove(ipart, 1)
        for _, v in ipairs(ipart) do
            table.insert(groups, '<span style="margin-left:.25em;">' .. v)
        end
        if dpart then
            table.insert(groups, '.' .. (table.remove(dpart, 1) or ''))
            for _, v in ipairs(dpart) do
                table.insert(groups, '<span style="margin-left:.25em;">' .. v)
            end
        end
        result = sign .. table.concat(groups)
    end
end
return result
end

local function sup_sub(sup, sub, align)
    -- Return the same result as Module:Su except val defaults to align=right
    if align == 'l' or align == 'left' then
        align = 'left'
    elseif align == 'c' or align == 'center' then
        align = 'center'
    else
        align = 'right'
    end
    return '<span style="display:inline-block;margin-bottom:-0.3em;vertical-align .. ';">' .. sup .. '<br />' .. sub .. '</span>'
end

local function range_text(items, unit_table, options)
    local fmt = options.fmt
    local nend = items.nend or ''
    if items.isrepeat or unit_table.isangle then
        nend = nend .. unit_table.text
    end
    local text = ''
end
```

```
        for i = 1, #items do
            if i % 2 == 0 then
                text = text .. items[i]
            else
                text = text .. delimiter(items[i].sign, items[i].clean, fmt)
            end
        end
    end
    return text
end

local function uncertainty_text(uncertainty, unit_table, options)
    local angle, text, need_parens
    if unit_table.isangle then
        angle = unit_table.text
    end
    local upper = uncertainty.upper or {}
    local lower = uncertainty.lower or {}
    local uncl = upper.clean
    if uncl then
        local fmt = options.fmt
        local unclL = lower.clean
        if unclL then
            unclU = delimiter('+', uncl, fmt) .. (upper.errend or '')
            unclL = delimiter('-', unclL, fmt) .. (lower.errend or '')
            if angle then
                unclU = unclU .. angle
                unclL = unclL .. angle
            end
            text = (angle or '') ..
                '<span style="margin-left:0.3em;">' ..
                sup_sub(unclU, unclL, options.align) ..
                '</span>'
        else
            if upper.parens then
                text = '(' .. unclU .. ')' -- old template did not
            else
                text = (angle or '') ..
                    '<span style="margin-left:0.3em;margin-right:0.3em;">' ..
                    delimiter(' ', unclU, fmt)
                need_parens = true
            end
            if uncertainty.errend then
                text = text .. uncertainty.errend
            end
            if angle then
                text = text .. angle
            end
        end
    end
    else
        if angle then
            text = angle
        end
    end
    return text, need_parens
end

local function _main(values, unit_spec, options)
    if options.sandbox then
        data_module = data_module .. '/sandbox'
        convert_module = convert_module .. '/sandbox'
    end
    local action = options.action
    if action then
        if action == 'list' then
```

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        -- Kludge: am using the align parameter (a=xxx) for type
        return list_units(options.align)
    end
    return valerror('invalid action "' .. action .. '"', options.no)
end
local number = values.number or (values.numbers and values.numbers[1]) or 0
local e_10 = options.e or {}
local novalue = (number.value == nil and e_10.clean == nil)
local fmt = options.fmt
local want_sort = true
local sortable = options.sortable
if sortable == 'off' or (sortable == nil and novalue) then
    want_sort = false
elseif sortable == 'debug' then
    -- Same as sortable = 'on' but the sort key is displayed.
else
    sortable = 'on'
end
local sort_value = 1
if want_sort then
    sort_value = number.value or 1
    if e_10.value and sort_value ~= 0 then
        -- The 'if' avoids {{val|0|e=1234}} giving an invalid sort key
        sort_value = sort_value * 10^e_10.value
    end
end
local unit_table = makeunit(sort_value, {
    u = unit_spec.u,
    want_link = unit_spec.want_link,
    per = unit_spec.per,
    want_per_link = unit_spec.want_per_link,
    nospace = novalue,
    want_longscale = unit_spec.want_longscale,
    sortable = sortable,
})
local sortkey
if unit_table then
    if want_sort then
        sortkey = unit_table.sortkey
    end
else
    unit_table = { text = '' }
    if want_sort then
        sortkey = convert_lookup('dummy', sort_value, nil, nil, nil)
    end
end
local final_unit = unit_table.isangle and '' or unit_table.text
local e_text, n_text, need_parens
local uncertainty = values.uncertainty
if uncertainty then
    if number.clean then
        n_text = delimit(number.sign, number.clean, fmt) .. (number.value > 0 and '' or '-')
        local text
        text, need_parens = uncertainty_text(uncertainty, unit_table.text)
        if text then
            n_text = n_text .. text
        end
    else
        n_text = ''
    end
end
else
    if values.numbers.isrepeat then
        final_unit = ''
    end
end
```

```
        n_text = range_text(values.numbers, unit_table, options)
        need_parens = true
    end
    if e_10.clean then
        if need_parens then
            n_text = '(' .. n_text .. ')'
        end
        e_text = '10<sup>' .. delimit(e_10.sign, e_10.clean, fmt) .. '</sup>'
        if number.clean then
            e_text = '<span style="margin-left:0.25em;margin-right:0.25em">' .. e_text .. '</span>'
        end
    else
        e_text = ''
    end
    local result =
        (sortkey or '') ..
        (options.prefix or '') ..
        n_text ..
        e_text ..
        final_unit ..
        (options.suffix or '')
    if result ~= '' then
        result = '<span class="nowrap">' .. result .. '</span>'
    end
    return result .. (options.warning or '')
end

local function check_parameters(args, has_ranges, nocat)
    -- Return warning text for the first problem parameter found, or nothing
    local whitelist = {
        a = true,
        action = true,
        debug = true,
        e = true,
        ['end'] = true,
        errend = true,
        ['+errend'] = true,
        ['-errend'] = true,
        fmt = true,
        ['long scale'] = true,
        long_scale = true,
        longscale = true,
        nocategory = true,
        p = true,
        s = true,
        sortable = true,
        u = true,
        ul = true,
        up = true,
        upl = true,
    }
    for k, v in pairs(args) do
        if type(k) == 'string' and not whitelist[k] then
            local warning = 'Val parameter "' .. k .. '" = ' .. v .. ''
            return valerror(warning, nocat, true)
        end
    end
    if not has_ranges and args[4] then
        return valerror('Val parameter 4 ignored', nocat, true)
    end
end

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

```
local args = getArgs(frame, {wrappers = { 'Template:Val' }})
local nocat = args.nocategory
local numbers = {} -- table of number tables, perhaps with range text
local msg = get_args(numbers, args)
if msg then
    return valerror(msg, nocat)
end
if args.u and args.ul then
    return valerror('unit (<b>u</b>) and unit with link (<b>ul</b>) a
end
if args.up and args.upl then
    return valerror('unit per (<b>up</b>) and unit per with link (<b
end
local values
if numbers.has_ranges then
    -- Multiple values with range separators but no uncertainty.
    numbers.nend = args['end']
    values = {
        numbers = numbers,
    }
else
    -- A single value with optional uncertainty.
    local function setfield(i, dst, src)
        local v = args[src]
        if v then
            if numbers[i] then
                numbers[i][dst] = v
            else
                numbers[i] = { [dst] = v }
            end
        end
    end
    setfield(1, 'nend', 'end')
    setfield(2, 'errend', '+errend')
    setfield(3, 'errend', '-errend')
    values = {
        number = numbers[1],
        uncertainty = {
            upper = numbers[2],
            lower = numbers[3],
            errend = args.errend,
        }
    }
end
local unit_spec = {
    u = args.ul or args.u,
    want_link = args.ul ~= nil,
    per = args.upl or args.up,
    want_per_link = args.upl ~= nil,
    want_longscale = (args.longscale or args.long_scale or a
}
local options = {
    action = args.action,
    align = args.a,
    e = numbers.e,
    fmt = args.fmt,
    nocat = nocat,
    prefix = args.p,
    sandbox = string.find(frame:getTitle(), 'sandbox', 1, true)
    sortable = args.sortable or (args.debug == 'yes' and 'def
    suffix = args.s,
```



```
        warning = check_parameters(args, numbers.has_ranges, nocā
    }
    return _main(values, unit_spec, options)
end
return { main = main, _main = _main }
```