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Subject: Skylark functions/links

Posted by [mingodad](#) on Mon, 14 Apr 2014 15:46:11 GMT

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Hello !

I need to have a way to url\_encode some values in witz templates (not in c++), it seems that there is a way to define new functions to be available in witz templates but is not documented, I looked at the source code but could not see how to do it.

Someone can shed a light here ?

Also the way to make links is not too good, I needed to add bookmarks to the links but the actual link function do not seem to accept it and also return a quoted string what makes add things to it in witz impossible.

I replaced on souce all ("`" + theLink + "`") by just (theLink) and could achieve my needs.

Another topic related with witz is the actual way to add witz code prefixing with "#\$" works fine for hand write code from programmers but it's not friendly to designers and wysiwyg tools (need be aware of escaping "#\$" and it can makes invalid html).

I propose to put then hidden inside tags:

```
<if()><else/></endif> <for()></endfor> ${variable}
```

It's a bit anoying for hand write but for wysiwyg editors it's fine.

Cheers !

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Subject: Re: Skylark functions/links

Posted by [Zbych](#) on Mon, 14 Apr 2014 16:14:22 GMT

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Take a look at this thread:

[http://www.ultimatepp.org/forums/index.php?t=msg&th=7545 &goto=39562&#msg\\_39562](http://www.ultimatepp.org/forums/index.php?t=msg&th=7545 &goto=39562&#msg_39562)

You have to create function body and register it:

```
Value translate(const Vector<Value>& arg, const Renderer *)
{
    if(arg.GetCount() == 1 && IsString(arg[0]))
        return GetLngString(GetCurrentLanguage(), (String)arg[0]);
    return arg[0];
}
```

```
INITBLOCK {
  Compiler::Register("t_", translate);
};
```

And after that you can use it in witz:  
\$t\_("some text")

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Subject: Re: Skylark functions/links  
Posted by [mingodad](#) on Mon, 14 Apr 2014 16:49:32 GMT  
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Thanks for the link !

I've created this function:

```
Value WitzUrlEncode(const Vector<Value>& arg, const Renderer *) {
  if(arg.GetCount() != 1 || !IsString(arg[0]))
    return String();
  StringBuffer buf;
  UrlEncode(buf, String(arg[0]));
  return Value(buf.Begin());
}
```

```
INITBLOCK {
  Compiler::Register("url_encode", WitzUrlEncode);
}
```

But I get two kind of errors (\$rec.name has valid content) :

```
-----
$url_encode($rec.name) >>> Internal server error (206,12): missing number
-----
```

```
or
-----
$url_encode(rec.name) >>> *****PANIC: Invalid memory access! Segmentation fault (core
dumped)
-----
```

Probably a bug in U++ !!!

Attached sample to test!

### File Attachments

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1) [bug\\_witz\\_function.tgz](#), downloaded 337 times

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Subject: Re: Skylark functions/links

Posted by [mirek](#) on Mon, 14 Apr 2014 18:16:13 GMT

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mingodad wrote on Mon, 14 April 2014 16:49 Thanks for the link !

I've created this function:

```
Value WitzUrlEncode(const Vector<Value>& arg, const Renderer *) {
    if(arg.GetCount() != 1 || !IsString(arg[0]))
        return String();
    StringBuffer buf;
    UrlEncode(buf, String(arg[0]));
    return Value(buf.Begin());
}
```

```
INITBLOCK {
    Compiler::Register("url_encode", WitzUrlEncode);
}
```

But I get two kind of errors (\$rec.name has valid content) :

-----

```
$url_encode($rec.name) >>> Internal server error (206,12): missing number
```

-----

or

-----

```
$url_encode(rec.name) >>> *****PANIC: Invalid memory access! Segmentation fault (core
dumped)
```

-----

Probably a bug in U++ !!!

Attached sample to test!

Well, this is nice one...

What happened here is that you have probably seen

UrlEncode(StringBuffer& b, const char \*s) signature in Skylark - but that is local function (my fault, should have made it static).

What got called instead was

```
UrlEncode(const char *begin, const char *end);
```

(from Core/Inet.h)

which, having begin and end pointing to unrelated things, obviously crashed.

This works:

```
Value WitzUrlEncode(const Vector<Value>& arg, const Renderer *) {  
    return arg.GetCount() == 1 && IsString(arg[0]) ? UrlEncode(arg[0]) : String();  
}
```

```
INITBLOCK {  
    Compiler::Register("url_encode", WitzUrlEncode);  
}
```

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Subject: Re: Skylark functions/links  
Posted by [mingodad](#) on Mon, 14 Apr 2014 19:20:56 GMT  
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Yes it works, thanks again !

One thing I noticed now but I didn't got it on the documentation, when using variables as parameters to functions in witz we should not use "\$" in front of it, a bit confusing !

Cheers !

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Subject: Re: Skylark functions/links  
Posted by [mirek](#) on Mon, 14 Apr 2014 20:39:19 GMT  
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mingodad wrote on Mon, 14 April 2014 19:20Yes it works, thanks again !

One thing I noticed now but I didn't got it on the documentation, when using variables as parameters to functions in witz we should not use "\$" in front of it, a bit confusing !

Cheers !

It is not PHP

\$ just starts the expression.

Mirek