

Making Doxygen Help Richer

With Doxygen

The image shows two side-by-side screenshots. The left screenshot is from Xcode's Quick Help window, displaying the name 'blink' and an abstract 'Blink a LED.' Below this, the source code for the function is shown with Doxygen-style comments: `/// @brief Blink a LED`, `/// @details LED attached to pin is light on then light off`, `/// @n Total cycle duration = ms`, `/// @param pin pin to which the LED is attached`, `/// @param times number of times`, and `/// @param ms cycle duration in ms`. The function signature is `void blink(uint8_t pin, uint8_t times, uint16_t ms);`. The right screenshot is from the Doxygen documentation window, showing the same function signature and a detailed description: 'Blink a LED. LED attached to pin is light on then light off. Total cycle duration = ms'. It also lists the parameters: 'pin' (pin to which the LED is attached), 'times' (number of times), and 'ms' (cycle duration in ms). The documentation is generated by Doxygen 1.8.1 on Fri Jul 13 2012 18:02:39 for WiringS_PlayShield.

Quick Help

Name: **blink**

Abstract: **Blink a LED.**

Xcode Quick Help

```
///
/// @brief Blink a LED
/// @details LED attached to pin is light
on then light off
/// @n Total cycle duration = ms
/// @param pin pin to which the LED is
attached
/// @param times number of times
/// @param ms cycle duration in ms
///
void blink(uint8_t pin, uint8_t times,
uint16_t ms);
```

Help code attached to function

Organizer - Documentation

WiringS_PlayShield > WiringS_PlayShield > File List > LocalLibrary.h > blink

Date: 03/07/12 17:23

Version: <#version#>

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See also: ReadMe.txt for references

Function Documentation

```
void blink ( uint8_t pin,
             uint8_t times,
             uint16_t ms
            )
```

Blink a LED.

LED attached to pin is light on then light off
Total cycle duration = ms

Parameters:

- pin pin to which the LED is attached
- times number of times
- ms cycle duration in ms

Generated on Fri Jul 13 2012 18:02:39 for WiringS_PlayShield by [doxygen](#) 1.8.1

Xcode Provides Richter Help

The image shows two side-by-side windows from Xcode. The left window is titled "Quick Help" and displays information for the `begin` method. The right window is titled "Organizer - Documentation" and shows the same information for the `begin` method, along with details for the `commit` method.

Quick Help

Name: `begin`

Declaration: `+ (void)begin`

Availability: Mac OS X (10.5 and later)

Abstract: Begin a new transaction for the current thread.

Declared In: [CATransaction.h](#)

Reference: [CATransaction Class Reference](#)

Related API: `commit`, `flush`

Related Documents: [Core Animation Cookbook](#), [Core Animation Programming Guide](#)

Sample Code: [GeekGameBoard](#), [UIImageViewDemo](#)

Xcode Quick Help

Organizer - Documentation

OS X 10.7 Core Library > Graphics & Animation > Animation > CATransaction Class... > Class Methods > begin

begin

Begin a new transaction for the current thread.

`+ (void)begin`

Discussion
The transaction is nested within the thread's current transaction, if there is one.

Availability
Available in Mac OS X v10.5 and later.

See Also
[+ commit](#)
[+ flush](#)

Related Sample Code
[GeekGameBoard](#)
[UIImageViewDemo](#)

Declared In
`CATransaction.h`

commit

Commit all changes made during the current transaction.

`+ (void)commit`

Special Considerations
Raises an exception if no current transaction exists.

Availability
Available in Mac OS X v10.5 and later.

See Also
[+ begin](#)
[+ flush](#)

