
Subject: Re: Documentation and Topic++
Posted by [cbpporter](#) on Thu, 12 Jun 2008 11:02:51 GMT
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Well, I propose something like this:

What can not be seen from this mock-up, is that all parts except the class description, the see also section and the logical grouping of methods should be auto generated. Also future auto generations would not destroy available documentation.

File Attachments

1) [untitled2.PNG](#), downloaded 1408 times

Upp::Button

The famous foundation of any GUI. It has no [Value](#).

Hierarchy: [Ctrl](#) >> [Pusher](#) >> Button

Constructors

[Button\(\)](#)

Methods

Appearance

[Button](#)& [SetImage](#)(const [Image](#)& img)
[Button](#)& [SetMonoImage](#)(const [Image](#)& img)
[Button](#)& [EdgeStyle](#)(bool b = true)
[Button](#)& [LeftEdgeStyle](#)()
[Button](#)& [ScrollStyle](#)(bool b = true)
[Button](#)& [Ok](#)()
[Button](#)& [Cancel](#)()
[Button](#)& [Exit](#)()
[Button](#)& [Normal](#)()

Statics

static const [Style](#)& [StyleNormal](#)();
static const [Style](#)& [StyleOk](#)();
static const [Style](#)& [StyleEdge](#)();
static const [Style](#)& [StyleLeftEdge](#)();
static const [Style](#)& [StyleScroll](#)();

Overrides

[View overrides for Button](#)

See also

[Logical coordinate system](#)
[Using styles](#)
[Other button classes](#)