

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 1072 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](#)