Subject: Re: U++ talk

Posted by mirek on Wed, 03 Sep 2008 07:58:27 GMT

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amrein wrote on Tue, 02 September 2008 17:37Quote:

It's not about creating translation (current system is working great) as contributing documentation. Someone has to write the documentation directly in the source code. That means write access is needed, plus someone has to test that it still compiles.

At present, people use topic++ right? They save the doc in external files. What I said: do exactly the same process. The document manager (not his subordinates) can have a look into the topic++ work (what his subordinate, those without write access to the code, have done) than, if he think that all is ok, he presses a topic++ button and all validated modifications are synchronized back into the source file, ready for doxygen and U++ final release.

Quote:

If user doesn't have write access, somebody needs to merge the changes for him.

Yes, modifications has to be validated. U++ API can break at any time before final release. Two eyes are better than one. You keep total control of the final documentation submitted but your contributors have full access to the topic++ generated documentation.

OK, now I see where are you heading. Anyway, this is even more complex that what we wanted to do. And, let me say, perhaps a little bit more risky too.

OTOH, it appears that you would like to do some work on .so etc.

Maybe, as part of this process, you can do exactly this.

I mean, it appears that ".so" work will have to somehow take existing uppsrc and via some nice tool transform it to .so (or, rather, something with makefile that produces .so).

The T++ contains enough information (ok, barely enough, but it is manageable) to put the comments back to the code even now. So do it!

Or, maybe, you can export doxygen to separate files, that is even easier.

BTW, to put things into perspective and understand each other, if you are speaking about Doxygen, I was thinking about putting docs into sources, that is why confusion. Exporting Doxygen formatted docs from T++ is IMO completely unrelated topic and perhaps a good idea, if it can be done with relatively low costs.

Mirek