
Subject: Re: Improving the organization of U++ help
Posted by [gprentice](#) on Sat, 30 May 2009 23:36:50 GMT
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luzr wrote on Sun, 31 May 2009 08:39

I believe this is a good idea & start. We should build on this.

Just, please, do not expect all docs to be written by me. I believe I can do part of reference docs and most library tutorials.

Mirek

ok. So how will it be organized? Can the existing help have two modes - one that has full index in the tree control and one that has "package restricted" index like at present. Is it possible to auto-generate a pdf of the whole lot - including indexed table of contents. If pdf is too hard or nobody has acrobat pro, then html like the website.

As koldo mentioned, for people to contribute there needs to be a way of letting people assign tasks to themselves so there's no doubling up. Also, since most people can't predict when they'll get time to work on it, maybe an expected completion date could be posted so if someone else gets keen to help, they can. Even a revision control like system so people can check out topics for updating without fear their work will conflict with someone else's.

Also, the "help outline" I posted probably needs refining. Once the table of contents is agreed to, it should be created, with skeleton pages for everything so hyper-links can be used.

Is it possible to have a search mode in the help that restricts to finding function names. You can do this in the IDE right? How do you get from the IDE list to the help topic for the function.

As well as table of contents, an index would be nice. Is there any way to insert a (hidden) marker anywhere within a topic that includes a name that would appear in the index - maybe with a category too so that the index can separate API/ function names from the rest.

There's already a lot of documentation and it might not take a lot to fill in the gaps. The focus of the website could then change slightly to have "1.1 Overview of U++" in a prominent place so people can immediately see quickly what U++ is all about.

Graeme