

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 and abstract of a function. The right screenshot is from the Doxygen documentation window, showing the function signature, date, version, copyright, and detailed function documentation.

Xcode 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#>
Copyright: © Rei VILO, 2012
CC = BY NC SA
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

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Xcode Provides Richter Help

The image shows two windows from the Xcode IDE. The left window is the 'Quick Help' pane, which provides a summary of the `begin` method. The right window is the 'Organizer - Documentation' pane, which shows the full documentation for the `begin` method, including its signature, discussion, availability, and related methods.

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](#)