

Subject: : AmigaOS4

Topic: : Game Coding for beginners?

Re: Game Coding for beginners?

Author: : Rigo

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URL:

@freddix

Well, because AmiDark Engine API is centric around C, it makes sense to be able to expand the help system to include third-party additions.

As far as AutoDocs goes, the autodoc source is usually embedded in the source files. Luckily, CodeBench can generate these for you, by placing the text cursor above the function you want to create an entry for, then using the right mouse button menus, select Insert/AutoDoc Entry from the popup menu. A skeleton will be inserted into the source code, and you are free to add the required information and function description.

Creating the actual doc is done by passing the names of all files containing the autodoc source to the "AutoDoc" program which can be found in the SDK:C directory.

Once you've done it once, it's easy, and the resulting files are easy to read, especially when the headers are highlighted for you, like [this](#).

Simon