

MyClass

Inherits From:	MyObject
Conforms To:	MyProtocol AnotherProtocolLine
Declared In:	MyClass.h
Depends On:	MySecondClass.h misckit/MiscManyClasses.h

Class Description

Place class description here.
A small description might look like:

- First item.
- Next item.
- Even more items.

But you might choose different one.

Sub paragraphs...and Method lists

If you need to create sub paragraphs...do so. They might look like that.

A collection of methods that you want to give a pointer to might look like the following part.:

```
textWillResize:  
textDidResize:oldBounds:invalid:  
textWillChange:
```

This should also be used inside the documentation of a method if you for example want to list the methods a subclass...or delegate must implement.

But you might also decide to show them like a normal bold **someMethod:With:** selector entry. Listing too many methods in this way might not look very nice. So use it for single references only.

Example code

To show how to use this class you might include some example code sections:

```
textWillResize:
```

I hope you can use those templates when creating your documentation. Aloha ± Tomi.

Instance Variables

```
id firstID;  
id secondID;
```

firstID

Just a temp.

secondID

Another temp.

Method Types

- myMethod

Class Methods

```
myClassMethod  
+ myClassMethod
```

ClassMethod description here.

See also: - **myReference**

Instance Methods

myMethod

- **myMethod**

Method description here.

See also: - **myReference**

findText:ignoreCase:backwards:wrap:

- (BOOL)**findText**:(const char *)*string*
 ignoreCase:(BOOL)*ignoreCaseflag*
 backwards:(BOOL)*backwardsflag*
 wrap:(BOOL)*wrapflag*

Here you can copy a multiline ruler. If you need to show the constants a method accepts you might type it in the following way:

Constant

NX_LEFTALIGNED

NX_JUSTIFIED

Alignment

Flush to left edge of the **bodyRect**.

Flush to left and right edges of the **bodyRect**; justified. Not yet implemented.

....or like that:

Constant

NX_WHITE
 NX_LTGRAY
 NX_DKGRAY
 NX_BLACK

Shade

White
 Light gray
 Dark gray
 Black

A **setTextGray:** message doesn't cause the text to be redrawn. Returns **self**.

Flush to left and right edges object's default font (see **setDefaultFont:**) and uses object's default font (see **setDefaultFont:**) and uses

setTextFilter:

- **setTextFilter:**(NXTextFilterFunc)*aFunc*

Sets the text filter function, the function that analyzes text the user enters.

The text filter function is called with the following arguments:

```
NXTextFunc myTextFilter(id self, unsigned char *insertText,
                        int *insertLength, int position);
```

This is how example source might be added. How cross class references might look like can be found below. See that the colon between the references is not bold and the dash is in the Symbol font. And don't forget to mention the returned data. Returns **self**.

See also: - **textFilter**, - **textFilter:** (OtherObject), - **moreTextFilter**