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 pararaphs...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 documention of a method if you for example want to list the methdos 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 exmaple 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 follwoing way:

Constant	Alignment
NX_LEFTALIGNED	Flush to left edge of the **bodyRect**.
NX_JUSTIFIED	Flush to left and right edges of the **bodyRect**; justified. Not yet implemented.

....or like that:

Constant	Shade
NX_WHITE	White
NX_LTGRAY	Light gray
NX_DKGRAY	Dark gray
NX_BLACK	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 bject'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**