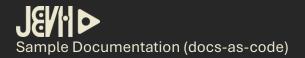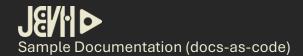JEVH ▷

Sample Documentation (docs-as-code)

This is a portion of a .bat file that I created to assist me in quickly changing TMP & TEMP locations. You can see the commands "REM" below where I left my comments/remarks.

```bat
@echo off
setlocal enabledelayedexpansion

REM This is a portion of a .bat file that I've created to quickly change Windows' TMP & TEMP locations.
REM By: JEVH

:MAIN_MENU
cls
echo ***************************************************************
echo *        TMP ^& TEMP Environment Variable Tool         *
echo ***************************************************************
echo.
echo Important Notes:
echo.
echo * Changes take effect after restarting applications (or logging out/in).
echo * Some programs may still use hardcoded temp paths.
echo * If you modify system variables, ensure the folder has proper permissions.
echo.
echo Actions:
echo.
echo [1] Reset TMP ^& TEMP to Windows Default (User)
echo [2] Set TMP ^& TEMP to [Drive]:\[Temp Files] (User)
echo [3] Set TMP ^& TEMP to a Custom Path (User)
echo [4] Exit
echo.
set /p choice="Choose an option (1-4): "

if "%choice%"=="1" goto DEFAULT
if "%choice%"=="2" goto DRIVE_TEMP
if "%choice%"=="3" goto CUSTOM_PATH
if "%choice%"=="4" exit /b
echo Invalid choice. Please try again.
pause
goto MAIN_MENU

REM For sampling purposes, the rest of this code has been omitted.

echo.
echo [SUCCESS] TMP ^& TEMP set to: %NEW_TEMP_PATH%
echo NOTE: Changes apply to NEW processes (restart apps).
pause
exit /b 0
```

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Sample Documentation (docs-as-code)

This is a heavily stripped html file where you can see the proper labels in each section; "<!--" and "-->" in html, "/*" and "*/" in CSS, and "//" in Java Script.

```html
<!DOCTYPE html>
<html lang="en">
<head>
<!-- © JEVH & CodeDino. Terminal/Retro Style Device Consumption Calculator -->
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Device Consumption Calculator</title>
    <style>
      :root {
        --theme-color: #ffffff;
        --background-color: #000000;
        --footer-color: rgba(255, 255, 255, 0.7);
      }

      body {
        font-family: 'Courier New', monospace;
        background-color: var(--background-color);
        color: var(--theme-color);
        margin: 0;
        padding: 20px;
        display: flex;
        flex-direction: column;
        align-items: center;
        justify-content: center;
        min-height: 100vh;
        line-height: 1.4;
      }

      /* Majority of CSS contents omitted. */

    </style>
</head>
<body>

<!-- html contents omitted. -->


    <div class="footer">
      <p>© JEVH & CodeDino</p>
    </div>

    <script>

    // Java Script contents omitted.

    </script>
</body>
<!--
"The code giveth, and the code taketh away."
"In a world full of digital clocks, you chose to build poetry in motion."
"In a world of complexity, you've mastered the art of elegant simplicity."
©JEVH & CodeDino
-->
</html>
```

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Sample Documentation (docs-as-code)

A quick sample placing comments/remarks using GIT.

```
# JEVH Sample documentation via GIT.
# STEP 1. Clone an existing repository
git clone https://github.com/username/samplingonly.git
cd repository

# STEP 2. Create a new branch for your work
git checkout -b my-feature-branch

# STEP 3. Make your changes and commit them
# ... edit files ...
git add changed_file.txt
git commit -m "Implemented new functionality"

# STEP 4. Push your branch to remote
git push -u origin my-feature-branch

# STEP 5. On GitHub/GitLab, create a Pull/Merge Request

# STEP 6. After PR is merged, update your local main branch
git checkout main
git pull origin main

# STEP 7. Delete the feature branch (optional)
git branch -d my-feature-branch
```
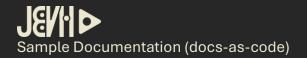
A portion of a class that I created for a videogame mod in Unreal Engine 1, using "//" for remarks and contained code.

```
class SUPBinocsHP extends TournamentWeapon;

//#exec TEXTURE IMPORT NAME=IconBinocs FILE=TEXTURES\HUD\IconBinocs.PCX GROUP="Icons" MIPS=OFF
//#exec TEXTURE IMPORT NAME=UseBinocs FILE=TEXTURES\HUD\UseBinocs.PCX GROUP="Icons" MIPS=OFF
//#exec TEXTURE IMPORT NAME=BinocsView FILE=TEXTURES\BinocsView.PCX GROUP="Icons" MIPS=OFF FLAGS=2 LODSET=2

//Crosshair
simulated function PostRender( canvas Canvas )
{
        local PlayerPawn P;
        local float Scale;

        Super.PostRender(Canvas);
        P = PlayerPawn(Owner);
        if ( (P != None) && (P.DesiredFOV != P.DefaultFOV) )
        {
                bOwnsCrossHair = true;
                Scale = Canvas.ClipX/640;
                Canvas.SetPos(0.5 * Canvas.ClipX - 256 * Scale, 0.5 * Canvas.ClipY - 128 * Scale );
                if ( Level.bHighDetailMode )
                        Canvas.Style = ERenderStyle.STY_Translucent;
                else
                        Canvas.Style = ERenderStyle.STY_Normal;
                Canvas.DrawIcon(Texture'BinocsView', Scale);
                Canvas.SetPos(0.5 * Canvas.ClipX + 64 * Scale, 0.5 * Canvas.ClipY + 96 * Scale);
                Canvas.DrawColor.R = 0;
                Canvas.DrawColor.G = 255;
                Canvas.DrawColor.B = 0;
                Scale = P.DefaultFOV/P.DesiredFOV;
                Canvas.DrawText("X"$int(Scale)$"."$int(10 * Scale - 10 * int(Scale)));
        }
        else
                bOwnsCrossHair = false;
}

// Fire secondary, magnification
simulated function bool ClientAltFire( float Value )
{
    GotoState('Zooming');
    return true;
}

//The rest of the .uc file has been omitted.
```