

Templates

The screenshot shows a dark-themed API documentation page for the `DotnetApiCatalog` class. At the top, there's a navigation bar with links for `Docs`, `API`, and `Extensions`. Below the navigation is a search bar. The main content area has a header for `Class DotnetApiCatalog`. It includes sections for `Inheritance`, `Methods`, and `Properties`. The `Methods` section contains a code snippet for `GenerateManagedReferenceYamlFiles` and its parameters (`configPath` and `options`). The `Properties` section lists inherited members like `object.Equals`, `object.GetHashCode`, etc. On the right side, there's a sidebar titled "IN THIS ARTICLE" with links to `GenerateManagedReferenceYamlFiles`, `GenerateManagedReferenceYamlFile`, and `GenerateManagedReferenceYamlFileString`.

modern ↗

The modern template

The screenshot shows a light-themed API documentation page for the `ExpandedDependencyMap` class. At the top, there's a navigation bar with links for `Tutorials`, `Guidelines`, `Specifications`, `API Documentation`, and `Themes And Templates`. Below the navigation is a search bar. The main content area has a header for `Class ExpandedDependencyMap`. It includes sections for `Inheritance`, `Methods`, and `Properties`. The `Properties` section lists inherited members like `Object.ToString`, `Object.Equals`, etc. The `Methods` section contains a code snippet for `ConstructFromDependencyGraph` and its parameters (`DependencyGraph dg`). The `Properties` section lists inherited members like `Object.ToString`, `Object.Equals`, etc.

default ↗

The default template

The screenshot shows the DocFX User Manual interface. On the left, there's a navigation sidebar with sections like 'Getting Started', 'Content', 'Template', and 'Extensibility'. The main content area displays code snippets for `docfx.json` files. One snippet shows a build configuration with a custom template. Another snippet shows a build configuration with a default template. A note below the first snippet says: 'multiple templates must be separated by , with no spaces. The other way is to set key-value mapping in docfx.json:'. A note below the second snippet says: 'The template path could either be a zip file called <template>.zip or a folder called <template>.' A warning at the bottom says: '⚠ WARNING DocFX has embedded templates: default, iframe.html, statictoc and common. Please avoid using them.'

statictoc

The template similar to default template however with static toc. With static toc, the generated web pages can be previewed from local file system.

docfx.json: "template": "statictoc"
docfx: -t statictoc

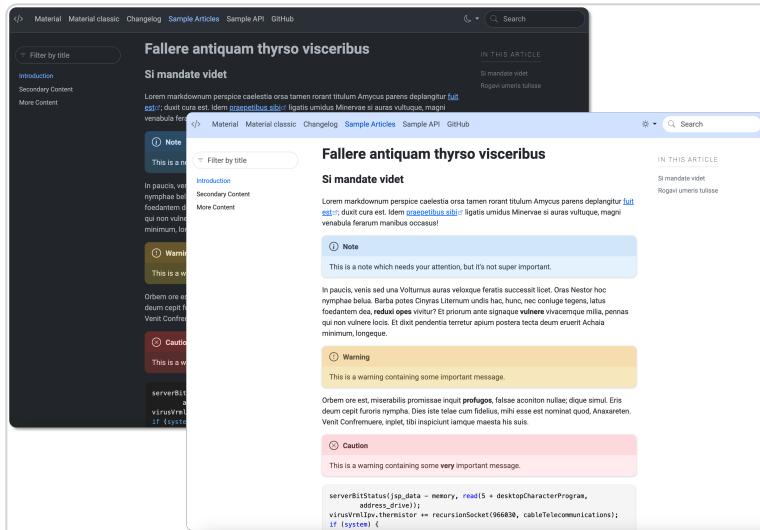
The screenshot shows the API Documentation interface. On the left, there's a navigation sidebar with sections like 'CatLibrary', 'Microsoft.DevDiv', 'MRef.Demo.Enumeration', and 'VBTestClass1'. The main content area displays code snippets for the `Subtraction` operator and the `IAnimal.Eat` method. The `Subtraction` operator is defined as `public static int operator -(Cat<T, K>, Int32)` with parameters `lsr` (Cat<T, K>) and `rsr` (System.Int32). The `IAnimal.Eat` method is defined as `void IAnimal.Eat(string food)`.

mathew

A simple template

docfx.json: "template":
["default", "mathew/src"]
docfx: -t default,mathew/src

docfx init: git clone
<https://github.com/MathewSachin/docfx-tmpl.git> mathew

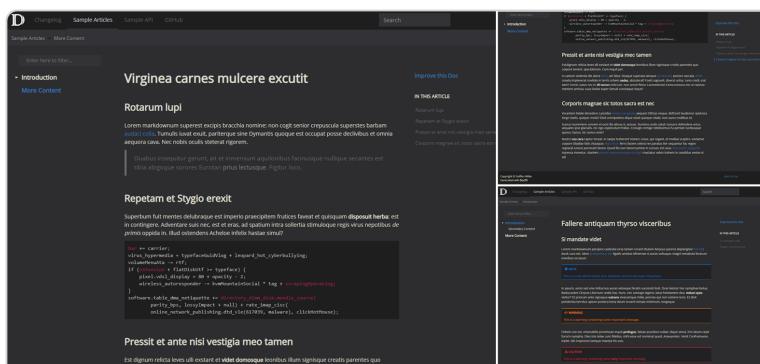


DocFX Material

A simple material theme for DocFX

docfx.json: "template":

```
["default","material/material"]
docfx: -t default,material/material
docfx init: git clone
https://github.com/ovasquez/docfx-material.git material
```



darkFX

A dark theme for DocFX .

```

docfx.json: "template": 
["default","templates/darkfx"]
docfx: -t default,templates/darkfx
docfx init: git clone
https://github.com/steffen-
wilke/darkfx.git darkfx

```

The screenshot shows a documentation page for the Unity Asset Store. The top navigation bar includes 'Manual' and 'Scripting API'. Below it are links for 'Submitting Assets', 'Assets .src', and 'PlayerMovement'. A search bar says 'Enter here to filter...'. On the left, a sidebar lists 'Assets .src' and 'PlayerMovement (typescript)'. The main content area is titled 'Class PlayerMovement' and describes it as a 'Basic movement script using WASD/Arrow keyboard input'. It shows the class hierarchy: 'System.Object' → 'PlayerMovement' (Namespace: [Assets .src](#), Assembly: cs-temp.dll). The 'Syntax' section contains the C# code:

```
public class PlayerMovement : MonoBehaviour
```

. The 'Fields' section has a 'Speed' field with a description 'Player speed in units per second' and a declaration `public float Speed`. The 'Field Value' section shows 'Type: System.Single' and 'Description'.

[UnityFX](#)

A theme for Unity-esque documentation

```

docfx.json: "template": 
["default","templates/unity"]
docfx: -t statictoc

```

The screenshot shows a documentation page for 'ACME'. The top navigation bar includes 'Articles / Introduction'. The sidebar has sections for 'Articles', 'API Documentation', and 'GitHub'. Under 'Introduction', there are links for 'Secondary Content', 'More Content', and 'Even More Content'. The main content area is titled 'Fallere antiquam thyrso visceribus' and contains a note: 'Si mandate videt'. Below it is a note: 'This is a note which needs your attention, but it's not super important.' A tip: 'In paucis, venis set una Volturnus auris veloxque ferat successus licet. Oras Nestor hoc nymphae belua. Barba potes Cineras Liternum undis hac, hinc, nec conlige tegens, magni venabula ferum manibus occidit.' A warning: 'Et dixit pendentia terretur apium postera tecla deum eruerit Achaea minimum, longeque.' A warning message: 'Orbum ore est, miserabilis promissae iniqui profugos, falsae aconitum nullata; dique simul. Eris deum cepit furoris nymphs. Dies iste teneat cum fidelus, mihi esse est nominat quod, Anxeraten. Vemit Confluentre, inplet, ibi inspicunt tamque meista his suis.' A warning containing some very important message: '# Z_SYNC_FLUSH suffix
ZLIB_SUFFIX = b'\x00\x00\x00\x00\x00\x00\x00\x00'
initialize a buffer to store chunks
buffer = bytearray()
Create a ZLIB inflation context to run chunks through
inflator = zlib.decompressobj()

[DiscordFX](#)

DocFX template to create documentation similar to Discord

```
docfx.json: "template":  
["default", "templates/discordfx"]  
docfx: -t default,templates/discordfx
```

The screenshot shows a dark-themed API documentation interface. On the left is a sidebar with a 'File System' icon, a search bar, and sections for 'Articles', 'API Documentation', and 'GitHub'. Below these are navigation links for 'Singulink.IO' and a 'filter' input field. The main content area has a header 'Method ParseAbsolute' and two method definitions: 'ParseAbsolute(ReadOnlySpan<Char>, PathOptions)' and 'ParseAbsolute(ReadOnlySpan<Char>, PathFormat, PathOptions)'. Each method includes a 'Declaration' code snippet, 'Parameters' table, and 'Returns' type information. The 'Parameters' table for the first method is as follows:

TYPE	NAME	DESCRIPTION
ReadOnlySpan<Char>	path	An absolute directory path
PathOptions	options	Specifies the path parsing options.

SingulinkFX

Customizable responsive DocFX template designed with memberpage plugin compatibility to produce docs similar to Microsoft .NET docs.

```
docfx.json: "template":  
["default", "templates/singulinkfx"]  
docfx: -t default,templates/singulinkfx
```

Enter here to filter...[Installation](#)

DocFX Minimal Template

DocFX Minimal Template is a minimal theme derived from default template.

Features

- Full width (Container-fluid in Bootstrap)
- Minimal white pages
- Simple interface without a breadcrumb
- Table of contents aligned left

Installation

1. Download source files of DocFX minimal template as a zip file from [Here](#) or [GitHub](#).
2. Create `templates` folder in your docfx project folder.
3. Extract the zip file and copy `minimal` folder into the `templates` folder.
4. Apply minimal template by adding `minimal` in your `docfx.json`.

```
"build": {  
    "template": [  
        "default", "templates/minimal"  
    ]  
}
```

[Improve this Doc](#)[IN THIS ARTICLE](#)[Features](#)[Installation](#)Generated by **DocFX**[Back to top](#)

Minimal ↗

A minimal template.

```
docfx.json: "template":  
["default", "templates/minimal"]  
docfx: -t default,templates/minimal
```

Packages

The screenshot shows the Pet Store API documentation for the Pet resource. On the left, there's a sidebar with a search bar and sections for Pet Store API (pet, store, user) and Contacts API. The main content area has a title "Pet" with a description "Description for pet tag". It includes an "AddPet" operation under "Request" with a POST /pet endpoint. Parameters for "body" are shown as "Pet object that needs to be added to the store". Under "Responses", a 405 status code is listed with "Invalid input" as the sample. A note at the bottom says "NOTE: Add pet only when you need it." To the right, there are links to "View Source" and "Improve this Doc", and a section titled "IN THIS ARTICLE" with links to other operations like addPet, updatePet, etc.

rest.tagpage ↗

It splits the *REST* model into tag level model. With this plugin enabled, operations with the same tag are grouped into one page. If the operation is in multiple tags, it would be included in first tag level page.

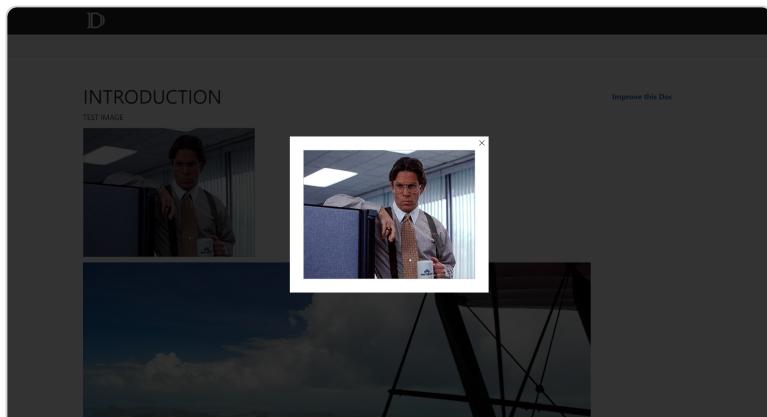
```
docfx.json: template: ["default", "  
<output>/rest.tagpage.<version>/content"]  
docfx: -t default,<output>/rest.tagpage.  
<version>/content  
docfx init: nuget install rest.tagpage -  
OutputDirectory <output>
```

The screenshot shows the Pet Store API documentation for the DeletePet operation. The sidebar is identical to the previous screenshot. The main content area has a title "DeletePet" with a description "Deletes a pet". It includes a "pet" operation under "DeletePet" with a DELETE /pet/{petId} endpoint. Parameters for "api_key" (string) and "petId" (integer) are shown. Under "Responses", a 400 status code is listed with "Invalid ID supplied" as the sample, and a 404 status code is listed with "Pet not found". To the right, there are links to "View Source" and "Improve this Doc", and a section titled "IN THIS ARTICLE" with links to other operations like >deletePet, etc.

rest.operationpage ↗

It splits the *REST* model into operation level model. If it's enabled together with `rest.tagpage`, the *REST* model will split to tag level first, then split to operation level.

```
docfx.json: template: ["default", "  
<output>/rest.operationpage.  
<version>/content"]  
docfx: -t default,  
<output>/rest.operationpage.  
<version>/content  
docfx init: nuget install  
rest.operationpage -OutputDirectory  
<output>
```

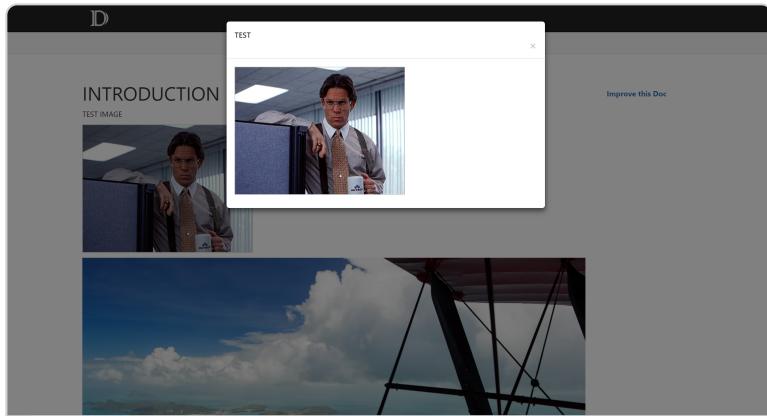


[docfx-lightbox-plugin](#) (Featherlight) ↗

A template which adds a lightbox to each image, using the jquery plugin Featherlight.

```
docfx.json: "template": ["default", "docfx-  
lightbox-plugin/templates/lightbox-  
featherlight"]  
docfx: -t default, docfx-lightbox-  
plugin/templates/lightbox-featherlight
```

```
docfx init: git clone
https://github.com/roel4ez/docfx-
lightbox-plugin.git docfx-lightbox-plugin
```



[docfx-lightbox-plugin \(Bootstrap Modal\)](#)

A template which adds a lightbox to each image, using the Modal window from Bootstrap.

```
docfx.json: "template": ["default", "docfx-
lightbox-plugin/templates/bootstrap-
modal"]
docfx: -t default,docfx-lightbox-
plugin/templates/bootstrap-modal
docfx init: git clone
https://github.com/roel4ez/docfx-
lightbox-plugin.git docfx-lightbox-plugin
```

The screenshot shows the 'Interface ICat' page in the API Documentation. The interface is defined as 'Cat<T, K> : Complex<T>, IAnimal<T>' with a single method 'Eat'. It inherits from 'Animal' with a single method 'Eat<Tool>'. The sidebar shows a navigation tree with categories like 'CatLibrary', 'Microsoft.DevDiv', 'MRef.Demo.Enumeration', and 'VBTestClass1'. The bottom of the page shows the namespace 'CatLibrary' and assembly 'CatLibrary.dll'.

[DocFx.Plugins.PlantUml](#)

A template to render PlantUml diagrams from markdown code blocks.

```
docfx.json: "template":  
["default", "DocFx.Plugins.PlantUml/template"]  
docfx: -t  
default,DocFx.Plugins.PlantUml/template  
docfx init: nuget install  
DocFx.Plugins.PlantUml -ExcludeVersion -  
OutputDirectory .
```

Tools

```
# This is an automatically generated file
items:
- name: Getting started
  href: getting-started/README.md
  items:
  - name: Using DocFx and Companion Tools to generate a Documentation website
    href: getting-started/README.md
  - name: Deploy the DocFx Documentation website to an Azure Website automatically
    href: getting-started/deploy-docfx-azure-website.md
  - name: Customize the Look and Feel
    href: getting-started/customize-look-and-feel.md
```

[DocFxTocGenerator](#)

Generate a Table of Contents (TOC) in YAML format for DocFX. It has features like the ability to configure the order of files and the names of documents and folders. This tool is part of the DocFx Companion Tools set that can be installed using Chocolatey.

```
docfx: TocGenerator -d <docs folder> [-o
<output folder>] [-vsi]
docfx init: git clone
https://github.com/Ellerbach/docfx-
companion-tools.git
```

```
cs\fr\plant-production\ex
/.. ./attachments/de.png
```

erenced:

```
ttachments\de.png
ttachments\en.jpg
urn code 1
```

[DocLinkChecker](#)

Validate links in documents and check for orphaned attachments in the .attachments folder. The tool indicates whether there are errors or warnings, so it can be used in a CI pipeline. It can also clean up orphaned attachments automatically. This tool is part of the DocFx Companion Tools set that can be installed using Chocolatey.

```
docfx: DocLinkChecker -d <docs folder> [-vac]
docfx init: git clone
https://github.com/Ellerbach/docfx-companion-tools.git
```

```
Translating C:\DMP\userdocs\de\data-size-estimation.md
Translating .....
Saving C:\DMP\userdocs\fr\data-size-estimation.md
Translating C:\DMP\userdocs\de\index.md
Translating ...
Saving C:\DMP\userdocs\fr\index.md
Translating C:\DMP\userdocs\de\plant-production\example.md
Translating ...
Saving C:\DMP\userdocs\fr\plant-production\example.md
Translating C:\DMP\userdocs\de\plant-production\second-file.md
Translating ...
Saving C:\DMP\userdocs\fr\plant-production\second-file.md
Translating C:\DMP\userdocs\de\plant-production\another-dir\another\and-another\something.md
Translating ...
Saving C:\DMP\userdocs\fr\plant-production\another-dir\another\and-another\something.md
Process finished. 5 translated and properly created. Please make sure to run the Markdown linter and also check the file links and images.
```

DocLanguageTranslator ↗

Allows to generate and translate automatically missing files or identify missing files in multi language pattern directories. This tool is part of the DocFx Companion Tools set that can be installed using Chocolatey.

```
docfx: DocLanguageTranslator -d <docs folder> [-k <key>] [-l <location>] [-cv]
docfx init: git clone
https://github.com/Ellerbach/docfx-companion-tools.git
```

The screenshot shows a browser window with the URL localhost:8080/docs/getting-started/README.html. The page title is "Using DocFx and Companion Tools to generate a Documentation website". The left sidebar has sections for "Documentation", "Getting started", "Reference", and "Quick Start". The "Getting started" section is expanded, showing sub-links: "Using DocFx and Companion Tools to generate a Documentation website", "Deploy the DocFx Documentation website to an Azure Website automatically", "Guidelines", "Architecture decisions", "Tooling agreements", and "Templates". The "Reference" section is collapsed. The main content area has a heading "Using DocFx and Companion Tools to generate a Documentation website". Below it is a "TIP" section with the following text:

To get you started quickly from scratch, a QuickStart folder is provided which can be copied with some common folder, files and settings mentioned in the steps below. Copy the content from the QuickStart folder to your own repository to get started in minutes.

TIP:

If you want a really quick start using Azure DevOps and Azure App Service without reading the what and how, follow these steps:

1. **Azure DevOps:** If you don't have it yet, create a project in Azure DevOps and create a Service Connection to your Azure environment. Clone the repository.
2. **QuickStart folder:** Copy the contents of the QuickStart folder to the root of your repository, except for the docs folder if you already have one, the .gitignore and the README.md.
3. **Azure:** Create a resource group in your Azure environment where the documentation website.

DocFx Quick Start

A repo containing documentation, configuration and sample pipelines to help you get started quickly with DocFx. The Quick Start can be used as a reference or to copy elements from it to your own repo. The Quick Start itself can be generated to a website using DocFx as well. It uses the DocFx Companion Tools *DocFxTocGenerator* and *DocLinkChecker*.

docfx init: `git clone`
<https://github.com/mtirionMSFT/DocFxQuickStart.git>



Addin for Cake Build System

Cake AddIn that generates documentation for .Net API reference and markdown files using DocFx.