

# Prueba User manual

Generated by Doxygen 1.9.3



<b>1 Doxygen tool</b>	<b>1</b>
<b>2 Credits</b>	<b>3</b>
<b>3 Namespace Index</b>	<b>5</b>
3.1 Packages	5
<b>4 Hierarchical Index</b>	<b>7</b>
4.1 Class Hierarchy	7
<b>5 Class Index</b>	<b>9</b>
5.1 Class List	9
<b>6 File Index</b>	<b>11</b>
6.1 File List	11
<b>7 Namespace Documentation</b>	<b>13</b>
7.1 ProjectNull Namespace Reference	13
7.2 ProjectNull.DocTools Namespace Reference	13
7.2.1 Enumeration Type Documentation	13
7.2.1.1 DoxyType	13
<b>8 Class Documentation</b>	<b>15</b>
8.1 ProjectNull.DocTools.DoxyFile Class Reference	15
8.1.1 Detailed Description	15
8.1.2 Member Function Documentation	15
8.1.2.1 DoxygenFileExist()	15
8.1.2.2 MakeTheDoxyFiles()	16
8.2 ProjectNull.DocTools.DoxySettings Struct Reference	16
8.2.1 Detailed Description	16
8.2.2 Member Function Documentation	16
8.2.2.1 Load()	17
8.2.2.2 LoadFromEditorPrefs()	17
8.2.2.3 LoadSettingsFromUserDoxyFile()	17
8.2.2.4 Save()	17
8.2.3 Property Documentation	17
8.2.3.1 activeDocumentationFolder	17
8.2.3.2 fullDoxygenPath	17
8.2.3.3 projecSourceFolder	18
8.2.3.4 projectBrief	18
8.2.3.5 projectName	18
8.2.3.6 projectVersionNumber	18
8.3 ProjectNull.DocTools.DoxyWindow Class Reference	18
8.3.1 Detailed Description	18
8.4 ProjectNull.DocTools.ProcessRunner Class Reference	19

---

8.4.1 Detailed Description . . . . .	19
8.4.2 Member Function Documentation . . . . .	19
8.4.2.1 GetOutputStream() . . . . .	19
8.4.2.2 ProcessIsActive() . . . . .	19
8.4.2.3 StartInWorkingFolder() . . . . .	19
8.4.2.4 StartWithoutWorkingFolder() . . . . .	19
<b>9 File Documentation</b>	<b>21</b>
9.1 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Documentation/credits.dox File Reference . . . . .	21
9.2 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Documentation/README.dox File Reference . . . . .	21
9.3 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxyFile.cs File Reference . . . . .	21
9.4 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxySettings.cs File Reference . . . . .	21
9.5 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxyWindow.cs File Reference . . . . .	22
9.6 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/ProcessRunner.cs File Reference . . . . .	22
<b>Index</b>	<b>23</b>

# Chapter 1

## Doxygen tool

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If you have any questions contact me on [johan.holtby@gmail.com](mailto:johan.holtby@gmail.com)

I also will put up video tutorials on my youtube: <http://www.youtube.com/user/Norritt42/videos>

This is a doxygen tool for Unity. It only works for Windows since it uses external batch files. I have been inspired by <http://www.jacobpennock.com/Blog/?p=629>

### To use this tool you need to install:

1. Doxygen - [www.doxygen.org](http://www.doxygen.org)
2. A LaTeX to pdf tool - e.g. <http://miktex.org/download>
3. Remember to update miktex using Update(admin))
4. Install Ghostscript if needed - <http://www.ghostscript.com/download/gsdnld.html> (The MikTeX uses this)
5. Remember to close and reopen Unity if you have it open to update environment variables.
6. Rename DoxyPDF.txt to DoxyPDF.bat in Doxygen\Editor\Resources

One thing that I have found out the hard way is that if you have deep file hearcies some times makeindex refman.idx rejects files. This is a known bug <http://sourceforge.net/p/miktex/bugs/2144/>

### To generate the PDF files:

1. Fill in every thing in settings.
2. Press "Save Settings(...."
3. Go to "Generate/View/Edit"
4. Remember to always use full paths to source in Doxygenwizard and they should have / not \ as fodler separator
5. Press "Generate PDFs"

Best of luck  
/Norritt42



## Chapter 2

## Credits

Thanks to Kerry Enfinger for submitting a bug report and how to fix it.





## Chapter 3

# Namespace Index

### 3.1 Packages

Here are the packages with brief descriptions (if available):

<a href="#">ProjectNull</a>	.....	<a href="#">13</a>
<a href="#">ProjectNull.DocTools</a>	.....	<a href="#">13</a>



## Chapter 4

# Hierarchical Index

### 4.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ProjectNull.DocTools.DoxyFile . . . . .	15
ProjectNull.DocTools.DoxySettings . . . . .	16
EditorWindow	
ProjectNull.DocTools.DoxyWindow . . . . .	18
ProjectNull.DocTools.ProcessRunner . . . . .	19



## Chapter 5

# Class Index

### 5.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">ProjectNull.DocTools.DoxyFile</a>	
The base doxy file class used to make new doxyfiles form a base doxyfile . . . . .	15
<a href="#">ProjectNull.DocTools.DoxySettings</a>	
This is the settings of the . . . . .	16
<a href="#">ProjectNull.DocTools.DoxyWindow</a>	
The doxygen window in the editor to access doxygen and the documentation . . . . .	18
<a href="#">ProjectNull.DocTools.ProcessRunner</a>	
Contains a process and this is the interface point . . . . .	19



## Chapter 6

# File Index

### 6.1 File List

Here is a list of all files with brief descriptions:

D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/ <a href="#">DoxyFile.cs</a> . . . . .	21
D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/ <a href="#">DoxySettings.cs</a> . . . . .	21
D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/ <a href="#">DoxyWindow.cs</a> . . . . .	22
D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/ <a href="#">ProcessRunner.cs</a> . . . . .	22





## Chapter 7

# Namespace Documentation

### 7.1 ProjectNull Namespace Reference

#### Namespaces

- namespace [DocTools](#)

### 7.2 ProjectNull.DocTools Namespace Reference

#### Classes

- class [DoxyFile](#)  
*The base doxy file class used to make new doxyfiles form a base doxyfile.*
- struct [DoxySettings](#)  
*This is the settings of the.*
- class [DoxyWindow](#)  
*The doxygen window in the editor to access doxygen and the documentation.*
- class [ProcessRunner](#)  
*Contains a process and this is the interface point.*

#### Enumerations

- enum [DoxyType](#) { [User](#) , [Developer](#) }

#### 7.2.1 Enumeration Type Documentation

##### 7.2.1.1 DoxyType

```
enum ProjectNull.DocTools.DoxyType
```

## Enumerator

User	
Developer	

## Chapter 8

# Class Documentation

### 8.1 ProjectNull.DocTools.DoxyFile Class Reference

The base doxy file class used to make new doxyfiles form a base doxyfile.

#### Static Public Member Functions

- static int [MakeTheDoxyFiles](#) ([DoxySettings](#) doxySettings)  
*Make the doxyfiles in the new folder.*
- static bool [DoxygenFileExist](#) ([DoxyType](#) doxyType, [DoxySettings](#) doxySettings)

#### 8.1.1 Detailed Description

The base doxy file class used to make new doxyfiles form a base doxyfile.

#### 8.1.2 Member Function Documentation

##### 8.1.2.1 DoxygenFileExist()

```
static bool ProjectNull.DocTools.DoxyFile.DoxygenFileExist (  
    DoxyType doxyType,  
    DoxySettings doxySettings ) [static]
```

\brief Test if dxygen file exist

### 8.1.2.2 MakeTheDoxyFiles()

```
static int ProjectNull.DocTools.DoxyFile.MakeTheDoxyFiles (
    DoxySettings doxySettings ) [static]
```

Make the doxyfiles in the new folder.

The documentation for this class was generated from the following file:

- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/[DoxyFile.cs](#)

## 8.2 ProjectNull.DocTools.DoxySettings Struct Reference

This is the settings of the.

### Public Member Functions

- void [Save](#) ()  
*Save the data to the EditorPrefs using SetString.*
- void [Load](#) ()  
*Used to load the settings from EditorPrefs.*
- void [LoadFromEditorPrefs](#) ()  
*Used to load the settings from EditorPrefs.*
- void [LoadSettingsFromUserDoxyFile](#) ()  
*Loading settings from the doxygen using the user doxygen file.*

### Properties

- string [fullDoxygenPath](#) [get, set]
- string [activeDocumentationFolder](#) [get, set]
- string [projecSourceFolder](#) [get, set]
- string [projectName](#) [get, set]
- string [projectBrief](#) [get, set]
- string [projectVersionNumber](#) [get, set]

### 8.2.1 Detailed Description

This is the settings of the.

### 8.2.2 Member Function Documentation

### 8.2.2.1 Load()

```
void ProjectNull.DocTools.DoxySettings.Load ( )
```

Used to load the settings from EditorPrefs.

### 8.2.2.2 LoadFromEditorPrefs()

```
void ProjectNull.DocTools.DoxySettings.LoadFromEditorPrefs ( )
```

Used to load the settings from EditorPrefs.

### 8.2.2.3 LoadSettingsFromUserDoxyFile()

```
void ProjectNull.DocTools.DoxySettings.LoadSettingsFromUserDoxyFile ( )
```

Loading settings from the doxygen using the user doxygen file.

### 8.2.2.4 Save()

```
void ProjectNull.DocTools.DoxySettings.Save ( )
```

Save the data to the EditorPrefs using SetString.

## 8.2.3 Property Documentation

### 8.2.3.1 activeDocumentationFolder

```
string ProjectNull.DocTools.DoxySettings.activeDocumentationFolder [get], [set]
```

\brief The path to the active documentation folder

It's here the doxy files and PDFs are

### 8.2.3.2 fullDoxygenPath

```
string ProjectNull.DocTools.DoxySettings.fullDoxygenPath [get], [set]
```

\brief The path to the doxygen.exe file

### 8.2.3.3 projecSourceFolder

```
string ProjectNull.DocTools.DoxySettings.projecSourceFolder [get], [set]
```

\brief The path to the source folder when generating new doxy files.

### 8.2.3.4 projectBrief

```
string ProjectNull.DocTools.DoxySettings.projectBrief [get], [set]
```

\brief The project brief description to insert in the doxyfile.

### 8.2.3.5 projectName

```
string ProjectNull.DocTools.DoxySettings.projectName [get], [set]
```

\brief The project name to insert in the doxyfile.

### 8.2.3.6 projectVersionNumber

```
string ProjectNull.DocTools.DoxySettings.projectVersionNumber [get], [set]
```

\brief The project number (version number) to insert in the doxyfile.

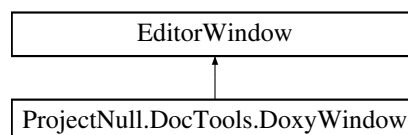
The documentation for this struct was generated from the following file:

- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/[DoxySettings.cs](#)

## 8.3 ProjectNull.DocTools.DoxyWindow Class Reference

The doxygen window in the editor to access doxygen and the documentation.

Inheritance diagram for ProjectNull.DocTools.DoxyWindow:



### 8.3.1 Detailed Description

The doxygen window in the editor to access doxygen and the documentation.

The documentation for this class was generated from the following file:

- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/[DoxyWindow.cs](#)

## 8.4 ProjectNull.DocTools.ProcessRunner Class Reference

Contains a process and this is the interface point.

### Public Member Functions

- bool [ProcessIsActive](#) ()
- void [StartInWorkingFolder](#) (string runFile, string[] arguments)  
*Create a temp working folder and start a process in it.*
- void [StartWitoutWorkingFolder](#) (string runFile, string[] arguments)  
*Start a process without creating a temp working folder.*
- System.IO.StreamReader [GetOutputStream](#) ()  
*Get the stream out from the process.*

### 8.4.1 Detailed Description

Contains a process and this is the interface point.

### 8.4.2 Member Function Documentation

#### 8.4.2.1 GetOutputStream()

```
System.IO.StreamReader ProjectNull.DocTools.ProcessRunner.GetOutputStream ( )
```

Get the stream out from the process.

#### 8.4.2.2 ProcessIsActive()

```
bool ProjectNull.DocTools.ProcessRunner.ProcessIsActive ( )
```

#### 8.4.2.3 StartInWorkingFolder()

```
void ProjectNull.DocTools.ProcessRunner.StartInWorkingFolder (
    string runFile,
    string[] arguments )
```

Create a temp working folder and start a process in it.

#### 8.4.2.4 StartWitoutWorkingFolder()

```
void ProjectNull.DocTools.ProcessRunner.StartWitoutWorkingFolder (
    string runFile,
    string[] arguments )
```

Start a process without creating a temp working folder.

The documentation for this class was generated from the following file:

- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/[ProcessRunner.cs](#)





## Chapter 9

# File Documentation

### 9.1 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/↔ Documentation/credits.dox File Reference

### 9.2 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Documentation/↔ README.dox File Reference

### 9.3 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxyFile.cs File Reference

#### Classes

- class [ProjectNull.DocTools.DoxyFile](#)  
*The base doxy file class used to make new doxyfiles form a base doxyfile.*

#### Namespaces

- namespace [ProjectNull](#)
- namespace [ProjectNull.DocTools](#)

#### Enumerations

- enum [ProjectNull.DocTools.DoxyType](#) { [ProjectNull.DocTools.User](#) , [ProjectNull.DocTools.Developer](#) }

### 9.4 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/Doxy↔ Settings.cs File Reference

#### Classes

- struct [ProjectNull.DocTools.DoxySettings](#)  
*This is the settings of the.*

## Namespaces

- namespace [ProjectNull](#)
- namespace [ProjectNull.DocTools](#)

## 9.5 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/Doxy↵ Window.cs File Reference

### Classes

- class [ProjectNull.DocTools.DoxyWindow](#)  
*The doxygen window in the editor to access doxygen and the documentation.*

## Namespaces

- namespace [ProjectNull](#)
- namespace [ProjectNull.DocTools](#)

## 9.6 D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/Process↵ Runner.cs File Reference

### Classes

- class [ProjectNull.DocTools.ProcessRunner](#)  
*Contains a process and this is the interface point.*

## Namespaces

- namespace [ProjectNull](#)
- namespace [ProjectNull.DocTools](#)

# Index

- activeDocumentationFolder
  - ProjectNull.DocTools.DoxySettings, 17
- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Documentation/activeDocumentationFolder, 17
- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Documentation/README.txt, 17
- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxyFile.cs, 17
- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxySettings.cs, 17
- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/DoxyWindow.cs, 17
- D:/Andres/Unity3d/SoccerUnity/Assets/Doxygen/Editor/ProcessRunner.cs, 17
- Developer
  - ProjectNull.DocTools, 14
- DoxygenFileExist
  - ProjectNull.DocTools.DoxyFile, 15
- DoxyType
  - ProjectNull.DocTools, 13
- fullDoxygenPath
  - ProjectNull.DocTools.DoxySettings, 17
- GetOutputStream
  - ProjectNull.DocTools.ProcessRunner, 19
- Load
  - ProjectNull.DocTools.DoxySettings, 16
- LoadFromEditorPrefs
  - ProjectNull.DocTools.DoxySettings, 17
- LoadSettingsFromUserDoxyFile
  - ProjectNull.DocTools.DoxySettings, 17
- MakeTheDoxyFiles
  - ProjectNull.DocTools.DoxyFile, 15
- ProcessIsActive
  - ProjectNull.DocTools.ProcessRunner, 19
- projecSourceFolder
  - ProjectNull.DocTools.DoxySettings, 17
- projectBrief
  - ProjectNull.DocTools.DoxySettings, 18
- projectName
  - ProjectNull.DocTools.DoxySettings, 18
- ProjectNull, 13
- ProjectNull.DocTools, 13
  - Developer, 14
  - DoxyType, 13
  - User, 14
- ProjectNull.DocTools.DoxyFile, 15
  - DoxygenFileExist, 15
  - MakeTheDoxyFiles, 15
- ProjectNull.DocTools.DoxySettings, 16
  - activeDocumentationFolder, 17
  - fullDoxygenPath, 17
  - Load, 16
  - LoadFromEditorPrefs, 17
  - LoadSettingsFromUserDoxyFile, 17
  - projecSourceFolder, 17
  - projectBrief, 18
  - projectName, 18
  - projectVersionNumber, 18
  - Save, 17
- ProjectNull.DocTools.DoxyWindow, 18
- ProjectNull.DocTools.ProcessRunner, 19
  - GetOutputStream, 19
  - ProcessIsActive, 19
  - StartInWorkingFolder, 19
  - StartWitoutWorkingFolder, 19
- projectVersionNumber
  - ProjectNull.DocTools.DoxySettings, 18
- Save
  - ProjectNull.DocTools.DoxySettings, 17
- StartInWorkingFolder
  - ProjectNull.DocTools.ProcessRunner, 19
- StartWitoutWorkingFolder
  - ProjectNull.DocTools.ProcessRunner, 19
- User
  - ProjectNull.DocTools, 14