Article wrapper

1. "Default" rendering

```
A funcsynopsis.
<funcsynopsis>
<funcsynopsisinfo> #include <varargs.h> </funcsynopsisinfo>
<funcprototype>
<funcdef>float rand</funcdef>
<void></void>
</functrototype>
<funcprototype>
<funcdef>int max</funcdef>
<varargs></varargs>
</funcprototype>
<funcprototype>
<funcdef>int idiv</funcdef>
<paramdef>int n</paramdef>
<paramdef>int m</paramdef>
</funcprototype>
</funcsynopsis>
Another.
<funcsynopsis>
<funcprototype>
<funcdef>void qsort</funcdef>
<paramdef>void *dataptr[]</paramdef>
<paramdef>int left</paramdef>
<paramdef>int right</paramdef>
<paramdef>int (*comp)
<funcparams>void *, void *</funcparams>
</paramdef>
</funcprototype>
</funcsynopsis>
Another.
<funcsynopsis>
<funcprototype>
<funcdef>int foo_frob_something</funcdef>
<paramdef>foo_sometype1 foo_frob_parm1/paramdef>
<paramdef>foo_sometype1 foo_frob_parm2/paramdef>
<paramdef>foo_sometype1 foo_frob_parm3/paramdef>
<paramdef>int (* parm4 )
<funcparams>int a, int b, int c</funcparams>
</paramdef>
<paramdef>foo_sometype1 foo_frob_parm5/paramdef>
</funcprototype>
<funcprototype>
<funcdef>int foo_frob_something</funcdef>
<paramdef>foo_sometype1 foo_frob_parm1/paramdef>
<paramdef>foo_sometype1 foo_frob_parm2</paramdef>
```

```
<paramdef>foo_sometypel foo_frob_parm3</paramdef>
<paramdef>int (* parm4 )
<funcparams>int a, int b, int c</funcparams>
</paramdef>
<paramdef>
<paramdef>foo_sometypel foo_frob_parm5</paramdef>
</funcprototype>
</funcsynopsis>
```

2. ANSI Rendering

```
Another.
<funcsynopsis>
<funcsynopsisinfo> #include <varargs.h> </funcsynopsisinfo>
<functrototype>
<funcdef>float rand</funcdef>
<void></void>
</functrototype>
<funcprototype>
<funcdef>int max</funcdef>
<varargs></varargs>
</funcprototype>
<funcprototype>
<funcdef>int idiv</funcdef>
<paramdef>int n</paramdef>
<paramdef>int m</paramdef>
</functrototype>
</funcsynopsis>
Another.
<funcsynopsis>
<funcprototype>
<funcdef>void qsort</funcdef>
<paramdef>void *dataptr[]</paramdef>
<paramdef>int left</paramdef>
<paramdef>int right</paramdef>
<paramdef>int (*comp)
<funcparams>void *, void *</funcparams>
</paramdef>
</funcprototype>
</funcsynopsis>
Another.
<funcsynopsis>
<funcprototype>
<funcdef>int foo_frob_something</funcdef>
<paramdef>foo_sometype1 foo_frob_parm1/paramdef>
<paramdef>foo sometype1 foo frob parm2</paramdef>
<paramdef>foo_sometype1 foo_frob_parm3</paramdef>
<paramdef>int (* parm4 )
<funcparams>int a, int b, int c</funcparams>
</paramdef>
<paramdef>foo_sometype1 foo_frob_parm5/paramdef>
```

```
</function-
</pre>
```

3. K&R Rendering

```
Another.
<funcsynopsis>
<funcsynopsisinfo> #include <varargs.h> </funcsynopsisinfo>
<funcprototype>
<funcdef>float rand</funcdef>
<void></void>
</funcprototype>
<funcprototype>
<funcdef>int max</funcdef>
<varargs></varargs>
</funcprototype>
<funcprototype>
<funcdef>int idiv</funcdef>
<paramdef>int n</paramdef>
<paramdef>int m</paramdef>
</funcprototype>
</funcsynopsis>
Another.
<funcsynopsis>
<functrototype>
<funcdef>void qsort</funcdef>
<paramdef>void *dataptr[]</paramdef>
<paramdef>int left</paramdef>
<paramdef>int right</paramdef>
<paramdef>int (*comp)
<funcparams>void *, void *</funcparams>
</paramdef>
</funcprototype>
</funcsynopsis>
Another.
<funcsynopsis>
<funcprototype>
<funcdef>int foo_frob_something</funcdef>
<paramdef>foo_sometype1 foo_frob_parm1/paramdef>
<paramdef>foo_sometype1 foo_frob_parm2</paramdef>
<paramdef>foo_sometype1 foo_frob_parm3</paramdef>
<paramdef>int (* parm4 )
<funcparams>int a, int b, int c</funcparams>
</paramdef>
<paramdef>foo_sometype1 foo_frob_parm5</paramdef>
</functrototype>
</funcsynopsis>
```