Subject: Re: Using IDLdoc to format documentation Posted by Ajean on Tue, 22 Jan 2013 20:57:08 GMT

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On Tuesday, January 15, 2013 3:52:07 PM UTC-8, Mike Galloy wrote:
> On 1/15/13 4:20 PM, Phillip Bitzer wrote:
>> Perhaps Mike (or someone else) can offer a different/better
>> solution, but I usually do something like this:
>
>>
>
>> ; :Returns:
>> :
      One of three possible values are returned::
>> ;
       -1 IF xUTC1 < xUTC2
       0 IF xUTC1 == XUTC2
>
       1 IF xUTC1 > XUTC2
>> ;
>
>>
>> Similarly,
>>
>
>> ; :History:
      Modification history::
>> ;
       21 Mar 2007 D. A. Gell Initial coding
>> ;
>
       16 Apr 2007 D. A. Gell correct variable usage
>> :
>> ;
       7 Aug 2007 D. A. Gell added Kepler (dust) ram direction
>
>
  Yes, I do things like that too, but find it awkward. I don't have a good
  solution to this right now.
>
>
  I would like to add itemized and enumerated lists to IDLdoc rst markup
```

```
with syntax something like:
>
> ;:Returns:
    One of three possible values are returned:
> ;
>
      * -1 if xUTC1 < xUTC2
      * 0 if xUTC1 == xUTC2
      * 1 if xUTC1 > xUTC2
>
> and
>
  ; :History:
    * 21 Mar 2007 D. A. Gell Initial coding
    * 16 Apr 2007 D. A. Gell correct variable usage
     * 7 Aug 2007 D. A. Gell added Kepler (dust) ram direction
>
  These would make simple bullet item lists (note that this would not
  align the comparison operators in the first example).
>
>
  Enumerated lists would look like:
>
> ;:Returns:
    One of three possible values are returned:
> ;
```

```
1. -1 if xUTC1 < xUTC2
> ;
     2. 0 if xUTC1 == xUTC2
     3. 1 if xUTC1 > xUTC2
>
>
>
>
> or
>
>
>
  ;:Returns:
    One of three possible values are returned:
>
>
>
     #. -1 if xUTC1 < xUTC2
     #. 0 if xUTC1 == xUTC2
>
     #. 1 if xUTC1 > xUTC2
>
>
  Any thoughts?
>
>
 Mike
>
>
>
  Michael Galloy
 www.michaelgalloy.com
  Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
>
  Research Mathematician
> Tech-X Corporation
```

This would be lovely, actually ... there are several places I (like many others) am using :: in a funny way to make this happen. One more vote for this functionality!