THtml: ROOT's Documentation Engine

HTML documentation simply from comments

`THtml h; h.MakeAll()`

generates

- indexes: classes, types,…
- diagrams
- beautified source

Always-there tool window

Header file?
Library?
Top! Help!

class TAttText
library: libCore
#include "TAttText.h"
Display options:
Show inherited
Show non-public
[↑ Top] | [? Help]

You decide what to see:
• base members?
• only public?

Convert source.cxx file to a nice source.html page

```
void TList::AddLast(TObject *obj)
{
   // Add object at the end of the list.

   if (IsArgNull("AddLast", obj)) return;

   if (!fFirst) {
      fFirst = NewLink(obj);
      fLast  = fFirst;
   } else
      fLast = NewLink(obj, fLast);
   fSize++;
   Changed();
}
```

THtml uses comments and dictionary information to generate documentation

```
void TNamed::Clear(Option_t *)
{
   fName = "";
   fTitle = "";
}
```

void Clear (Option_t *)

Set name and title to empty strings ("").

Links to jump to sections

Homepage, Product, Module, Class, Indexes, ViewCVS, Sources

Location:	ROOT »	BASE »	TAttText	
Quick Links:	ROOT	Class Index	Class Hierarchy	
Source:	header file	source file	viewCVS header	viewCVS source
Sections:	class description	function members	data members	class charts

Right at the top: description of the class

Documentation can include HTML, macros, Latex

`THtml h; h.MakeClass("TMyClass")`

will generate doc.
Include macros to automatically generate images:

```
/* Begin_Macro(source)
{ TCanvas *c = new
  TCanvas("c","Marker Colors",
     0,0,500,200);
  c->DrawColorTable();
  return c;
} End_Macro */
```

Marker color

The marker color is a color index (integer) pointing in the ROOT color table. The marker color of any class inheriting from `TAttMarker` can be changed using the method `SetMarkerColor` and retrieved using the method `GetMarkerColor`. The following table shows the first 50 default colors.

Picture | Source

Or macro call, e.g. with argument:

```
/* Begin_Macro(source)
subdir/externalMacro.C(12)
End_Macro */
```

Marker color

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Picture | Source

Optional source tab showing the macro:

```
{
   TCanvas *c = new TCanvas("c","Marker colors",0,0,500,200);
   c.DrawColorTable();
   return c;
}
```

Image automatically generated from inline Latex:

Int_t GetQuantiles (Int_t nprobSum, Double_t *q, const Double_t *probSum)

Compute Quantiles for density distribution of this function
Quantile x_q of a probability distribution Function F is defined as

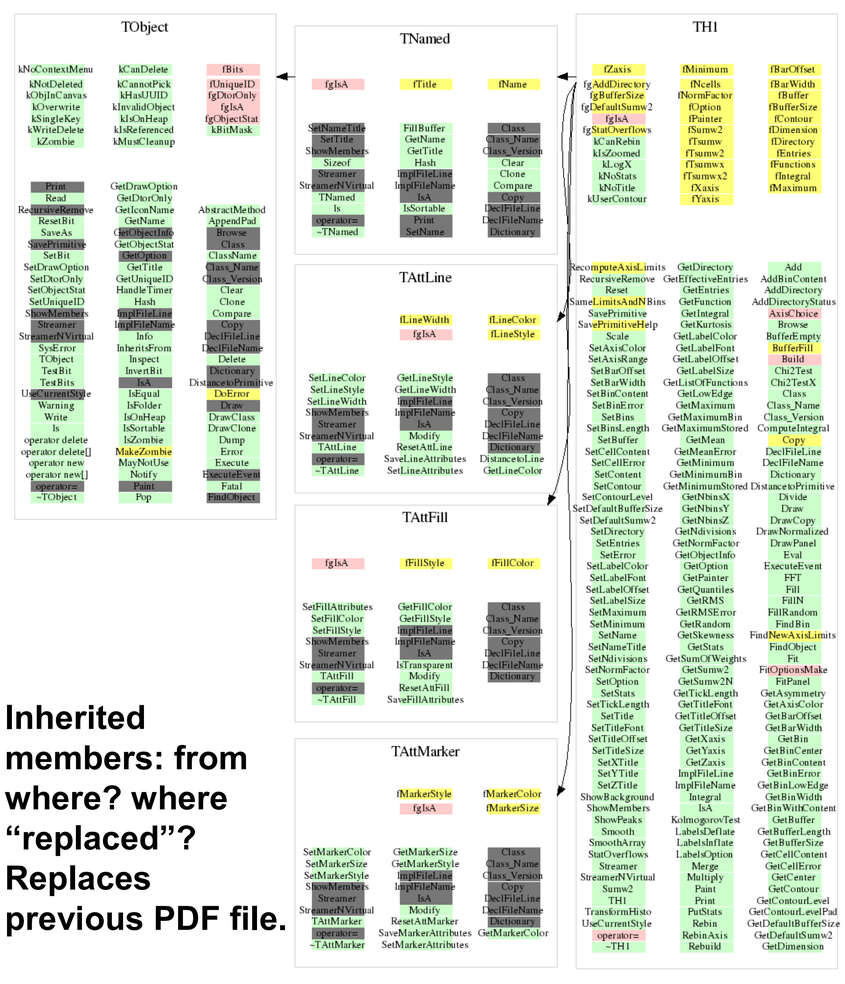
$$F(x_q) = \int_{xmin}^{x_q} f\,dx = q \text{ with } 0 <= q <= 1.$$

For instance the median $x_{\frac{1}{2}}$ of a distribution is defined as that value

distribution function equals 0.5:

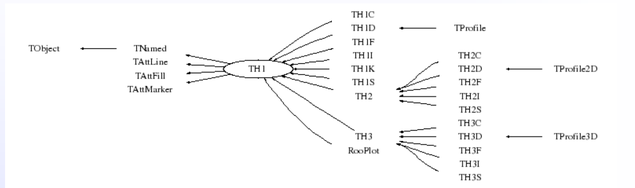
```
//... is defined as
//Begin_Latex
//        F(x_{q}) = #int_{xmin}^{x_{q}} f dx = q with 0 <= q <= 1.
//End_Latex
// For instance ...
```

Class Charts: diagrams for class properties

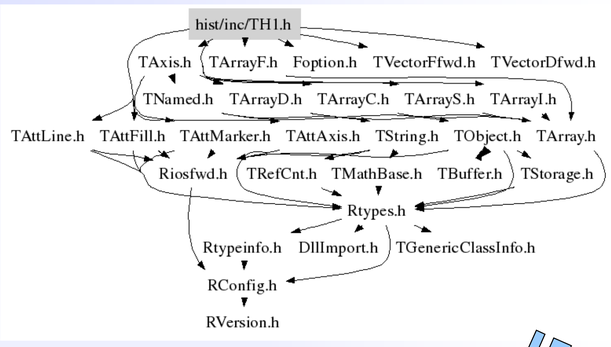


Inherited members: from where? where "replaced"? Replaces previous PDF file.

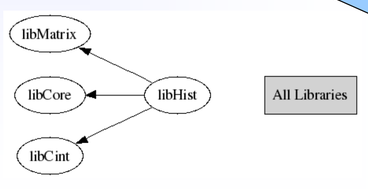
Base and derived classes:



If I include the header – what do I pick up?



What are the library dependencies?



class TAttText

Text Attributes class

Text attributes

Text Alignment

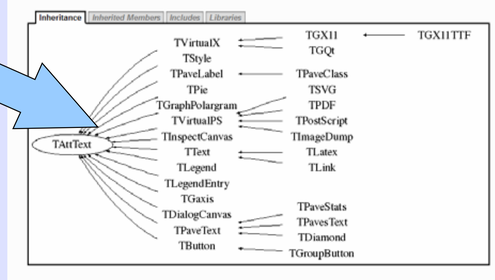
Text Angle

Text Color

Text Size

Text Font and Precision

Function Members (Methods)

Data Members

Class Charts