

AgX Reference Manual
0.01

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Contents

1 AgX Namespace Index

1.1 AgX Namespace List

Here is a list of all namespaces with brief descriptions:

[agx](#) (This is the brief description of the class) ??

2 AgX Class Index

2.1 AgX Class List

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

[agx::MyClass](#) (This class does what you want it to) ??

3 AgX File Index

3.1 AgX File List

Here is a list of all files with brief descriptions:

[asd.h](#) ??

4 AgX Namespace Documentation

4.1 agx Namespace Reference

This is the brief description of the class.

Classes

- class [MyClass](#)

This class does what you want it to.

4.1.1 Detailed Description

This is the brief description of the class.

The rest of the detailed description can then be more... in detail

5 AgX Class Documentation

5.1 agx::MyClass Class Reference

This class does what you want it to.

```
#include <asd.h>
```

Public Types

- enum [TEnum](#) { [TVal1](#), [TVal2](#), [TVal3](#) }

Public Member Functions

- bool [method](#) (int *arg1*, float *arg2*)

Protected Attributes

- float [m_value](#)

A member attribute can also have a brief description if it is REALLY necessary.

5.1.1 Detailed Description

This class does what you want it to.

The rest of the description is more detailed.

5.1.2 Member Enumeration Documentation

5.1.2.1 enum [agx::MyClass::TEnum](#)

Enumerator:

TVal1 enum value [TVal1](#).

TVal2 enum value [TVal2](#).

TVal3 enum value [TVal3](#).

5.1.3 Member Function Documentation

5.1.3.1 bool [agx::MyClass::method](#) (int *arg1*, float *arg2*)

The method is not so important, working just as an example of documentation.

Parameters:

arg1 - An integer with a value of most importance.

arg2 - A float not so important.

Returns:

true if method succeeds fail otherwise.

5.1.4 Member Data Documentation

5.1.4.1 float [agx::MyClass::m_value](#) [protected]

A member attribute can also have a brief description if it is REALLY necessary.

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

- [asd.h](#)

6 AgX File Documentation

6.1 asd.h File Reference

Namespaces

- namespace [agx](#)

Classes

- class [agx::MyClass](#)

This class does what you want it to.