

KickAS 1.0

User Manual

[v 1.0.1, 2005/07/02]

What is KickAS?

KickAS is a powerful tool to document your ActionScript 2.0 code. It generates CSS-backed HTML documentation of classes and packages.

Supported platforms

KickAS was tested on Windows XP. The installation package we provide is dedicated to this platform. However there's nothing that prevents it from running on older Windows systems.

At its core KickAS is a crossplatform application. Should the demand arise, installation packages for other OS platforms will be prepared.

Features

Features include:

- GUI version - for easier use
- Command line version - for integrating into build
- Package descriptions – never seen before. If we were supporting software patents, we would surely apply for patent.
- Link to native docs – whenever native Flash class is encountered, a link is inserted to the Macromedia AS library.
- Sophisticated and robust parser – KickAS can parse even the dirtiest (but still legal) code, something that competition products can't.
- Package hierarchy – visual information about classes structure, crossreferencing, linking classes packages and var types
- Intelligent output – content in HTML, presentation in CSS

- Machine readable log – cmd version generates text output easily parsable with simple grep. Lifesaver when run in builds.

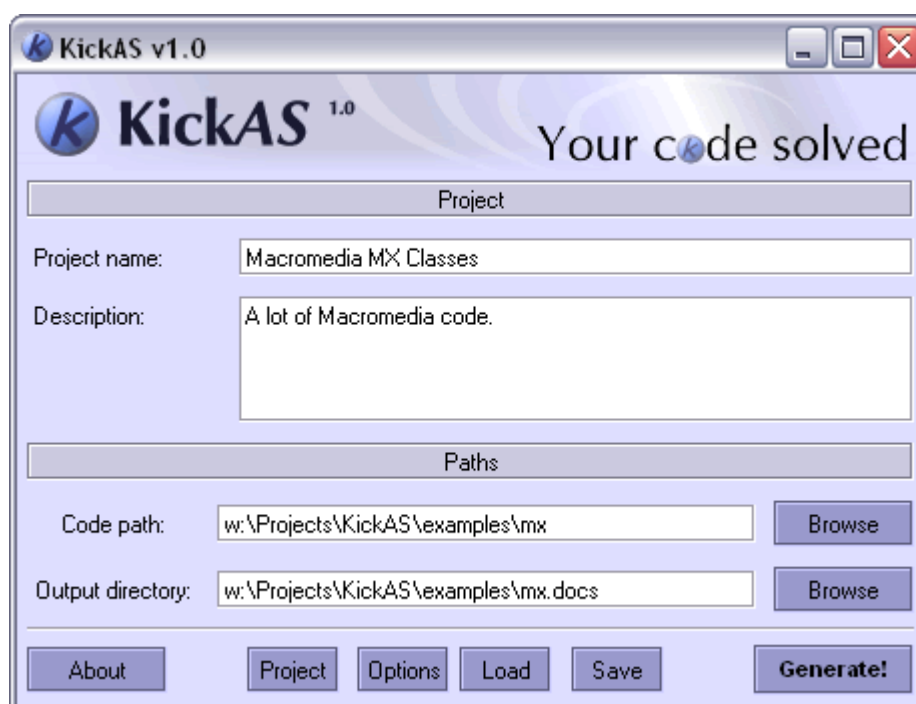
For more info see: kickas.flashaxe.com

Running KickAS

GUI version

Running KickAS **without extra parameters** will cause it to start in **GUI mode**.

1. Run KickAS without parameters – user graphical console will appear on your screen. If you have previously saved a project – you can load it using **Load** button. Otherwise you'll need to provide some data before you start.

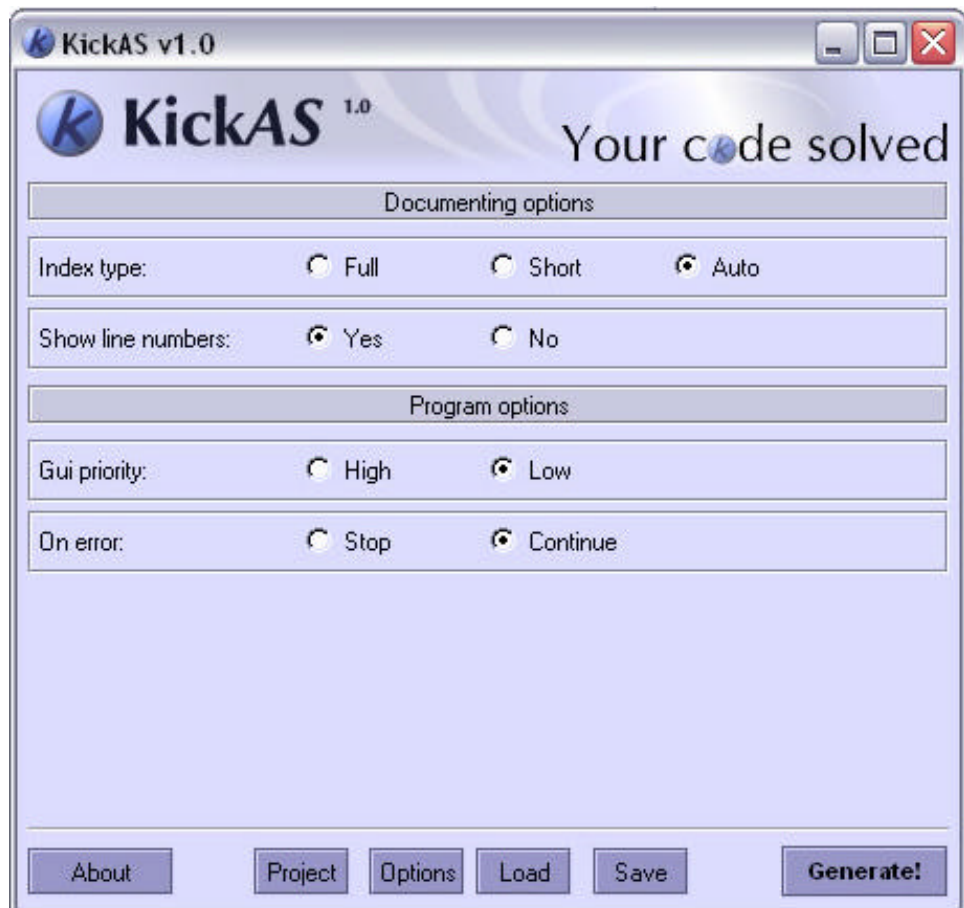


Pic 1: GUI - Project Panel

2. Fill in the project title and the description.
3. Select the path containing the code to be documented. You can use **Browse** to locate it in a convenient way.
4. Select the output directory for documentation. If the folder doesn't exist, it will be created automatically. KickAS **will not delete** any files on your hard disk – in case of a mistake the only thing that can be lost is the previous version of the documentation.
5. Click **Options** button to switch the GUI into option selecting mode.

Note:

KickAS doesn't delete any files on your computer.



Pic 2: GUI - Options Panel

6. Options are described in the next section of this manual.
7. When all the options are set, you may wish to **save** them by clicking the **Save** button and selecting a file to store the configuration.
8. Click **Generate** and watch your code being parsed and your documentation being generated.

Command-line version

Command line mode can be entered by running KickAS with just **one parameter** – a path to the project configuration file.

KickAS will read options and start generation automatically. Parsing and documenting messages will be printed to system console.

Configuration file

Configuration file specifies what to document, how to document it and where to store it. KickAS in **by default** tries to read *kickasauto.as* file in its starting directory upon launch in **GUI mode**.

File example

Here's a sample configuration file:

```
option_line_numbers=1
option_on_error_stop=2
option_refresh_gui=2
option_index_mode=3
path_classes=D:\Projects\KickAS\examples\mx
path_out=D:\Projects\KickAS\examples\mx.docs
project_name=MX docs
project_desc=Full load of MM classes
```

Options

The following parameters and values are allowed:

- **option_line_numbers** – responsible for showing or hiding line number where given member is declared. Possible values:
 - 1 – Show
 - 2 – Don't show
- **option_on_error_stop** – determines what the program does when an error is encountered. Possible values:
 - 1 – Stop
 - 2 – Continue
- **option_refresh_gui** – determines priority of GUI refreshing in case of GUI application. Ignored for command line version. Possible values:
 - 1 – High priority (every message will be displayed instantly)
 - 2 – Low priority (messages will be grouped and displayed in packs)

- **option_index_mode** – determines how to generate index of members
 - 1 – Always full index with types and visibility modifiers
 - 2 – Always short index – only member names
 - 3 – Auto mode. When there are more than 15 members full index mode is used. Otherwise – short one.

Commenting guidelines

How to comment?

KickAS assigns whatever comment it finds before previous instruction and the current one as a description of the current one.

Comments can either start with // (single line comments) or be enclosed in /* ... */ (multi-line comments). Both forms are parsed and stored as the next member comment/documentation.

Sample class might look like this:

```
/******  
This is the main class of KickAS Example Manual Package  
(KEMP)  
Author: flashaxe.com  
*/  
//PS. This comment will also be treated as class description  
  
dynamic class manual.Runtime {  
    //sample Number value  
    public static var KEMPstatic:Number;  
    /* this is  
    MovieClip variable, linked to Macromedia  
    online*/  
    //help pages  
    private var KEMPstage:MovieClip  
  
    ///////////////////////////////////////  
    // this function does nothing, really  
    ///////////////////////////////////////  
    public function test (Void):manual.Runtime {  
        trace("do nothing");  
        return this;  
    }  
}
```

There's a sample code package demonstrating KickAS abilities at kickas.flashaxe.com.

Package Comments

Note:
Easy package
commenting.

Package description should be written to a file `_pkg.dsc` saved right into the folder it is supposed to describe.

This file should be a text file. Its contents will be pasted to package description in HTML documentation.

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The Python Imaging Library (PIL) is:
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Disclaimer

Note:

You have to accept these conditions before running KickAS.

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Questions?

Feel free to write to us: kickas@flashaxe.com