

## Source code documentation

One of the most important still pending tasks is the public source code documentation, in order to give new programmers the possibility to familiarise in X-Force.

The single Pascal files are quite well documented and shouldn't cause major comprehension problems, but what is missing is a superordinated documentation, what is defined where. Because of that, programmers often have to guess, where they can find explanations and definitions of functions, which are defined somewhere else.

The aim of this documentation - which should be developed with the aid of the community - is to get rid of these problems. In order to avoid double work, everyone should please comply to the following guide lines.

- 1.) Download the source code with WinCVS. A manual can be found on the pages [How can I access the X-Force source code?](#). At the moment, TortoiseCVS isn't advisable, because it sometimes causes the problem that one can't access the source code despite using the correct login details.
- 2.) On the bottom of this page, links to the single Pascal files are given (if something is missing, please complete it). Chose an up to now unprocessed file and add in the wiki behind the file name your name, the date, and the status (in progress).
- 3.) Create a list of all functions and variables in the subordinate wiki page which are defined in the file. Normally, this is just a copy from the first declaration line up to the implementation. Also copy the descriptions, which Jim has given in the file.
- 4.) Add a short comment to each procedure and variable, to describe what this function does according to the implementation. If you can't determine something, write 'unknown', best with a list of the undetermined functions and variables, called by this procedure.
- 5.) If you're stuck, change the status entry in the index to 'partly finished' or 'completed for countercheck' and take the next file.
- 6.) More experienced programmers can later on also deal with these partly finished documentations, especially in the former undetermined functions are in between found somewhere else and are now listed. Then go back to point 2.

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[Documentation of the X-Force main programm source code](#)

[Documentation of the game set editor source code](#)

[Documentation of the map editor source code](#)

[Documentation of the tile set editor source code](#)

Additional documentations like for the programme used to analyse the error.txt will be added later on, these utilities are not that important at the moment.