# Guidelines for Authoring CodeXL Help Documentation

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This doc is stored here: //devtools/main/CodeXL/Help/Guidelines for Authoring CodeXL Help Documentation.docx

In order to maintain a professional look of the help file, we want to use common conventions across all sections, applying to text formatting, screenshots and styling.

## Updating the User Guide and Quick Start Guide

The guides are stored in PerForce as a MS Word 2010 document in the main and release branches, here:

//devtools/main/CodeXL/Help/CodeXL User Guide/\*.docx

//devtools/main/CodeXL/Help/CodeXL\_Quick\_Start\_Guide.docx

//devtools/release/CodeXL/1.4/CodeXL/Help/CodeXL User Guide/\*.docx

//devtools/release/CodeXL/1.4/CodeXL/Help/CodeXL\_Quick\_Start\_Guide.docx

To add/modify documentation:

Check-out only the sub-document that you need to edit. Check-out is exclusive! Only one developer can check-out a specific file at a time, so please check-in quickly.

Please modify the files in the main branch and Doron/Sigal will perform a collective integration to the release branch once the help files stabilize.

## CodeXL User Guide Sub-Documents

**Note**: The User Guide is divided into multiple sub-documents to allow several developers to work on different sub-docs concurrently. Be careful not to override each other’s work.

|  |  |
| --- | --- |
| **Chapter** | **File on disk** |
| CodeXL User Guide | CodeXL User Guide.docx (master document) |
| * Introduction | Introduction.docx |
| * Getting Started | Getting Started.docx |
| * Using CodeXL |  |
| * + General GUI Controls | General GUI Controls.docx |
| * + GPU Debugger | GPU Debugger.docx |
| * + CPU Profiler | CPU Profiler.docx |
| * + GPU Profiler | GPU Profiler.docx |
| * + Remote GPU Profiling and Debugging | Remote GPU Profiling and Debugging.docx |
| * + Static Kernel Analysis | Static Kernel Analysis.docx |
| * Glossary | Glossary.docx |
| * Tutorials |  |
| * + GPU Debugger Tutorial | GPU Debugger Tutorial.docx |
| * + CPU Profiler Tutorial | CPU Profiler Tutorial.docx |
| * + GPU Profiler Tutorial | GPU Profiler Tutorial.docx |

## Capturing screenshots

Please follow these instructions when creating screenshots for CodeXL help:

* OS: **Windows 7**
* Theme: **Windows 7 Basic** (see instructions for changing the theme below).
* Screen resolution: **1280 x 800** (use sizer utility from <http://www.brianapps.net/sizer/>)

You must replace the layout file CodeXL Layouts.xml with the one we supply.

## Formatting a screenshot

Paste inside Word, and set the picture format as follows:

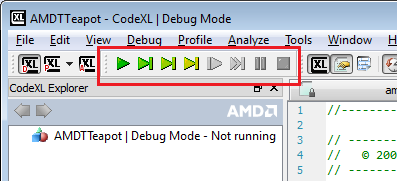
* Shadow = **Outer, Offset Diagonal Bottom Right**
* Alignment = **Center**

## Highlighting specific parts of the UI

When highlighting a control or section with a red frame, use the following frame format:

* Color = red 
* Width = 3 px
* Shape = Rectangle

Example:



## Generating CHM and HTML files for CodeXL installer packages

The Jenkins job CodeXL-Doc-release-\*.\* generates the required CHM file (for Windows installer) and hundreds of HTML files (for Linux packages). It uses the Anysoft WordToHelp tool for this. We installed a license for this tool on a specific Jenkins machine. However, MS Word and consequently WordToHelp require a user to be logged into the machine for the conversion to work.

Therefore, before triggering a CodeXL-Doc build, YOU MUST LOG INTO THE JENKINS SLAVE using MS Remote Desktop:

* Computer: bdcvgdtbld02
* Username: AMD\3dargbld
* Password: Password2

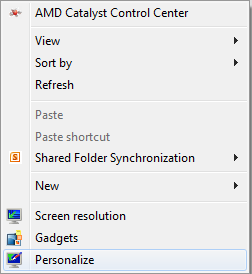
After logging in, you can trigger the Jenkins CodeXL-Doc-Release-\*.\* job from your regular station’s browser to start a new build. Wait until the build completes (~4 minutes) before terminating the Remote Desktop session.

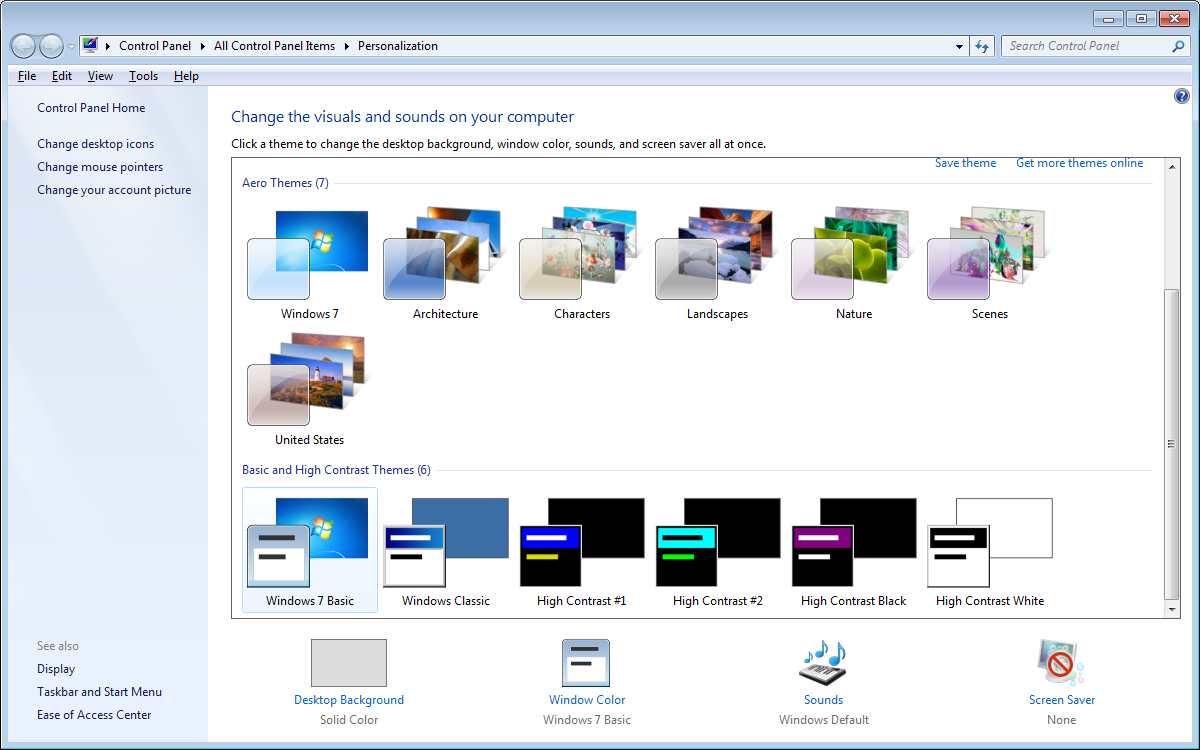
## Troubleshooting

### Changing the Windows theme

Use Windows 7 Basic Theme. Do not use the “Aero” theme as it create windows with transparent frames that differ from one another.

To change your Windows theme:

* Right click your desktop and select ‘Personalize’  
  
* From the ‘Basic and High Contrast Themes’ category, select ‘Windows 7 Basic’ theme and click OK.



### Adding a picture shadow

