



# Doc Processor

# プロセッサ

maXbox Starter 153 - Get Doc Processor.

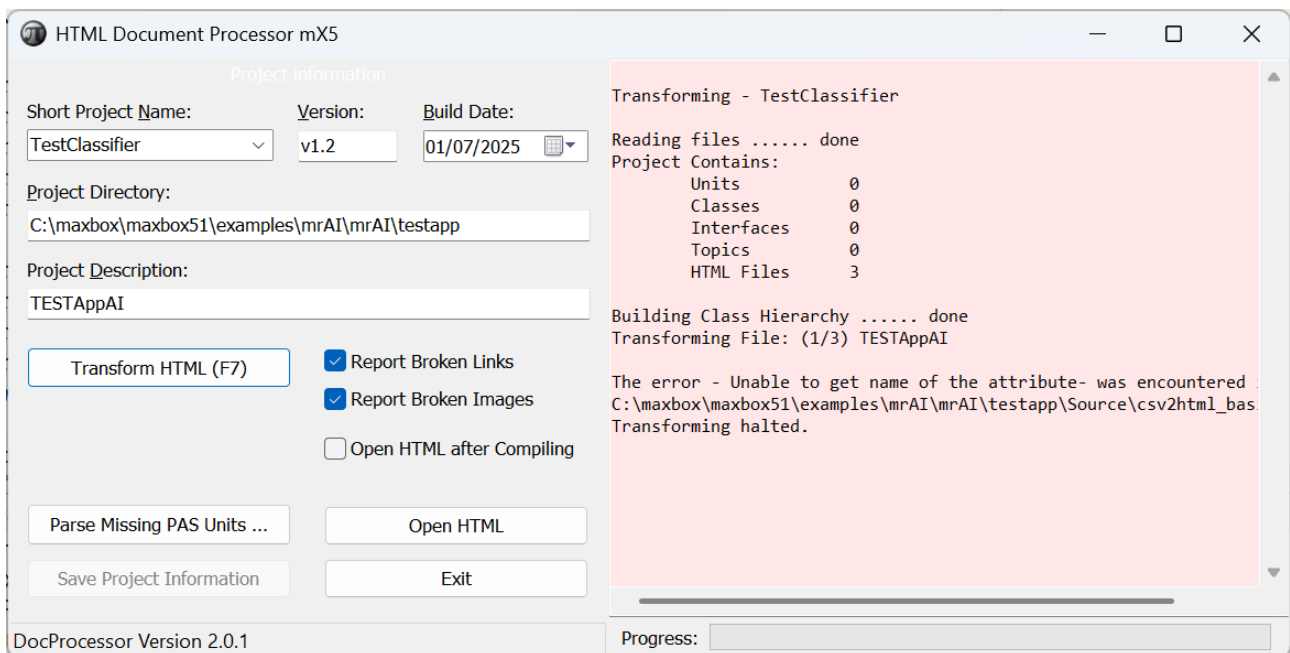
Source:

[graphics32/DocProcessor/MainUnit.pas at master · graphics32/graphics32](#)

Executable: **maXbox5.exe menu/Help/Pas2Doc Processor**

Script\_: [1423 docproc Utils1.pas](#)

The Docs folder contains the finished HTML help. This folder is rebuilt every time 'Transform' is clicked in DocProcessor. Because of this, there's little sense editing files here. All HTML editing should be done in the Source folder.



In the DocCompiler:

## 1. Parse Missing PAS Units

DocProcessor's 'Parse Missing PAS Units' button will prompt for a selection of files to add, either as part of the main library, or as additional units separate from the main library. If you happen to choose PAS units that have previously been imported into /Source, it's likely that these existing HTML files will be overwritten - so be careful! Anyhow, even though these new HTML files will need manual editing, they make a very handy start to their documentation.

Where possible, comments will also be gleaned from the source code. Comments will be attributed to the definition immediately below the comment, unless a blank line is encountered in which case the comment is

ignored. Trailing comments (ie at the end of lines of code) will also be ignored. Extensive comments can imported by using `<include src="filename">` within a comment. Include files must reside in the same folder as the code. Image files can be flagged using `` syntax, though images will have to be manually copied to the `./Images` folder.

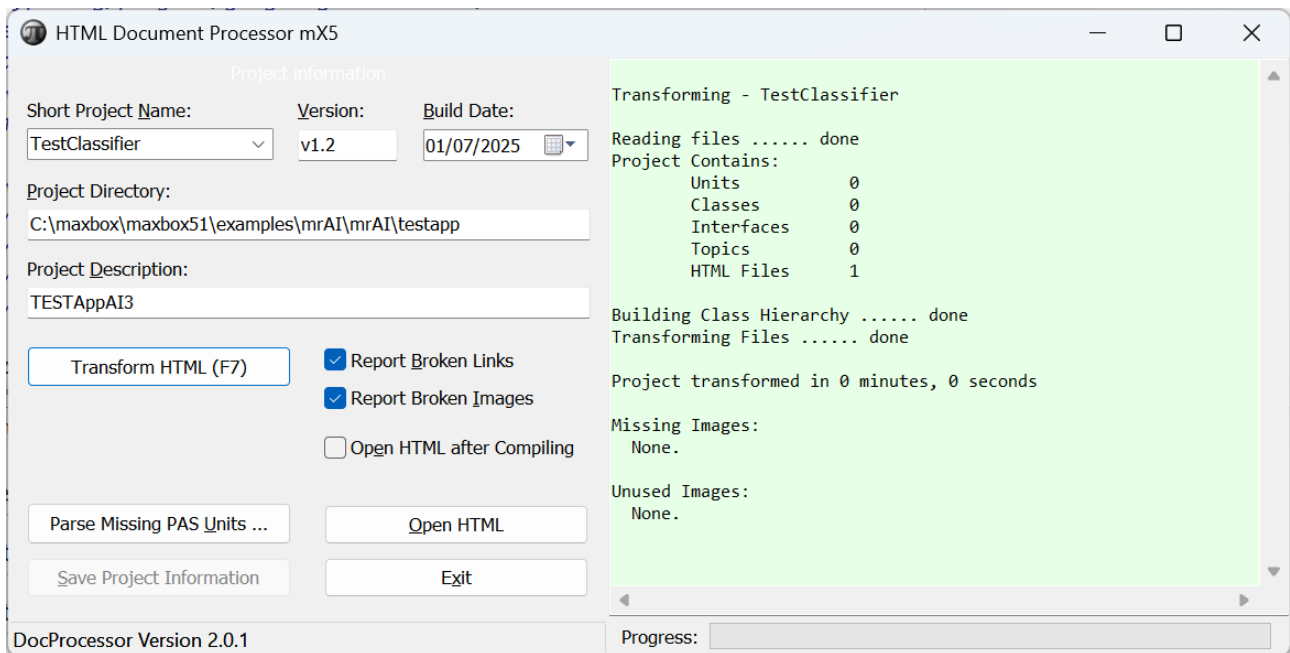
You can generate the settings by Save Project Information:

```
[Settings]
ProjectName=TEstApp
DelphiSourceFolder=
ProjectTitle=TESTAppAI
ProjectDirectory=C:\maxbox\maxbox51\examples\mrAI\mrAI\TestApp
VersionString=v1.2
ProjectBuildDate=01/07/2025
OpenAfterProcess=0
ReportBrokenLinks=1
ReportBrokenImages=1
AlternateTypesName=
AlternateStaticFuncsName=
```

Anything with a hyperlink will also have an entry in 'See Also', in the finished 'Transformed' HTML in /Docs. To force an addition to 'See Also' without referencing the link elsewhere in the webpage, use the following template - `<p id="Hidden"><a href="YOUR_REF.htm"> <a href="YOUR_2ND_REF.htm"></a></p>`.

Use the following markup to include Delphi code samples:

```
<div class="Code"><pre class="brush: delphi;">
//then add your code here, preferably without a trailing newline
char.</pre></div>
```



2. The "Transform HTML" button converts the bare-bones HTML in /Source into properly linked and formatted HTML, complete with menus,

JavaScripted code etc and the result will appear in /Docs'.

Also, 'Transform' relies on the meta tag 'Order' in Source/\_Body.htm to specify the order files are listed in CHM Contents.

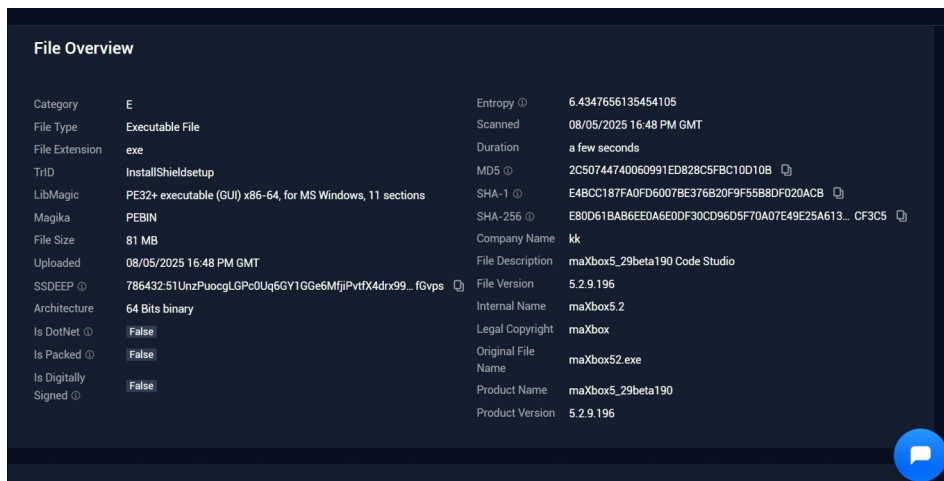
3. Finally, "Compile CHM" converts the HTML in 'Docs' into a CHM file.

```
Application.ProcessMessages;
if {$IFDEF COMPILERXE2_UP}SysUtils.{$ENDIF}DirectoryExists(ProjectDir +
  'Docs') then
  DeleteDir(Self.Handle, ProjectDir + 'Docs');
  CompiledDir:= (ProjectDir + 'Docs\');

Log.Clear;
Application.ProcessMessages;
CompileTime:= GetTickCount;

Project := TProject.Create(nil, ProjectDir + 'Source');
try
  Project.ShortFileName      := EdtProjectTitle.Text;
  Project.DestinationFolder  := ProjectDir + 'Docs';
  Project.SourceFolder       := ProjectDir + 'Source';
  Project.ImageFolder        := ProjectDir + 'Images';
  Project.ScriptFolder       := ProjectDir + 'Script';

  //get includes
  if fileExists(SourceDir + '_head_includes.xml') then
  begin
    Project.HeadIncludes.LoadFromFile(SourceDir + '_head_includes.xml');
    Project.HeadInclude := Project.HeadIncludes.FindNode('head_include',
      false);
  end;
  if fileExists(SourceDir + '_body_includes.xml') then
  begin
    Includes:= TDomDocument.Create;
    try
      Includes.LoadFromFile(SourceDir + '_body_includes.xml');
      node:= Includes.FindNode('body_include', true);
      if Assigned(node) then
        Project.BodyIncludes:= ReplaceMacros(node.GetContent);
    finally
      Includes.Free;
    end;
  end;
end;
```

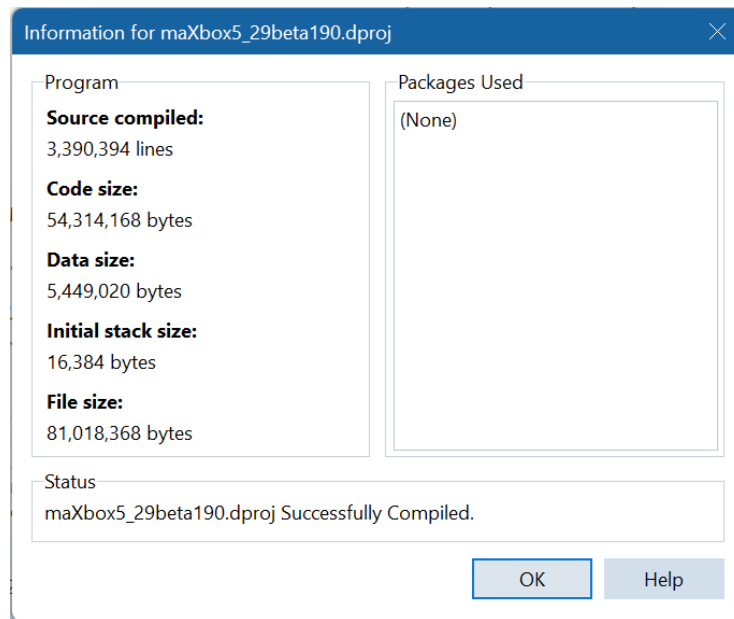


File Overview			
Category	E	Entropy	6.4347656135454105
File Type	Executable File	Scanned	08/05/2025 16:48 PM GMT
File Extension	exe	Duration	a few seconds
TrID	InstallShieldsetup	MDS	2C50744740060991ED828C5F8C10D10B
LibMagic	PE32+ executable (GUI) x86-64, for MS Windows, 11 sections	SHA-1	E48CC187FA0FD6007BE376B20F9F55B8DF020ACB
Magika	PEBIN	SHA-256	E80D61BAB6EE0A6E0DF30CD96D5F70A07E49E25A613... CF3C5
File Size	81 MB	Company Name	kk
Uploaded	08/05/2025 16:48 PM GMT	File Description	maXbox5_29beta190 Code Studio
SSDEEP	786432:51UnzPuocgLGPcOUq6GY1GGe6MjjiPrfX4dx99...fGvps	File Version	5.2.9.196
Architecture	64 Bits binary	Internal Name	maXbox5.2
Is DotNet	False	Legal Copyright	maXbox
Is Packed	False	Original File Name	maXbox52.exe
Is Digitally Signed	False	Product Name	maXbox5_29beta190
		Product Version	5.2.9.196

The ComObject `CreateOleObject('WMPLayer.OCX')` control gives you direct control of media, including reading and writing to the files or metadata/tags.

Additionally, some automation interfaces are implemented by automation objects, and the properties and methods of those interfaces are inherited by the objects like `wmp.controls.play`.

In addition to the various Form controls, your computer contains many ActiveX/Com controls installed by Excel, Outlook and other programs, such as Calendar Control 12.0, and **Windows Media Player**. When you install new ActiveX controls, the Setup program for the controls usually registers each control on your computer, which makes it available to use from Excel or others.



mX52\_Info\_529196\_Screenshot2025-08-06\_175431.png

### Script:

[https://sourceforge.net/projects/maxbox5/files/examples/1423\\_docproc\\_Utils1.pas/download](https://sourceforge.net/projects/maxbox5/files/examples/1423_docproc_Utils1.pas/download)

### References:

[graphics32/DocProcessor at master · graphics32/graphics32](#)



Doc and Tool: [maXbox5 - Manage Files at SourceForge.net](#)  
[Release maXbox V5.2.9 · maxkleiner/maxbox5](#)

**Max Kleiner 06/08/2025**