

ESP-Docs User Guide



Release v1.10.2-3-g5f61c38d6d
Espressif Systems
Jun 26, 2024

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ESP-Docs is a documentation-building system developed by Espressif based on Sphinx and Read the Docs. This guide provides information on how to use it as the documentation-building system in a project and how to write, build, configure, and deploy the documentation under this system.

It is primarily for developers, writers, and translators who work on Espressif software documentation. Others can also use it as a reference, such as for [reStructuredText](#) syntax, [Sphinx](#) extensions, and customizing your documentation-building system based on Sphinx. Note that some links in this guide point to Espressif's internal documentation, which is thus not accessible to external users.

The guide consists of the following major sections:

 <p>Introduction</p>	<p>Overview, features, extensions, supported markup language of ESP-Docs.</p>	 <p>Writing Doc</p>	<p>ESP-Docs-specific syntax and generic Sphinx and restructuredText syntax, including <i>basic syntax</i> and <i>link syntax</i>.</p>
 <p>Building Doc</p>	<p>How to preview documentation, build documentation from source to target (HTML, PDF) etc.</p>	 <p>Configuring Projects ESP-Docs</p>	<p>Configuration to Git projects to use ESP-Docs, adding extensions, etc.</p>

Chapter 1

Introduction

1.1 What Is ESP-Docs?

ESP-Docs is a documentation-building system developed by Espressif based on [Sphinx](#) and [Read the Docs](#). It expands Sphinx functionality and extensions with the features needed for Espressif’s documentation and bundles this into a single package. It takes text source files written in [reStructuredText](#) and builds them into target formats, including HTML and PDF.

ESP-Docs is an open-source and common project. You are always welcome to contribute any functionality! See [Contributing Guide](#) for more information.

ESP-Docs is available as a [Python package](#).

1.1.1 Features

ESP-Docs has the following features:

- Generating documentation for multiple targets from the same source files
- Generating API documentation automatically for multiple targets from header files
- Page redirection
- Linking to a specific file and folder in the project
- All features already provided by Sphinx, such as:
 - Source text format: reStructuredText
 - Multiple languages: English, Chinese, etc.
 - Output format: HTML, PDF, etc.
 - Extensive cross-references
 - Extensions

1.1.2 Third-Party Extensions

Besides Sphinx, several other third-party applications (extensions) help to provide nicely formatted and easy-to-navigate documentation. These applications are listed together with the installed version numbers as the dependent packages to ESP-Docs in [setup.cfg](#).

- [docutils](#): open-source text processing system for processing plaintext in reStructuredText into HTML, LaTeX, etc.
- [cairosvg](#): SVG converter based on Cairo 2D graphics library to export SVG files to PDF, EPS, PS, and PNG files.
- [sphinx](#): documentation generator, which is the foundation for ESP-Docs.
- [breathe](#): bridge between the Sphinx and Doxygen documentation systems, making it possible to include Doxygen information in a set of documentation generated by Sphinx.
- [sphinx-copybutton](#): Sphinx extension to add a “copy” button to code blocks.

- `sphinx-notfound-page`: Sphinx extension to create custom 404 pages.
- `sphinxcontrib-blockdiag`: Sphinx extension to generate block diagrams from plaintext.
- `sphinxcontrib-seqdiag`: Sphinx extension to generate sequence diagrams from plaintext.
- `sphinxcontrib-actdiag`: Sphinx extension to generate activity diagrams from plaintext.
- `sphinxcontrib-nwdiag`: Sphinx extension to generate network-related diagrams from plaintext.
- `sphinxcontrib-wavedrom`: Sphinx extension to generate wavedrom diagrams from plaintext.
- `sphinxcontrib-svg2pdfconverter`: sphinx extension to convert SVG images to PDF in case the builder does not support SVG images natively.
- `nwdiag`: network diagram generator.
- `recommonmark`: a flavor of Markdown. With this package, Sphinx can build documents written in Markdown to target formats.
- `sphinx_selective_exclude`: Sphinx extension to make the “only:” directive provided by Sphinx work in an expected and intuitive manner.

1.1.3 Extensions Developed by Espressif

Espressif has created a couple of custom add-ons and extensions to help integrate documentation with underlying Espressif repositories and further improve navigation as well as maintenance of documentation.

The section provides a quick reference to these add-ons and extensions.

Generic Extensions

These Sphinx extensions are developed for Espressif but do not rely on any Espressif-docs-specific behavior or configuration.

Toctree Filter This Sphinx extension overrides the `:toctree:` directive to allow filtering entries based on whether a tag is set (similar to how `.. only::` does for paragraphs), as `:tagname: toctree_entry`. See the Python file for a more complete description.

See [Target-Specific Document](#) for an example.

List Filter This Sphinx extension provides a `.. list::` directive that allows filtering of entries in lists based on whether a tag is set, as `:tagname: - list content`. See the Python file for a more complete description.

See [Target-Specific Bullet Point](#) for an example.

HTML redirect During the documentation lifetime, some source files are moved between folders or renamed. This Sphinx extension adds a mechanism to redirect documentation pages that have changed URLs by generating in the Sphinx output static HTML redirect pages. The script is used together with a redirection list `html_redirect_pages.conf_common.py` builds this list from `docs/page_redirects.txt`.

See [Redirecting Documents](#) for how to redirect documents.

Add warnings In some cases, it might be useful to be able to add warnings to a list of documents. This is the case in ESP-IDF when we introduce a new target, which we build docs for, but not all docs are yet updated with useful information. This extension can then be used to give warnings to readers of documents that are not yet updated.

Configuration values:

- `add_warnings_content`: content of the warning which will be added to the top of the documents.
- `add_warnings_pages`: list of the documents which the warning will be added to.

See `conf_commom.py` and `docs_not_updated` of ESP-IDF Programming Guide for an example.

Espressif-Specific Extensions

Run Doxygen Subscribes to `defines-generated` event and runs Doxygen (`docs/doxygen/Doxyfile`) to generate XML files describing key headers, and then runs Breathe to convert these to `.inc` files which can be included directly into API reference pages.

Pushes a number of target-specific custom environment variables into Doxygen, including all macros defined in the project's default `sdkconfig.h` file and all macros defined in all `soc` component `xxx_caps.h` headers. This means that public API headers can depend on target-specific configuration options or `soc` capabilities headers options as `#ifdef` & `#if` preprocessor selections in the header.

This means we can generate different Doxygen files, depending on the target we are building docs for.

For headers with unique names the path to the generated `.inc` will be the header name itself, e.g.: `inc/my_header.inc`, while for headers with non-unique names the whole header path will be used, e.g.: `inc/component/folder/my_header.inc`.

See [Formatting and Generating API Descriptions](#) for how to generate API description from header files and include it in your documentation.

Exclude Docs The Sphinx extension updates the excluded documents according to the `conditional_include_dict {tag:documents}`. If the tag is set, the list of documents will be included.

It is also responsible for excluding documents when building with the config value `docs_to_build` set. In these cases, all documents not listed in `docs_to_build` will be excluded.

It subscribes to `defines-generated` as it relies on the Sphinx tags to determine which documents to exclude.

See [Target-Specific Document](#) for an example.

Format ESP Target This is an extension for replacing generic target-related names with the `idf_target` passed to the Sphinx command line. It supports markup for defining local (single `.rst` file) substitutions and it also overrides the default `.. include::` directive in order to format any included content using the same rules.

See [Target-Specific Inline Text](#) for an example.

Link Roles This is an implementation of a custom [Sphinx Roles](#) to help to link from documentation to specific files and folders in project repositories.

See [Links to files on GitHub](#) for an example.

Latex Builder This extension adds ESP-Docs-specific functionality to the LaTeX builder. It overrides the default Sphinx LaTeX builder.

It creates and adds the `espidf.sty` LaTeX package to the output directory, which contains some macros for run-time variables such as `IDF-Target`.

Include Build File The `include-build-file` directive is like the built-in `include-file` directive, but the file path is evaluated relative to `build_dir`.

IDF-Specific Extensions

Build System Integration This is a Python package implementing a Sphinx extension to pull IDF build system information into the documentation build process:

- Creates a dummy CMake IDF project and runs CMake to generate metadata.
- Registers some new configuration variables and emits a new Sphinx event, both of which are for use by other extensions.

Configuration Variables

- `docs_root` - The absolute path of the `$IDF_PATH/docs` directory.
- `idf_path` - The value of `IDF_PATH` variable, or the absolute path of `IDF_PATH` if environment unset.
- `build_dir` - The build directory passed in by `build_docs.py`, and the default will be like `_build/<lang>/<target>`.
- `idf_target` - The `IDF_TARGET` value. It is expected that `build_docs.py` set this on the Sphinx command line.

New Event `project-build-info` event is emitted early in the build, after the dummy project CMake run is complete.

Arguments are `(app, project_description)`, where `project_description` is a dict containing the values parsed from `project_description.json` in the CMake build directory.

Other IDF-specific extensions subscribe to this event and use it to set up some docs parameters based on build system info.

KConfig Reference This extension subscribes to `project-build-info` event and uses `confgen` to generate `kconfig.inc` from the components included in the default project build. This file is then included into `/api-reference/kconfig`.

See [Link to Kconfig Reference](#) for an example.

Error to Name Small wrapper extension that calls `gen_esp_err_to_name.py` and updates the included `.rst` file if it has changed.

Generate Toolchain Links There are a couple of places in documentation that provide links to download the toolchain. To provide one source of this information and reduce efforts to manually update several files, this script generates toolchain download links and toolchain unpacking code snippets based on information found in `tools/toolchain_versions.mk`. These links can be found in [List of IDF Tools](#).

Generate Version-Specific Includes This extension automatically generates reStructuredText `.inc` snippets with version-based content for this ESP-IDF version, such as `git-clone-bash.inc`.

Generate Defines This extension integrates defines from IDF into the Sphinx build and runs after the IDF dummy project has been built.

It parses defines and adds them as Sphinx tags.

It emits the new `defines-generated` event which has a dictionary of raw text define values that other extensions can use to generate relevant data.

Sphinx-IDF-Theme

HTML/CSS theme for Sphinx based on ReadtheDocs' s Sphinx theme. For more information see the [Sphinx-IDF-theme repository](#).

1.2 reStructuredText v.s. Markdown

reStructuredText and Markdown are two markup languages that are easy to read in plain-text format. Comparatively, Markdown is simpler than reStructuredText regarding syntax, formatting, and documentation build system, so many startup project documentation would use Markdown for its simplicity.

If your project is small, with a limited number of documents (for example, less than 5) and subfolders, then Markdown is your go-to language.

As your project evolves and becomes more systematic, you might consider switching to reStructuredText which ESP-Docs uses, given that reStructuredText offers more advanced formatting features and better experience but requires fewer manual edits.

This document compares reStructuredText and Markdown in the following aspects, so that you can better understand why reStructuredText is more suitable for complex projects.

- *Extensibility*
- *Features*
 - *API Reference*
 - *Tables*
 - *Links*
 - *Table of Contents*

1.2.1 Extensibility

Extensibility is a core design principle for reStructuredText. For this markup language, it is straightforward to add:

- Customized roles and directives, such as `:example:` defined in [link_roles.py](#)
- Extensions developed by others, such as `sphinxcontrib.blockdiag`
- Extensions developed by yourself, such as `format_esp_target.py` (see [Adding Extensions](#))

In Markdown, there is no such built-in support for extensions, and people might use different extensions in their Markdown editors to do the same thing. For example, to draw a diagram in the same project, one might use [UMLet](#) in VS Code, others might use [UmlSync](#) in MacDown.

Because reStructuredText can be more easily extended, it has more features provided by various extensions as described in the following section.

1.2.2 Features

reStructuredText has more built-in and extended features for generating API reference, tables, links, and table of contents. These features can save your time to do manual edits, and make complex documents fancier.

API Reference

In reStructuredText, you can include API references generated from header files into your documentation (see [Formatting and Generating API Descriptions](#)). The generation process of API references can be integrated into the build process. For example, ESP-Docs has an extension called `run_doxygen.py` to generate API references from header files when building documentation. You may navigate to `doxygen`, and run `build_example.sh` to see the results.

In Markdown, generating API documentation is not that easy. You need to either write from scratch as shown below, or leverage some third-party API generators.

```
### *check_model* method
...
Calibrator.check_model(model_proto)
...
Checks the compatibility of your model.

**Argument**
- **model_proto** _(ModelProto)_: An FP32 ONNX model.
```

(continues on next page)

(continued from previous page)

```
**Return**  
- **~1**: The model is incompatible.
```

Tables

Thanks to the various *table formats* supported by reStructuredText, you can create more complex tables with merged cells, bullet lists, and specified column width, etc.

Column 1	Column 2
<ul style="list-style-type: none">• Bullet point 1• Bullet point 2	Column 2 is set to be wider

Column 1	Column 2
Merged cell	

In Markdown, you can only adjust table alignment.

Links

In reStructuredText, there are many ways to avoid using raw URL links (see *Links*) when you:

- Link to a specific place of other documents in the same project
- Link to other documents in the same project without specifying document name

With ESP-Docs, you can even extend this functionality when you:

- Link to Kconfig references
- Link to classes, functions, enumerations, etc.
- Link to GitHub files of a certain commit

One advantage of using above link syntax is to avoid manual update when links change.

None of these features are supported in Markdown.

Table of Contents

In reStructuredText, you can use the `toctree` directive to generate a Table of Contents at a specified folder depth. Using a file path is sufficient, and when document headings change, the headings in toctree will be updated automatically.

```
.. toctree::  
   :maxdepth: 2  
  
   release-5.x/5.0/index  
   release-5.x/5.1/index
```

Moreover, with the help of `toctree`, you can generate a sidebar that contains the table of contents for easy navigation. For example, see the sidebar of [ESP-Docs User Guide](#).

In Markdown, inserting a table of contents with the same effect is also possible, but you need to manually insert each file's path and name, and specify folder structure when including more than one folder levels.

```

- [Migration from 4.4 to 5.0] (./release-5.x/5.0/index)
  - [Bluetooth] (./release-5.x/5.0/bluetooth)
  - [Wi-Fi] (./release-5.x/5.0/wifi)
  - [Peripherals] (./release-5.x/5.0/peripherals)
- [Migration from 5.0 to 5.1] (./release-5.x/5.1/index)
  - [Peripherals] (./release-5.x/5.0/peripherals)

```

Besides, in Markdown there is no sidebar to show the documents in this project and to help readers navigate. Take the ESP-DL repository as example. If you are reading [Get Started](#), and want to check [how to deploy a model](#), there is no way to know where to find this document until you explore almost every folder. Just imagine what a nightmare it would be if the project has 100 files.

1.3 ESP-Docs & Espressif Server v.s. Sphinx & Read the Docs

Among all Espressif software documentation, some are built with *ESP-Docs* and deployed to Espressif server (recommended), such as [ESP-IDF Programming Guide](#), and some are built with *Sphinx* and deployed to [Read the Docs](#) (RTD), such as [ESP-ADF Guide](#).

This document compares the above two ways of building and deploying Espressif documentation and explains why the former is recommended for new Espressif software documentation. If your documentation has already adopted the latter, you can choose whether to switch to ESP-Docs for building and Espressif server for hosting based on your needs.

Dimension	ESP-Docs & Espressif Server	Sphinx & Read the Docs
Feature	✓ More <i>features</i> , including 1) those provided by Sphinx 2) those provided by Sphinx third-party extensions, which are standardized to fixed versions to reduce build or deploy issues 3) those developed only for Espressif documentation, such as support for multiple targets. They are actively maintained and contribution to new or existing extensions is very welcome.	✗ Fewer features, including 1) those provided by Sphinx 2) those provided by Sphinx third-party extensions, some of which are not set to fixed versions, thus causing build or deploy issues from time to time.
Configuring deployment	✗ More workload. For deployment information, see Update CI Configuration File .	✓ Easier. For deployment information, see Documentation Team Site > Section ESP-Docs User Guide > Read the Docs Configuration Notes for Espressif doc.
Debugging deployment issues	✓ Independent debugging without engaging third parties, thus quicker.	✗ Needing support from RTD team, because RTD often breaks in ways we can not debug ourselves.
Debugging build issues caused by dependent packages	✓ The project or documentation owner can get help and support internally from Documentation Team and ESP-Docs developers.	✗ The project or documentation owner should fix them.
Access to documentation	✓ Quicker access	✗ Slow access to RTD servers from China. A caching reverse proxy at <code>docs.espressif.com</code> is provided to speed up the access, but if the cache is cold, the page load time can be high (≥ 0.5 s).

Chapter 2

Writing Documentation

2.1 Basic Syntax

This document covers some basic reST syntax used in documentation built with ESP-Docs.

- *Paragraphs*
- *Inline Formatting*
 - *Italic*
 - *Bold*
 - *Literal*
- *Titles and Headings*
- *Section Numbering*
- *Lists*
 - *Bulleted Lists*
 - *Numbered Lists*
 - *Nested Lists*
- *Code Blocks*
 - *Simple Code Blocks*
 - *Bash Code Blocks*
 - *Python Code Blocks*
 - *none Code Blocks*
- *Tables of Contents*
- *Index Files*
- *Substitutions*
- *To-Do Notes*

2.1.1 Paragraphs

The paragraph is the most basic block in a reST document. Paragraphs are simply chunks of text separated by one or more blank lines. As in Python, indentation is significant in reST.

2.1.2 Inline Formatting

You can specify inline formatting through special symbols around the text you want to format.

Italic

Use single asterisks to show text as italic or emphasized.

Syntax:

```
*text*
```

Rendering result:

text

Bold

Use double asterisks to show text as bold or strong.

Syntax:

```
**text**
```

Rendering result:

text

Literal

Use double backquotes to show text as inline literal, to indicate code snippets, variable names, UI elements, etc.

Syntax:

```
`code`
```

Rendering result:

code

2.1.3 Titles and Headings

Normally, there are no heading levels assigned to certain characters as the structure is determined from the succession of headings. However, it is better to stick to the same convention throughout a project. For instance:

- # with overline, for parts
- * with overline, for chapters
- =, for sections
- –, for subsections
- ^, for subsubsections
- ", for paragraphs

2.1.4 Section Numbering

Section numbering is generally **not recommended**, particularly when done manually. However, if no alternative exists, it is advisable to use automatic methods.

To automatically number sections and subsections **across documents**, see [Index Files](#) > numbered option.

To automatically number sections and subsections **in one document**, use

Syntax:

```
.. sectnum::  
  :depth: 3  
  :prefix: 3.2.  
  :start: 1
```

You may give the following options to the directive:

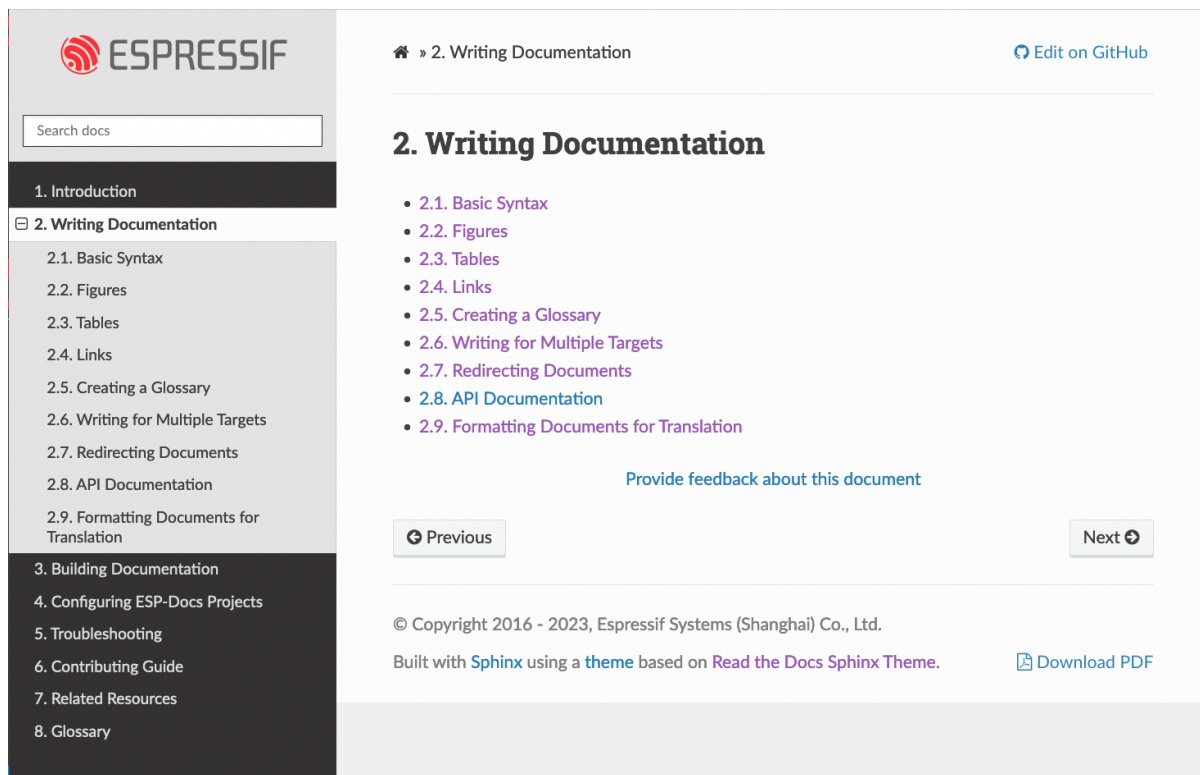


Fig. 1: Rendered Result - Numbering Across Documents (Click to Enlarge)

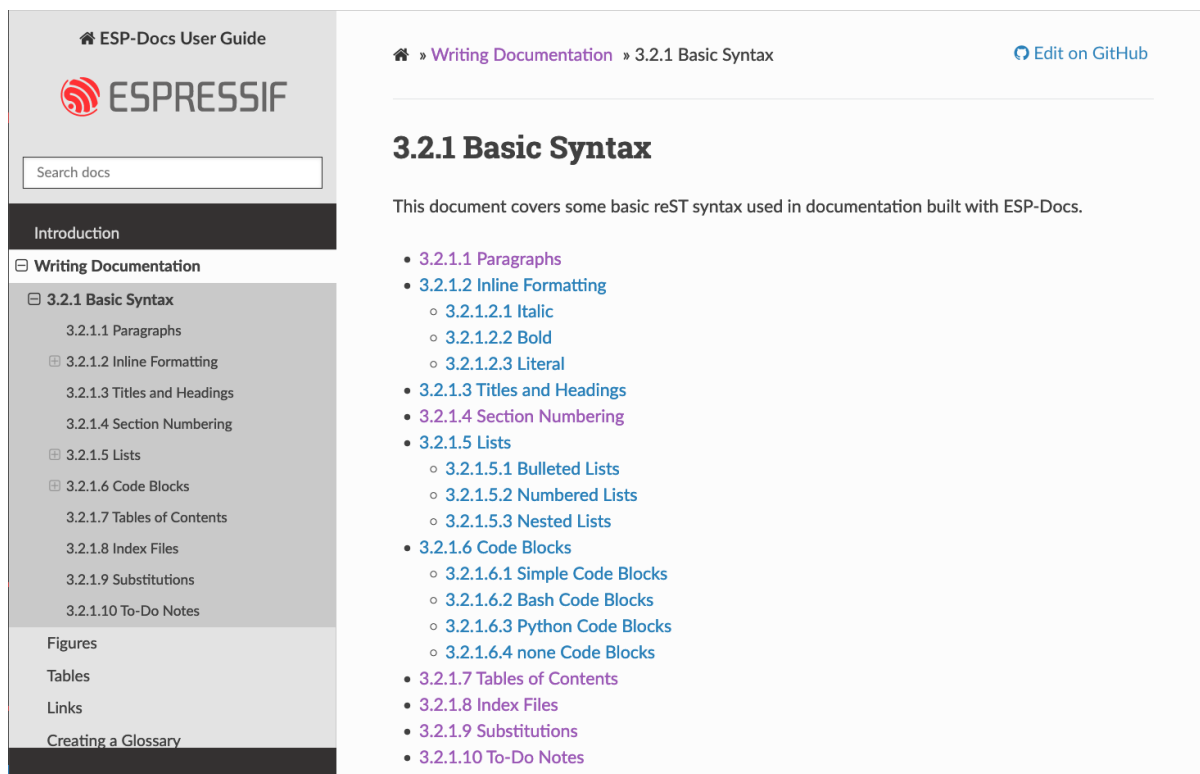


Fig. 2: Rendered Result - Numbering in One Document (Click to Enlarge)

- `:depth::` The number of section levels that are numbered by this directive. The default depth is unlimited.
- `:prefix::` An arbitrary string that is prefixed to the automatically generated section numbers. It may be something like “3.2.”, which will produce “3.2.1”, “3.2.2”, and so on. The default is no prefix.
- `:start::` The value that will be used for the first section number. Combined with `prefix`, this may be used to force the right numbering for a document split over several source files. The default is 1.

However, the `sectnum` directive also needlessly numbers the title of the document itself. See [invalid section numbering](#) for reasons.

2.1.5 Lists

You can list items either in an ordered or unordered fashion.

Bulleted Lists

Syntax and example:

```
- Each bullet item starts with a symbol and a space.  
- The symbol can be ``-``, ``*``, ``+``, etc.
```

Rendering result:

- Each bullet item starts with a symbol and a space.
- The symbol can be -, *, +, etc.

Numbered Lists

1. Common numbered lists

Syntax and example:

```
1. Each numbered list item starts with a symbol, a dot, and a space.  
2. The symbol can be 1, A, i, (1) and so on.
```

Rendering result:

1. Each numbered list item starts with a symbol, a dot, and a space.
 2. The symbol can be 1, A, i, (1) and so on.
2. Automatic numbered lists

Syntax and example:

```
#. Each automatic numbered list item starts with the number sign (#), a dot, and a  
↪space.  
#. The number sign is #.
```

Rendering result:

1. Each automatic numbered list item starts with the number sign (#), a dot, and a space.
2. The number sign is #.

Nested Lists

Example:

```
- This is the first item of the bulleted list.  
- This is the second item of the bulleted list.  
  
1. This is the first item of the numbered list.  
2. This is the second item of the numbered list.  
  
- This is the third item of the bulleted list.
```

Rendering result:

- This is the first item of the bulleted list.
- This is the second item of the bulleted list.
 1. This is the first item of the numbered list.
 2. This is the second item of the numbered list.
- This is the third item of the bulleted list.

Note:

1. Separate different levels of list items with a line.
2. The same level of list items should have the same indentation.

2.1.6 Code Blocks

A code block consists of the `code-block` directive and the actual code indented by four spaces for consistency with other code bases. For Python, C, Bash, and other programming languages, the keywords are highlighted by default.

Simple Code Blocks

Syntax and example:

```
::  
  
    AT+GMR
```

Rendering result:

```
AT+GMR
```

Bash Code Blocks

Syntax and example:

```
.. code-block:: bash  
  
    ls  
    pwd  
    touch a.txt
```

Rendering result:

```
ls  
pwd  
touch a.txt
```

Python Code Blocks

Syntax and example:

```
.. code-block:: python

    for i in range(10):
        print(i)
```

Rendering result:

```
for i in range(10):
    print(i)
```

none Code Blocks

If no other type applies, use “none” . It can be useful for obscure languages or mixtures of languages like this mix of Bash and Python.

Syntax and example:

```
.. code-block:: none

    cat program.py

    for i in range(10):
        print(i)
```

Rendering result:

```
cat program.py

for i in range(10):
    print(i)
```

For more types, please refer to [code blocks](#).

2.1.7 Tables of Contents

To create a table of contents (TOC), use

Syntax:

```
.. contents::
:local:
:depth: 1
```

You may give the following options to the directive:

- `:local:`: Generate a local table of contents. Entries will only include subsections of the section in which the directive is given. If no explicit title is given, the table of contents will not be titled.
- `:depth:`: The number of section levels that are collected in the table of contents. The default depth is unlimited.

To generate a TOC of the whole document, use

Syntax:

```
.. contents::
:depth: 1
```

To generate a TOC of a section, use

Syntax:

```
.. contents::
   :local:
   :depth: 1
```

2.1.8 Index Files

Instead of using the `contents` directive to show a table of its own contents, the index file uses the `toctree` directive to create a table of contents **across** files.

Syntax and example:

```
.. toctree::
   :hidden:

   introduction/index
   writing-documentation/index
   building-documentation/index
   configuring-esp-docs-projects/index
   troubleshooting/index
   contributing-guide
   related-resources
   glossary
```

Rendering result:

See [ESP-Docs User Guide](#)

You may give the following options to the directive:

- `:maxdepth::` The maximum depth of the TOC.
- `:hidden::` The toctree is hidden in which case they will be used to build the left navigation column but not appear in the main page text.
- `:numbered:` (**not recommended**): Numbering starts from the heading of the top level. Sub-toctrees are also automatically numbered. In the example above, numbering will begin from the heading level of `introduction`.

For more information, see Sphinx [TOC tree](#) documentation.

2.1.9 Substitutions

Use a substitution to reuse short, inline content. Substitution definitions are indicated by an explicit markup start (“.. “) followed by a vertical bar, the substitution text, another vertical bar, whitespace, and the definition block. A substitution definition block contains an embedded inline-compatible directive (without the leading “.. “), such as “image” or “replace” .

For example, use a substitution for a short list of CPU exceptions. To print the CPU exceptions, enter `|CPU_EXCEPTIONS_LIST|`.

Syntax and example:

```
CPU exceptions: |CPU_EXCEPTIONS_LIST|
```

The value of `|CPU_EXCEPTIONS_LIST|` is defined in a substitution definition.

Syntax and example:

```
.. |CPU_EXCEPTIONS_LIST| replace:: Illegal instruction, load/store alignment error,
↳ load/store prohibited error, double exception.
```

Rendering result:

CPU Exceptions: Illegal instruction, load/store alignment error, load/store prohibited error, double exception.

If you then change the replace value of the substitution, the new value will be used in all instances when you rebuild the project.

For more information, see Sphinx [substitutions](#) documentation.

2.1.10 To-Do Notes

Working on a document, you might need to:

- Give some suggestions on what should be added or modified in future.
- Leave a reminder for yourself or somebody else to follow up.

In this case, add a to-do note to your reST file using the directive `.. todo::`.

Syntax and example:

```
.. todo::  
  
    Add a package diagram.
```

If you add `.. todolist::` to a reST file, the directive will be replaced by a list of all to-do notes from the whole documentation.

By default, the directives `.. todo::` and `.. todolist::` are ignored by documentation builders. If you want the notes and the list of notes to be visible in your locally built documentation, take the following steps:

1. Open your local `conf_common.py` file.
2. Find the parameter `todo_include_todos`.
3. Change its value from `False` to `True`.

Note: Before pushing your changes to origin, please set the value of `todo_include_todos` back to `False`. Otherwise, you will make all the to-do notes visible to customers, too.

For more information, see [sphinx.ext.todo](#) documentation.

To learn more about the basic syntax, visit Docutils [Quick reStructuredText](#).

2.2 Figures

This document will briefly introduce the common image formats used in Espressif software documentation built with ESP-Docs, describe their usage, and provide corresponding examples for writers' reference.

2.2.1 Why Add Figures?

Figures serve an essential role in conveying complex technical information. If you are writing some technical text and feel like expressing your ideas is getting increasingly harder (for example, while describing logical connections), consider using a diagram. Even the most complex ideas that are hard to understand when written as text can be quickly understood with the simplest of diagrams. The key to success is to choose the right diagram type for your case.

Luckily, diagrams in Espressif software documentation built with ESP-Docs already have more or less established styles.

2.2.2 Adding Figures in ESP-Docs

There are different ways of rendering images in documentation: - Directives to include ready-to-use pictures created by graphic editors. - Diagram as Code to create diagrams based on textual descriptions for documents based on markup languages.

Using Directives

Pictures could be built in documentation using directives and options. Writers can include a ready-to-use figure with the following source code:

```
.. figure:: ../../_static/figure-raster-image-usage.png
   :align: center
   :scale: 90%
   :alt: Development of Applications

   This is the caption of the figure (optional)
```

Below is the image in PNG format added through the above directives and options:

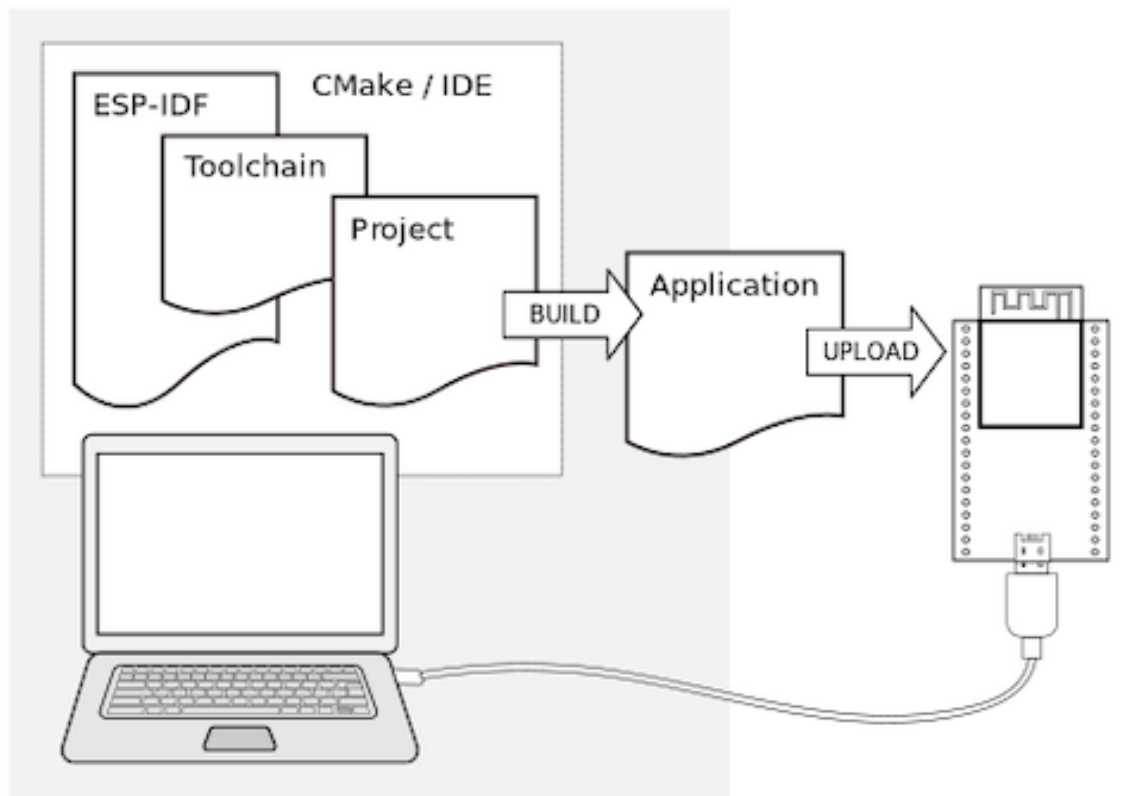


Fig. 3: This is the caption of the figure (optional)

For detailed information about how to use these directives, please refer to Section [Figure](#) in the reStructuredText documentation. Below are some notes for writers when using the directives in our documentation.

- For the `.. figure::` directive, the path followed can either be a URL, or a relative path to your figures in the current project. For example, to link the specific figure under the `_static` folder, it can be written as:


```
.. figure:: ../../_static/doc-format1-recommend.png
```

or to access the separate server through the URL::

```
.. figure:: https://dl.espressif.com/dl/sche,atocs/pictures/esp32-s2-
↳kaluga-1-kit-v1.0-3d.png
```

Note that, for the relative path, if you are not sure about it, please check `↪` in the terminal using `↪`cd ..``. For the URL, if the figures are too large, `↪` upload it to a separate server, then provide the URL.

Generally, for each repo, figures are stored in the `↪`_static`` folder. Below `↪` are some of the paths for your information:

```
- ESP-IDF: `esp-idf/docs/_static <https://github.com/espressif/esp-idf/
↳tree/master/docs/_static>`_
- ESP-ADF: `esp-adf-internal/docs/_static <https://github.com/espressif/
↳esp-adf/tree/master/docs/_static>`_
- ESP-AT: `esp-at/docs/_static <https://github.com/espressif/esp-at/tree/
↳master/docs/_static>`_
- ESP-Docs: `esp-docs/docs/_static <https://github.com/espressif/esp-docs/
↳tree/master/docs/_static>`_
- esp-dev-kits: `esp-dev-kits/docs/_static <https://github.com/espressif/
↳esp-dev-kits/tree/master/docs/_static>`_
```

Note that if you use the `↪`... figure::`` directive to upload the non-editable `↪` diagrams (PNG, JPG, etc.), please remember to also upload the editable copy `↪` (SVG, ODG, etc.) with the same name as the non-editable diagrams uploaded to `↪` the internal image-storing GitLab repository corresponding to the current `↪` repository. It is also recommended to add a commented-out link to the `↪` editable copy in the figure directive for easier search. The reason why we `↪` are doing this is that while the editable copy could be too large to make `↪` the repository hard to pull, storing them in another repository could always `↪` be a fortune when the content of the document has changed and writers are `↪` able to find the original images and edit them at any time.

- For the `align:` option, while another option, `figclass: align-` is sometimes used together in ESP-IDF, the priorities are listed below:

- If the alignments are the same, such as `:align: left` and `:figclass: align-left` are used, then the figure will be aligned left.
- If different alignments are defined, such as `:align: center` and `:figclass: align-left` are used, then the figure will be aligned center (top priority) > left > right (the lowest priority), as `align:` has a higher priority than `figclass: align-`.

Thus, it is recommended to use `align:` instead of `figclass: align-` in the documentation.

- For the `:scale:` option, the default is “100%”, i.e. no scaling. As on the RTD page, only **700 px** can fit into the page, figures should be scaled to get properly presented on HTML pages. To figure out the percentage of scaling that should be used, please check the width and height of the original figure. For example, if the dimension of the original figure is 3452*1590, then `:scale:20%` (which results in 690*318, smaller than 700 px) should be adopted to keep the right proportion presented on the page.

If a URL is provided as the figure path, and meanwhile the “scale” option is used, an error `↪` Could not obtain image size. `↪` `:scale:` option is ignored. `↪` might occur. At this time, you need to provide the image’s original width and height explicitly using `↪` `:width:` and `↪` `:height:` like below:

```
.. figure:: https://dl.espressif.com/dl/schematics/pictures/esp-lyrap-
↳lcd32-v1.1-3d.png
:align: center
:width: 2243px
:height: 1534px
:scale: 30%
:alt: EESP-LyraP-LCD32
```

- For the `:alt:` option, it shows the alternate description of figures. This description will be displayed when the figure is shown not properly on display. Normally, the caption of the figure would be placed here. If the figure is scaled, then the writer should also add **(Click to enlarge)** after the caption.

Using Diagram as Code

For adding graphics using Diagram as Code, several sphinx extensions are provided to generate diagram images from simple text files:

- `sphinxcontrib-blockdiag`: Sphinx extension to generate block diagrams from plaintext.
- `sphinxcontrib-seqdiag`: Sphinx extension to generate sequence diagrams from plaintext.
- `sphinxcontrib-actdiag`: Sphinx extension to generate activity diagrams from plaintext.
- `sphinxcontrib-nwdiag`: Sphinx extension to generate network-related diagrams from plaintext.
- `sphinxcontrib-wavedrom`: Sphinx extension to generate wavedrom diagrams from plaintext.

The following types of diagrams are supported:

- Block diagram
- Sequence diagram
- Activity diagram
- Logical network diagram
- Digital timing diagram provided by `WaveDrom`

With this suite of tools, it is possible to generate beautiful diagram images from simple text format (similar to graphviz's DOT format). The diagram elements are laid out automatically. The diagram code is then converted into “.png” graphics and integrated “behind the scenes” into **Sphinx** documents. Below is an example of Diagram as Code graphics in Espressif software documentation built by ESP-Docs:

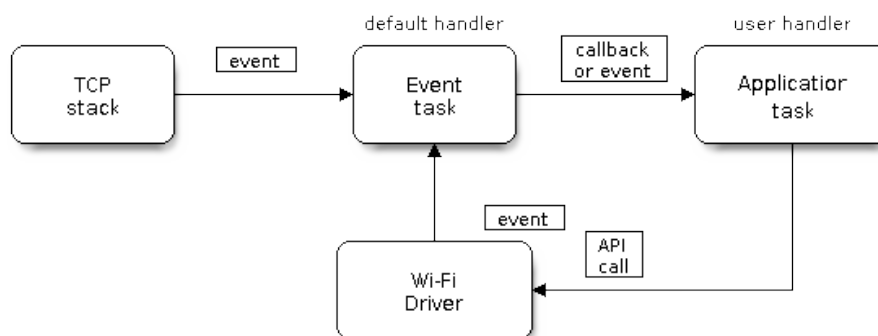


Fig. 4: Wi-Fi Programming Model

Here is the source code:

```

.. blockdiag::
   :caption: Wi-Fi Programming Model
   :align: center

   blockdiag wifi-programming-model {

       # global attributes
       node_height = 60;
       node_width = 100;
       span_width = 100;
       span_height = 60;

```

(continues on next page)

(continued from previous page)

```

default_shape = roundedbox;
default_group_color = none;

# node labels
TCP_STACK [label="TCP\n stack", fontsize=12];
EVNT_TASK [label="Event\n task", fontsize=12];
APPL_TASK [label="Application\n task", width = 120, fontsize=12];
WIFI_DRV [label="Wi-Fi\n Driver", width = 120, fontsize=12];
KNOT [shape=none];

# node connections + labels
TCP_STACK -> EVNT_TASK [label=event];
EVNT_TASK -> APPL_TASK [label="callback\n or event"];

# arrange nodes vertically
group {
label = "default handler";
orientation = portrait;
EVNT_TASK <- WIFI_DRV [label=event];
}

# intermediate node
group {
label = "user handler";
orientation = portrait;
APPL_TASK -- KNOT;
}
WIFI_DRV <- KNOT [label="API\n call"];
}

```

If a blockdiag has lengthy code, it is suggested to save the code in a .diag file and provide the path to the file like in Section [Driver Operation](#) in ESP-IDF, which would reach exactly the same effects as well:

```

.. blockdiag:: ../../../../_static/diagrams/twai/state_transition.diag
:caption: State transition diagram of the TWAI driver (see table below)
:align: center

```

For the diagram preparation, you can use an online [interactive shell](#) that instantly shows the rendered image.

There are also a couple of diagram examples provided in the live editor for your reference:

- **Simple block diagram** / `blockdiag` - [Wi-Fi Buffer Configuration](#)
- Slightly more complicated **block diagram** - [Wi-Fi programming model](#)
- **Sequence diagram** / `seqdiag` - [Scan for a Specific AP in All Channels](#)
- **Packet diagram** / `packetdiag` - [NVS Page Structure](#)

Try them out by modifying the source code and see the diagram instantly rendering below.

There may be slight differences in rendering of font used by the `interactive shell` compared to the font used in the esp-docs documentation.

For more details, see [online documentation](http://blockdiag.com/) at <http://blockdiag.com/>.

To conclude, while ready-to-use images drawn in graphic editors might be easier to handle for writers with little experience in creating diagrams, they have rather larger size based on their resolution. As for text-based Diagram as Code graphics, it would undoubtedly cost writers some time to get started and master, but they are smaller in size and easier to version with Git. Thus, it is recommended to use Diagram as Code to present pictures in your files.

2.3 Tables

Tables can present complex information in an understandable way. With reStructuredText syntax, you can create tables in the following formats:

- *Simple Table*
- *Grid Table*
- *List Table* [??]
- *CSV Table*

This document covers the syntax for all table formats and their pros and cons, so that you can choose the best fit for your use scenario. For more detailed instructions, please refer to [reStructuredText Directives > Tables](#).

2.3.1 Simple Table

Simple tables are preceded and ended with a sequence of = to indicate columns.

Texts in the same column should be aligned with = on the left, and not extend beyond = on the right.

Simple tables supports:

- **Column span:** Cells in multiple columns (except last row) can be merged by adding a sequence of –
- **Table notes:** Manually numbered footnote [1]_ and autonumbered footnote [#]_
- **Insert pictures**

```

.. table::
   :align: center



   =====
   ESP-Docs 用户指南
   -----
   =====
   |write-doc|                               |build-doc|
   Writing Documentation [1]_                Building Documentation [#]_
   Covers ESP-Docs supported syntax         介绍如何预览、构建文档
   =====

.. |write-doc| image:: ../../_static/writing-documentation.png
   :height: 100px
   :width: 100px
.. |build-doc| image:: ../../_static/building-documentation.png
   :height: 100px
   :width: 100px

.. [1] This is a manually numbered table note. Note that it generates links from ↪
↪notes back to the table.
.. [#] This is an autonumbered table note. It generates no backlinks and continues ↪
↪numbering from the previous note.

```

The above table would be rendered as:

ESP-Docs 用户指南	
	
Writing Documentation ¹	Building Documentation ²
Covers ESP-Docs supported syntax	介绍如何预览、构建文档

2.3.2 Grid Table

Grid tables are named after its grid structure formed by delimiters +, -, and |.

Grid tables support:

- **Column span**
- **Row span**
- **Table notes**
- **Bullet Lists**
- **Insert pictures** (For example, see *ESP-Docs User Guide*)

If there are Chinese characters, the vertical bars | can hardly be aligned to form a grid.

```
.. table::
   :align: center

+-----+-----+-----+
| 芯片   | 描述                                     | Ambient Temperature [#]_ |
|         |                                         | +-----+-----+
|         |                                         | Min (°C) | Max (°C) |
+-----+-----+-----+
| ESP32-C3 | ESP32-C3 is a single-core, 32-bit, | -40      | 105      |
|           | RISC-V-based MCU with 400 KB of SRAM, |           |           |
|           | which is capable of running at 160 MHz. |           |           |
+-----+-----+-----+
| ESP32-S3 | ESP32-S3 is a dual-core Xtensa LX7 MCU, | -40      | 105      |
|           | capable of running at 240 MHz.         |           |           |
+-----+-----+-----+

.. [#] This is an autonumbered table note. Note that the automatic numbering_
↪continues from the previous table note.
```

The above table would be rendered as:

芯片	描述	Ambient Temperature ³	
		Min (°C)	Max (°C)
ESP32-C3	ESP32-C3 is a single-core, 32-bit, RISC-V-based MCU with 400 KB of SRAM, which is capable of running at 160 MHz.	-40	105
ESP32-S3	ESP32-S3 is a dual-core Xtensa LX7 MCU, capable of running at 240 MHz.	-40	105

To facilitate the generation of grid tables, you may use tools such as [Tables Generator](#).

2.3.3 List Table

List tables are formed of two-level lists, where the first level * represents rows, and the second level – represents columns.

The number of columns must be consistent. Empty table cells should still be marked by –, even if there is no content.

List tables support:

- **Adjustable column width**
- **Table notes**
- **Bullet Lists**

¹ This is a manually numbered table note. Note that it generates links from notes back to the table.

² This is an autonumbered table note. It generates no backlinks and continues numbering from the previous note.

³ This is an autonumbered table note. Note that the automatic numbering continues from the previous table note.

- **Insert pictures**

```

.. list-table::
   :header-rows: 1
   :widths: 40 60
   :align: center

   * - Field
     - Value (Byte)
   * - Type (Least Significant Bit)
     - 1
   * - Frame Control (Frag)
     -
   * - 序列号
     - 1
   * - 数据长度
     - 1
   * - Data
     - * Total Content Length: 2
       * Content: ${Data Length} - 2
   * - CheckSum (Most Significant Bit) [#]_
     - 2

.. [#] This is an autonumbered table note. Note that the automatic numbering_
↪continues from the previous table note.

```

The above table would be rendered as:

Field	Value (Byte)
Type (Least Significant Bit)	1
Frame Control (Frag)	
序列号	1
数据长度	1
Data	<ul style="list-style-type: none"> • Total Content Length: 2 • Content: \${Data Length} - 2
Checksum (Most Significant Bit) ⁴	2

2.3.4 CSV Table

CSV (comma-separated values) tables might be the choice if you want to include CSV data into your documentation. The CSV data may be:

- placed in a separate CSV file
- an integral part of the document

As for formatting, CSV tables only support adjustable column width.

- Example of integrating a separate CSV file:

```

.. csv-table:: Table Title
   :file: CSV file path and name
   :widths: 30, 70
   :align: center
   :header-rows: 1

```

- Example of integrating CSV data as an integral part of the document:

⁴ This is an autonumbered table note. Note that the automatic numbering continues from the previous table note.

```

.. csv-table:: Ordering Information
   :header: "订购代码", "Flash Size"
   :widths: 50, 50
   :align: center

   ESP32-C3,N/A
   ESP32-C3FN4,"4 MB"
   ESP32-C3FH4,"4 MB"

```

The above table would be rendered as:


Table 1: Ordering Information

订购代码	Flash Size
ESP32-C3	N/A
ESP32-C3FN4	4 MB
ESP32-C3FH4	4 MB

Note: Text with spaces in between should be enclosed by quotation marks, such as "4 MB".

2.3.5 Comparison

To summarize:

-  List tables are ideal because they achieve a balance between easy maintenance and advanced formatting features.
- Simple tables are good choices when table cells do not contain long sentences.
- Grid tables provide more formatting options, but they are the most difficult to maintain.
- CSV tables are convenient to present simple data, but not friendly to text with spaces.

	Simple Table	Grid Table	List Table	CSV Table
What you see is what you get	✓	✓		
Easy to maintain	✓		✓	
Friendly to Chinese characters	✓		✓	✓
Friendly to long text		✓	✓	
Adjustable table width			✓	✓
Row span		✓		
Column span	✓	✓		
Bullet points		✓	✓	

2.3.6 Still No Good Fit?

If the above table formats cannot meet your needs, consider adding new table extensions. For example, to use a list table for its easy maintenance, but with column span and row span features, you may refer to the [flat-table](#) directive.

2.4 Links

This document introduces how to link to different elements of documentation when you write documents with ESP-Docs.

2.4.1 Table of Contents

- *Linking to Language Versions*
- *Linking to Other Sections Within the Document*
- *Linking to Other Documents*
- *Linking to a Specific Place of Other Documents in a Same Project*
- *Linking to Kconfig References*
- *Linking to Classes, Functions, Enumerations, etc*
- *Linking to GitHub Files*
- *Linking to External Pages*
- *Linking to ESP TRMs and Datasheets*
 - *Linking to a Whole TRM or Datasheet File*
 - *Linking to Chapters of a TRM or Datasheet File*
- *Resources*

When writing documentation, you often need to link to other language versions of the document, other sections within the document, other documents, GitHub files, etc. An easy way is just to use the raw URL that Sphinx generates for each page or section. This works, but it has some disadvantages:

- Links can change, so they are hard to maintain.
- Links can be verbose and hard to read, so it is unclear what page or section they are linking to.
- There is no easy way to link to specific sections like paragraphs, figures, or code blocks.
- URL links only work for the HTML version of your documentation.

Instead, Sphinx offers a powerful way to link to different elements of the document, called cross-references. Some advantages of using them:

- Use a human-readable name of your choice, instead of a URL.
- Portable between formats: HTML, PDF, ePub.
- Sphinx will warn you of invalid references.
- You can cross-reference more than just pages and section headers.

2.4.2 Linking to Language Versions

Switching between documentation in different languages may be done using the `:link_to_translation:` custom role. The role placed on a page of documentation provides a link to the same page in a language specified as a parameter. Examples below show how to enter links to Chinese and English versions of documentation.

Syntax and examples:

```
:link_to_translation:`zh_CN: 中文版`  
:link_to_translation:`en:English`
```

The language is specified using standard abbreviations like `en` or `zh_CN`. The text after last semicolon is not standardized and may be entered depending on the context where the link is placed, e.g.:

```
:link_to_translation:`en:see description in English`
```

2.4.3 Linking to Other Sections Within the Document

Syntax and example:

```
`Linking to ESP TRMs and Datasheets`_
```

Rendering result:

[Linking to ESP TRMs and Datasheets](#)

2.4.4 Linking to Other Documents

If you want to link to other documents in the same folder, which is the `docs` folder here, you can either use the path relative to the root folder or relative to the document you want to link to. In addition, you can also display the document title as the link text or customize the link text. Please note that we recommend using the path relative to the root folder as links will not break when you move the document containing the links.

- You can use the following syntax to display the document title as the link text.

Syntax:

```
:doc:`relative path to the root folder`  
:doc:`relative path to the document you want to link to`
```

Example:

```
:doc:`/introduction/index`  
:doc:`../introduction/index`
```

Rendering result:

[Introduction](#)
[Introduction](#)

- If you want to customize the link text, you can use the following syntax.

Syntax:

```
:doc:`CustomizedLinkText <relative path to the root folder>`  
:doc:`CustomizedLinkText <relative path to the document you want to link to>`
```

Example:

```
:doc:`Another Introduction </introduction/index>`  
:doc:`Another Introduction <../introduction/index>`
```

Rendering result:

[Another Introduction](#)
[Another Introduction](#)

2.4.5 Linking to a Specific Place of Other Documents in a Same Project

To link to a specific place of documents in a same project, you need to first add an anchor in the specific place and then refer it in the document.

- Add an anchor to the specific place where you want to link to with the following syntax.

Syntax:

```
.. _AnchorName:
```

Example:

```
.. _building-documentation-1
```

- Insert the anchor in your document with the following syntaxes. You can either display the section name after the anchor as the link text or customize the link text.

- Display the section name after the anchor as the link text

Syntax:

```
:ref:`AnchorName`
```

Example:

```
:ref:`building-documentation-1`
```

Rendering result:

[Building HTML Locally on Your PC](#)

- Customize the link text

Syntax:

```
:ref:`CustomizedLinkText <AnchorName>`
```

Example:

```
:ref:`Building Document <building-documentation-1>`
```

Rendering result:

Building Document

2.4.6 Linking to Kconfig References

If you need to link to Kconfig references when writing documentation, please refer to the following syntax. The references are generated by `kconfig_reference.py`. We use the Kconfig files of ESP-IDF as examples to introduce this syntax.

Syntax and examples:

```
- :ref:`CONFIG_APP_COMPATIBLE_PRE_V3_1_BOOTLOADERS`
- :ref:`CONFIG_APP_COMPATIBLE_PRE_V2_1_BOOTLOADERS`
- :ref:`CONFIG_APP_BUILD_TYPE`
- :ref:`CONFIG_APP_REPRODUCIBLE_BUILD`
- :ref:`CONFIG_APP_NO_BLOBS`
```

If you use `:ref:`CONFIG_APP_COMPATIBLE_PRE_V3_1_BOOTLOADERS`` in ESP-IDF documents, this can lead you to the [description of this Kconfig reference](#).

2.4.7 Linking to Classes, Functions, Enumerations, etc

For linking to classes, functions, enumerations and other structure types in the doxygen API documentation, please refer to the following syntax. We also use structure types defined in ESP-IDF as examples to introduce this syntax.

Syntax:

```
- Class - :cpp:class:`name`
- Function - :cpp:func:`name`
- Structure - :cpp:type:`name`
- Structure Member - :cpp:member:`struct_name::member_name`
- Enumeration - :cpp:type:`name`
- Enumeration Value - :cpp:enumerator:`name`
- Defines - :c:macro:`name`
```

Examples:

```
- Class - :cpp:class:`esp_mqtt_client_config_t`
- Function - :cpp:func:`esp-gcov_dump`
- Structure - :cpp:type:`mesh_cfg_t`
- Structure Member - :cpp:member:`eth_esp32_emac_config_t::clock_config`
- Enumeration - :cpp:type:`esp_partition_type_t`
- Enumeration Value - :cpp:enumerator:`WIFI_MODE_APSTA`
- Defines - :c:macro:`ESP_OK`
```

2.4.8 Linking to GitHub Files

In addition to linking to documentation in the `docs` folder, you may also need to link to other files in the project, for example, the header and program files. You can link to them on GitHub.

When linking to files on GitHub, do not use absolute/hardcoded URLs. We have developed `link_roles.py`, so that you can use Docutils custom roles to generate links. These auto-generated links point to the tree or blob for the git commit ID (or tag) of the repository. This is needed to ensure that links do not get broken when files in the master

branch are moved around or deleted. The roles will transparently handle files that are located in submodules and will link to the submodule's repository with the correct commit ID.

Syntax and explanation:

```
- :project:`path` - points to directories in the project repository
- :project_file:`path` - points to files in the project repository
- :project_raw:`path` - points to raw view of files in the project repository
- :component:`path` - points to directories in the components directory of the
↳project repository
- :component_file:`path` - points to files in the components directory of the
↳project repository
- :component_raw:`path` - points to raw view of files in the components directory
↳of the project repository
- :example:`path` - points to directories in the examples directory of the
↳project repository
- :example_file:`path` - points to files in the examples directory of the project
↳repository
- :example_raw:`path` - points to raw view of files in the examples directory of
↳the project repository
```

Examples:

```
- :example:`doxygen/en`
- :example:`English Version <doxygen/en>`
- :example_file:`doxygen/en/conf.py`
- :example_raw:`doxygen/en/conf.py`
```

Rendering results:

- [doxygen/en](#)
- [English Version](#)
- [doxygen/en/conf.py](#)
- [doxygen/en/conf.py](#)

By running `build-docs gh-linkcheck`, you can search `.rst` files for presence of hard-coded links (identified by `tree/master`, `blob/master`, or `raw/master` part of the URL). This check is recommended to be added to the CI pipeline.

2.4.9 Linking to External Pages

Generally, you can always use URL to link to external pages. For example, if you want link to Espressif's homepage, you can refer to the following syntax.

Syntax and example:

```
Welcome to `Espressif <https://www.espressif.com/>`_!
```

Rendering result:

Welcome to [Espressif](#)!

Please note that if you have several links with the same display text, it will lead to the Sphinx warning duplicate explicit target names. To avoid this issue, you can use two underscores `__` at the end of links. For example,

```
Welcome to `Espressif <https://www.espressif.com/>`__!
```

Rendering result:

Welcome to [Espressif](#)!

2.4.10 Linking to ESP TRMs and Datasheets

If you need to link to Espressif's TRMs and datasheets of different targets, you can also use the external links introduced above. However, ESP-Docs offers a simple way by defining the macros `{IDF_TARGET_TRM_EN_URL}`, `{IDF_TARGET_TRM_CN_URL}`, `{IDF_TARGET_DATASHEET_EN_URL}` and `{IDF_TARGET_DATASHEET_CN_URL}`. You can directly use them to link to related TRMs and datasheets. For details, please refer to [format_esp_target.py](#).

Linking to a Whole TRM or Datasheet File

You can choose a macro to link to the TRM or datasheet of a specific target in your document.

Syntax and example:

```
Please refer to `ESP32-S3 TRM <{IDF_TARGET_TRM_EN_URL}>` __.
Please refer to `ESP32-S3 Datasheet <{IDF_TARGET_DATASHEET_EN_URL}>` __.
```

Linking to Chapters of a TRM or Datasheet File

You can link to a specific chapter of a TRM or datasheet file by appending `#hypertarget-name` at the end of the macros. This hypertarget acts like a bookmark.

For example, if you need to refer to Chapter I2C Controller in the ESP32-S3 TRM, use the following link.

Syntax and example:

```
For details, please refer to *ESP32-S3 Technical Reference Manual* > *I2C_
↔Controller (I2C)* [`PDF <{IDF_TARGET_TRM_EN_URL}#i2c`__].
```

For the specific hypertargets of chapters in different ESP TRMs, please go to [Documentation Team Site > Section ESP-Docs User Guide > Hypertargets of chapters](#).

2.4.11 Resources

For more information about links, please refer to [Cross-referencing with Sphinx](#).

2.5 Creating a Glossary

A glossary or “glossary of terms” is a collection of words pertaining to a specific topic. Usually, it is a list of all terms you used that may not immediately be obvious to your reader. Your glossary only needs to include terms that your reader may not be familiar with, and is intended to enhance their understanding of your work.

Glossaries are not mandatory, but if you use a lot of technical or field-specific terms, it may improve readability to add one. A good example is [Glossary](#) in the ESP-Docs User Guide.

If you are going to create a glossary for your project, then you are the target audience of this document. This document describes how to:

- create a consolidated glossary of terms.
- link terms in other documents to their definitions in the glossary.

2.5.1 Create Glossary of Terms

To create a glossary of terms, you can use the directive `.. glossary::`. Write each glossary entry as a definition list in the form of a term followed by a single-line indented definition as below:

```
.. glossary::  
  
    Term A  
        Definition  
  
    Term B  
        Definition
```

The above content will be rendered in the document in the form of:

Term A Definition

Term B Definition

You can also give the glossary directive a `:sorted:` flag that will automatically sort the entries alphabetically.

```
.. glossary::  
    :sorted:  
  
    B-term  
        Definition B  
  
    A-term  
        Definition A
```

As you can notice, although we wrote B-term before A-term, after applying `:sorted:`, the rendered effect would be:

A-term Definition A

B-term Definition B

2.5.2 Link a Term to its Glossary Entry

After a glossary is created with the `.. glossary::` directive containing a definition list with terms and definitions, you can link a term to its definition in the glossary by using the `:term:` role.

For example the ESP-Docs User Guide has one global *Glossary*. You can use the the following syntax to link the term add-ons to its definition:

```
Please refer to :term:`add-ons`.
```

This will be rendered as:

Please refer to *add-ons*.

Important:

- The term specified must exactly match a term in the glossary directive. If you use a term that is not explained in a glossary, you'll get a warning during the documentation build.
- The term used in your document can only be linked to its definition in the glossary when your document and the glossary are in the same project. For example, this document, which is in the project of ESP-Docs User Guide, can not be linked to the terms defined in the [ESP-ADF Glossary](#).

You can link to a term in the glossary while showing different text in the topic by including the term in angle brackets. For example:

```
This file is written in :term:`rst <reStructuredText>` format.
```

This will be rendered as:

This file is written in *rst* format.

Important: The term in angle brackets must exactly match a term in the glossary. The text before the angle brackets is what users see on the page.

2.6 Writing for Multiple Targets

Espressif provides a rich list of chip products, e.g., ESP32, ESP32-S2, ESP32-C3, which are referred to as “targets” in ESP-DOCS. Technical documentation differs for each specific chip, yet a large part of the content is reusable among different targets.

To facilitate the writing of documents that can be reused for multiple different chips, several functionalities are provided in ESP-DOCS for writers to deal with target-specific inline text, paragraph, bullet point, and even document while building the documentation for all Espressif’s chips from the same files.

2.6.1 Target-Specific Inline Text

When the content is reusable for all ESP chips, but you need to refer to the specific chip name, toolchain name, path, hardware/software specification, or other inline text that varies among different targets in the paragraph, consider using the substitution macros supplied by the extension [Format ESP Target](#). Substitution macros allow you to generate target-specific inline text from the same source file with the target passed to the Sphinx command line.

For example, in the following reStructuredText content, the substitution macros (referred to as tag hereinafter) `IDF_TARGET_NAME`, `IDF_TARGET_PATH_NAME`, `IDF_TARGET_TOOLCHAIN_PREFIX`, and `IDF_TARGET_TOOLCHAIN_PREFIX` defined in `esp_extensions/format_esp_target.py` are used:

```
This is {IDF_TARGET_NAME} with /{IDF_TARGET_PATH_NAME}/soc.c, compiled with `{IDF_
↪TARGET_TOOLCHAIN_PREFIX}-gcc` with `CONFIG_{IDF_TARGET_TOOLCHAIN_PREFIX}_MULTI_
↪DOC`.
```

The text will be rendered for ESP32-S2 chip as the following:

```
This is ESP32-S2 with /esp32s2/soc.c, compiled with `xtensa-esp32s2-elf-gcc` with_
↪`CONFIG_ESP32S2_MULTI_DOC`.
```

This extension also supports markup for defining local substitutions within a single source file. Place a definition like the following in a single line to define a target-dependent substitution of the tag `IDF_TARGET_SUFFIX` in the current reStructuredText file:

```
{IDF_TARGET_SUFFIX:default="DEFAULT_VALUE", esp32="ESP32_VALUE", esp32s2="ESP32S2_
↪VALUE", esp32c3="ESP32C3_VALUE"}
```

For example:

```
{IDF_TARGET_TX_PIN:default="IO3", esp32="IO4", esp32s2="IO5", esp32c3="IO6"}
```

The above line will define a substitution for the tag `IDF_TARGET_TX_PIN`, which would be replaced by the text “IO5” if Sphinx is called with the target `esp32s2` and “IO3” if called with `esp32s3`. You may also use the text “Not updated” for the default value.

In the case when multiple targets have the same value (may not be the default value) to be substituted, you can even group such targets together to avoid re-writing the same values multiple times.

For example:: `{IDF_TARGET_SBV2_KEY:default="RSA-3072", esp32c6, esp32h2="RSA-3072 or ECDSA-256 or ECDSA-192" }`

The above line will define a substitution for the tag `IDF_TARGET_SBV2_KEY`, which would be replaced by the text “RSA-3072 or ECDSA-256 or ECDSA-192” if Sphinx is called with the target `esp32c6` or `esp32h2` and “RSA-3072” if called with any other target.

Note:

- These single-file definitions can be placed anywhere in the reStructuredText file on their own line, but the name of the directive must start with `IDF_TARGET_`.
 - Also note that these replacements cannot be used inside markup that rely on alignment of characters, e.g., tables.
-

ESP-Docs also allows other extensions to add additional substitutions through Sphinx events. For example, in ESP-IDF it is possible to use defines from `soc_caps.h`:

```
The target has {IDF_TARGET_SOC_SPI_PERIPH_NUM} SPI peripherals.
```

The text will be rendered for ESP32-S2 as the following:

```
The target has 3 SPI peripherals.
```

For a full overview of available substitutions in your project, you can take a look at `IDF_TARGET-substitutions.txt`, which is generated in the build folder when a project is built.

2.6.2 Target-Specific Paragraph

In a document shared by multiple targets, occasionally there will be paragraphs only applicable to one or some of the targets, or the paragraphs should be customized for different targets. ESP-Docs introduces the `.. only:: TAG` directive provided by the [Sphinx selective exclude](#) extension to help you define specific chip targets for target-specific content in the document.

To use the `.. only:: TAG` directive, simply follow the steps described below:

1. Define the target of the content and replace “TAG” with one of the following options:
 - Chip names. For example:
 - `esp32 > .. only:: esp32`
 - `esp32s2 > .. only:: esp32s2`
 - `esp32c3 > .. only:: esp32c3`
 - Or other tags you define and configure based on your own needs. For example, there are two kinds of customized tags in `esp-idf`:
 - Tags defined in the `sdkconfig.h` header files, e.g., `CONFIG_FREERTOS_UNICORE`, which are generated by the default menuconfig settings for the target.
 - Tags defined in the `*_caps.h` header files, e.g., `SOC_BT_SUPPORTED` and `SOC_CAN_SUPPORTED`.
2. Place the directive before the content that you want to exclude from the rest of the document:

```
.. only:: esp32

    ESP32-specific content.
```

Note: Note that it is required to leave a blank line after the directive and to indent before the content.

In this way, Sphinx will only generate the content for the target that you have defined using the directive, e.g., ESP32 in the example above.

This directive also supports the boolean operators `and`, `or`, and `not`. For example:

- `.. only:: not esp32c2`
- `.. only:: esp32 or esp32s2`
- `.. only:: SOC_BT_SUPPORTED and CONFIG_FREERTOS_UNICORE`

Note that the extension sometimes does not correctly handle the case where you exclude a section that is directly followed by a labeled new section. For example:

```

.. only:: esp32

    .. _section_1_label:

        Section 1
        ^^^^^^^^^
        Section 1 content

.. _section_2_label:

Section 2
^^^^^^^^
Section 2 content

```

In the above case, if the label `section_2_label` does not correctly link to the section that follows, refer to the temporary workaround below when this cannot be avoided:

```

.. only:: esp32

    .. _section_1_label:

        Section 1
        ^^^^^^^^^
        Section 1 content

    .. _section_2_label:

.. only:: not esp32

    .. _section_2_label:

Section 2
^^^^^^^^
Section 2 content

```

2.6.3 Target-Specific Bullet Point

The `:TAG:` role provided by `ESP-DOCS` comes in handy when you need to define targets for content inside a list of bullet points. To achieve this, simply add the `:TAG:` inside the `.. list::` directive before the items. For example:

```

.. list::

    :esp32: - ESP32-specific content
    :esp32c2 or esp32c3: - Content specific to ESP32-C2 and ESP32-C3
    :SOC_BT_SUPPORTED: - Bluetooth-specific content
    - Common bullet point 1
    - Common bullet point 2

```

Then Sphinx will only generate the first bullet point for ESP32 documentation, the second bullet point for ESP32-C2 and ESP32-C3 documentations, and the third bullet point for targets that support Bluetooth after you define the `SOC_BT_SUPPORTED` tag.

2.6.4 Target-Specific Document

It is also possible to define targets for a whole document using the `:TAG:` role in a table of content tree. After you place the `:TAG:` role before the `toctree` item, Sphinx will use the role to include or exclude content based on the target it was called with.

For example, in the following toctree extracted from the index of [api-guides](#) for `esp-idf`, the tags `SOC_BT_SUPPORTED`, `SOC_RTC_MEM_SUPPORTED`, and `SOC_USB_OTG_SUPPORTED` (defined in the `*_caps` header files) are used:

```
.. toctree::
   :maxdepth: 1

   app_trace
   startup
   :SOC_BT_SUPPORTED: blufi
   bootloader
   build-system
   core_dump
   :SOC_RTC_MEM_SUPPORTED: deep-sleep-stub
   error-handling
   :esp32s3: flash_psram_config
   :not esp32c6: RF_calibration
```

In this way, Sphinx will only link to the documents `blufi.rst` and `deep-sleep-stub.rst` for targets that support these functions, the document `flash_psram_config.rst` for ESP32-S3, and the document `RF_calibration.rst` for all the targets except for ESP32-C6.

Note that if you need to exclude an entire document from the toctree based on targets, it is necessary to also update the configuration in `docs/conf_common.py` to exclude the file for other targets, or a Sphinx warning “WARNING: document isn’t included in any toctree” will be generated.

The recommended way of doing it is adding a `conditional_include_dict` list in `docs/conf_common.py` and include the document to one of the list that gets included. Examples can be found in `docs/conf_common.py` in `esp-idf`, where, for instance, a document which should only be shown for Bluetooth-capable targets should be added to `BT_DOCS`. The `exclude_docs.py` will then take care of adding it to `conditional_include_dict` if the corresponding tag is not set.

2.7 Redirecting Documents

During documentation lifetime, some source files are moved between folders or renamed, and the original links to these files will be broken. Manually fixing these links one by one is time-consuming.

To solve this issue, the `html_redirects.py` extension is provided to redirect pages that have changed URLs. The extension is integrated in *ESP-Docs*.

This extension is used together with a redirection list `html_redirect_pages`, which is generated by `conf_common.py` from `page_redirects.txt`.

`conf_common.py` is a configuration file for your project. To enable the `html_redirects.py` extension, you need to add `html_redirects.py` to its `extension` list to enable this extension.

`page_redirects.txt` is a file that includes both old URLs and updated URLs. By reading this file, `html_redirects.py` generates a redirection list `html_redirect_pages`, thus redirecting old URLs to updated ones.

If you want to rename a document, for example, rename `docs/en/introduction` to `docs/en/get-started`, or redirect a document, for example, redirect `docs/en/writing-documentation/basic-syntax` to a web page, and do not want to update the links manually, you can follow the below steps.

- Open your `conf_common.py` file and append `html_redirects.py` to the `extensions` list, thus enabling it in your project:

```
extensions += [
    ...
    'generic_extensions.html_redirects'
    ...
]
```

This step is done only once for a project.

- Create the file `docs/page_redirects.txt` to include the old and new URLs. `conf_common.py` will build the list `html_redirect_pages` from `docs/page_redirects.txt`. You can check `page_redirects.txt` as an example.
- Add content following the below format to the `page_redirects.txt` file.

```
old URL    new URL
```

In the above two scenarios, the URLs added in the file should be:

```
docs/en/introduction                docs/en/get-started
docs/en/writing-documentation/basic-syntax  "https://www.sphinx-doc.org/
↪en/master/usage/restructuredtext/basics.html"
```

The old URL must be relative to the document root only and **MUST NOT** contain the file extension, which is `.rst` in this case.

The new URL can either be an absolute URL or a relative URL.

- For absolute URLs, the URLs must be wrapped with double quotation marks. Whatever is inside the quotation marks is used verbatim as the URL. Don't forget to add the `"https://"` prefix to your absolute URL.
- For relative URLs, the URLs must be relative to the document root only and **MUST NOT** be wrapped with any quotation marks.

In this way, `page_redirects.txt` is used as a “recipe” to redirect to the new URLs.

2.8 Writing API Description

The API descriptions contain all the information required to work with the API, with details about every function, structure, enumeration, and other elements used in the API. To help you write informative API descriptions in a consistent style, this document provides guidelines on what to write with practical examples.

- *Document Conventions*
- *Macro*
- *Type Definition*
- *Enumeration*
- *Structure*
- *Union*
- *Function*

For details about formatting API documentation in header files, please refer to *Formatting and Generating API Descriptions*.

2.8.1 Document Conventions

This document uses the conventions shown below to indicate types of patterns:

Pattern	Example	Identifies
Descriptions enclosed in quotation marks “”	“Measurement unit: ...”	A fixed sentence pattern for describing measurement unit
Directives indicated by the @ character	@brief	Tags used to define the formatting of the descriptions

2.8.2 Macro

Macros are used to define reusable values or code snippets, such as a clock frequency, Wi-Fi's SSID, default configurations, etc.

Macro descriptions should include:

- **@brief** A brief description of the macro
 - Use concise sentence fragments if possible
 - Example: *@brief The number of CPU cores*
- **@note** Target-specific information, or anything that needs emphasis
 - Example: *@note This macro is only for ESP32.*

Example 1: `ESP_BLUFI_BD_ADDR_LEN`

```
/**
 * @brief Bluetooth address length in bytes
 *
 * @note Must be 6 bytes
 */
#define ESP_BLUFI_BD_ADDR_LEN 6
```

The above code will be rendered as:

ESP_BLUFI_BD_ADDR_LEN

Bluetooth address length in bytes.

Note

Must be 6 bytes

Example 2: `ESP_NETIF_INHERENT_DEFAULT_OPENTHREAD`

```
/**
 * @brief Default configuration of OT ESP-NETIF
 */
#define ESP_NETIF_INHERENT_DEFAULT_OPENTHREAD() \
{ \
    .flags = 0, \
    ESP_COMPILER_DESIGNATED_INIT_AGGREGATE_TYPE_EMPTY(mac) \
    ESP_COMPILER_DESIGNATED_INIT_AGGREGATE_TYPE_EMPTY(ip_info) \
    .get_ip_event = 0, \
    .lost_ip_event = 0, \
    .if_key = "OT_DEF", \
    .if_desc = "openthread", \
    .route_prio = 15 \
};
```

The above code will be rendered as:

ESP_NETIF_INHERENT_DEFAULT_OPENTHREAD()

Default configuration of OT ESP-NETIF.

2.8.3 Type Definition

Type definitions are used to create a type alias or define a new type.

Type definition descriptions should include:

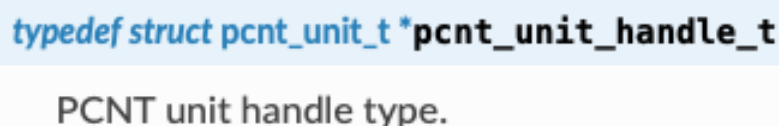
- **@brief A brief description of the typedef**
 - Use concise sentence fragments if possible
 - Example: *@brief Event handler type*

Note: When a type definition is used for function pointers or other similar cases, please refer to the corresponding guidelines for `function`, etc.

Example: `pcnt_unit_handle_t`

```
/**
 * @brief PCNT unit handle type
 */
typedef struct pcnt_unit_t *pcnt_unit_handle_t;
```

The above code will be rendered as:



```
typedef struct pcnt_unit_t *pcnt_unit_handle_t
PCNT unit handle type.
```

2.8.4 Enumeration

Enumerations allow you to define a set of named values (or enumerators) as something textual and meaningful.

Enumeration descriptions should include:

- **@brief An overall description of the enumeration**
 - Use concise sentence fragments if possible
 - Example: *@brief Clock sources*
- **Meanings of each enumerator**
 - Use concise sentence fragments or sentences
 - Example: *The duty resolution is 13 bits*
- **@note Target-specific information, prerequisites to configure a structure member, or anything that needs emphasis**
 - Example: *@note The number of channels is different across chips.*

Example: `ledc_mode_t`

```
/**
 * @brief LEDC speed mode
 */
typedef enum {
    LEDC_HIGH_SPEED_MODE = 0, /*!< High speed mode */
                                /*!< @note Only ESP32's LEDC supports high speed_
↔mode. */
    LEDC_LOW_SPEED_MODE,      /*!< Low speed mode */
    LEDC_SPEED_MODE_MAX,      /*!< Speed limit */
} ledc_mode_t;
```

The above code will be rendered as:

enum ledc_mode_t

LEDC speed mode.

Values:

enumerator LEDC_HIGH_SPEED_MODE

High speed mode

Note

Only ESP32's LEDC supports high speed mode.

enumerator LEDC_LOW_SPEED_MODE

Low speed mode

enumerator LEDC_SPEED_MODE_MAX

Speed limit

2.8.5 Structure

Structures provide a way to group several related data elements (or members) into one place, so that functions can easily use them as parameters. Members in a structure may be of different data types such as `int`, `char`, and `bool`.

Structure descriptions should include:

- **@brief An overall description of the structure**
 - Use concise sentence fragments if possible
 - Example: *@brief ESP-NOW rate configuration*
- **A list of structure members**
 - **Description of each structure member**
 - * Use concise sentence fragments if possible
 - * If the structure member is a `bool`, use the format “True if ...; false otherwise”
 - * Example: *True if the timer interrupts are shared; false otherwise*
 - “**Measurement unit: ...**”, if any
 - **@note Target-specific information, prerequisites to configure a structure member, or anything that needs emphasis**

Example 1: [struct esp_ble_mesh_gen_level_set_t](#)

```
/**
 * @brief Generic Level state configuration
 */
typedef struct {
    bool    op_en;        /*!< True if optional parameters are included; false_
↪otherwise */
    int16_t level;       /*!< Target value of Generic Level state */
    uint8_t tid;        /*!< Transaction ID */
} esp_ble_mesh_gen_level_set_t;
```

The above code will be rendered as:

Example 2: [struct ledc_channel_config_t](#)

struct esp_ble_mesh_gen_level_set_t

Generic Level state configuration.

Public Members**bool op_en**

True if optional parameters are included; false otherwise

int16_t level

Target value of Generic Level state

uint8_t tid

Transaction ID

```
/**
 * @brief LEDC timer configuration
 */
typedef struct {
    ledc_mode_t speed_mode;           /*!< LEDC speed mode */
    ledc_timer_bit_t duty_resolution; /*!< LEDC channel duty resolution */
    uint32_t freq_hz;                /*!< LEDC timer frequency. Measurement_
↪unit: Hz */
    ledc_clk_cfg_t clk_cfg;          /*!< LEDC clock */
                                     /*!< @note For ESP32 and ESP32-S2, ↪
↪each timer can have a independent clock source. For other chips, all timers use ↪
↪one collective clock source. */
} ledc_timer_config_t;
```

The above code will be rendered as:

2.8.6 Union

Similar to structures, unions are also data structures to hold multiple variables, but the members of unions are stored in the same memory locations.

Union descriptions should include:

- **@brief An overall description of the union**
 - Use concise sentence fragments if possible
 - Example: *@brief GATT client callback parameters*
- **A list of union members with descriptions**
 - **Description of each union member**
 - * Use concise sentence fragments if possible
 - * Example: *Signal duration*

If the union member is a structure, follow the writing guidelines for structures, that is, provide an overall description for the structure and individual descriptions for structure members. For reference, see line 5 to line 13 in the following example.
 - “**Measurement unit: ...**”, if any
 - **@note Target-specific information, prerequisites to configure a union member, or anything that needs emphasis**

Example: [rmt_symbol_word_t](#)

struct ledc_timer_config_t

LEDC timer configuration.

Public Members**ledc_mode_t speed_mode**

LEDC speed mode

ledc_timer_bit_t duty_resolution

LEDC channel duty resolution

uint32_t freq_hz

LEDC timer frequency. Measurement unit: Hz

ledc_clk_cfg_t clk_cfg

LEDC clock

Note

For ESP32 and ESP32-S2, each timer can have a independent clock source. For other chips, all timers use one collective clock source.

```

1  /**
2  * @brief Union to store the RMT symbol layout
3  */
4  typedef union {
5      /**
6       * @brief RMT symbol duration and level configuration
7       */
8       struct {
9           unsigned int duration0 : 15; /*!< Duration of level0. Measurement unit:↵
↵RMT tick */
10          unsigned int level0 : 1;     /*!< Level of the first part */
11          unsigned int duration1 : 15; /*!< Duration of level1. Measurement unit:↵
↵RMT tick */
12          unsigned int level1 : 1;     /*!< Level of the second part */
13      } structure_name;
14      unsigned int val; /*!< The entire 32-bit RMT symbol */
15 } rmt_symbol_word_t;

```

The above code will be rendered as:

2.8.7 Function

Functions encapsulate a set of instructions, and can accept parameters and return values.

Function descriptions should include:

- **@brief A brief description of the function**
 - Use concise sentence fragments if possible
 - Example: *Reset the timer*

Unions

```
union rmt_symbol_word_t
```

```
#include <my_api.h>
```

Union to store the RMT symbol layout.

Public Members

```
unsigned int duration0
```

Duration of level0. Measurement unit: RMT tick

```
unsigned int level0
```

Level of the first part

```
unsigned int duration1
```

Duration of level1. Measurement unit: RMT tick

```
unsigned int level1
```

Level of the second part

```
struct rmt_symbol_word_t:[anonymous] structure_name
```

RMT symbol duration and level configuration.

```
unsigned int val
```

The entire 32-bit RMT symbol

- **Description and direction of parameters**
 - Use concise sentence fragments if possible
 - If parameters have a measurement unit, remember to mention it with “**Measurement unit:** ...”
 - Example: *PWM frequency. Measurement unit: MHz*
- **Returned values and their meanings for non-void functions**
 - If the return value is a `bool`, use the format “True if ...; false otherwise”
 - If the return value (especially for functions of the `esp_err_t` type) is a error code such as `ESP_ERR_INVALID_STATE`, provide specific error cause. For example, the description for `ESP_ERR_INVALID_STATE` can be `Duty cycle fading function not installed or started`, instead of `Invalid state` (see the highlighted line 12 ~ 14 in the example below).
- @note **Target-specific information, prerequisites to configure a structure member, or anything that needs emphasis**

Example: `ledc_fade_stop`

```

1  /**
2  * @brief Stop LEDC duty cycle fading
3  *
4  * @note
5  *     1. This function can be called when you want to configure a fixed duty cycle.
6  *     ↪or a new fading but the last fade is still in progress.
7  *     2. This function only stops duty cycle fading if the fading is started via
8  *     ↪`ledc_fade_start()` in `LEDC_FADE_NO_WAIT` mode. It cannot stop duty cycle
9  *     ↪fading in `LEDC_FADE_WAIT_DONE` mode.
10 *     3. After this function returns values, the duty cycle of the channel will be
11 *     ↪fixed one PWM cycle at most.
12 *
13 * @param[in] speed_mode LEDC speed mode
14 * @param[in] channel LEDC channel number
15 *
16 * @return
17 *     - ESP_OK: Done
18 *     - ESP_ERR_INVALID_STATE: Duty cycle fading function not installed or started
19 *
20 */
21 esp_err_t ledc_fade_stop(ledc_mode_t speed_mode, ledc_channel_t channel);

```

The above code will be rendered as:

Note:

- If a parameter should be assigned with enum values (e.g. values of `ledc_channel_t`), there is no need to mention the `enum` in parameter descriptions given that the link to `enum` descriptions will be automatically generated and added (the pink circle in the above Figure).
 - When referring to a function in API descriptions, always add brackets `()` after the function. That is, `ledc_fade_start()`, instead of `ledc_fade_start`.
-

2.9 Formatting and Generating API Descriptions

When you are documenting an API, there are some guidelines to follow, as demonstrated in [Writing API Descriptions](#). Preparing such documentation could be tedious.

To simplify this process, ESP-Docs provides the `run_doxygen.py` extension, which generates API descriptions from header files during documentation build. This extension allows for automatic updates whenever code changes occur.

This document will cover the following topics:

- **Syntax and formatting rules to document API in header files**
 - *Comment Blocks*

```
esp_err_t ledc_fade_stop(ledc_mode_t speed_mode, ledc_channel_t channel)
```

Stop LEDC duty cycle fading.

Note

- This function can be called when you want to configure a fixed duty cycle or a new fading but the last fade is still in progress.
- This function only stops duty cycle fading if the fading is started via `ledc_fade_start()` in `LEDC_FADE_NO_WAIT` mode. It cannot stop duty cycle fading in `LEDC_FADE_WAIT_DONE` mode.
- After this function returns values, the duty cycle of the channel will be fixed one PWM cycle at most.

Parameters:

- `speed_mode` – [in] LEDC speed mode
- `channel` – [in] LEDC channel number

Returns:

- `ESP_OK`: Done
- `ESP_ERR_INVALID_STATE`: Duty cycle fading function not installed or started

- *In-Body Comments*
- *Target-Specific Information*
- *Style*

- [How to generate the API descriptions and include them in rst files](#)

2.9.1 Document API in Header Files

This section covers the formatting rules for API descriptions, so that the `run_doxygen.py` extension knows which descriptions should be extracted from header files.

Comment Blocks

Comment blocks are used when documenting functions. Such comment blocks start with `/**`, and end with `*/`. Other lines within comment blocks should be marked with `*` at the beginning:

```
/**
 * @brief A brief explanation for this function. It is mandatory.
 *      If the explanation cannot fit into one line, start the second line with_
 *      ↪ indentation and a * at the beginning.
 *
 *      To break a line, break it twice (add an empty line inbetween), just like_
 *      ↪ how you do in rst files.
 *
 * @param [parameter_1's_name] [meaning]
 * @param [parameter_2's_name] [meaning]
 *
 * @return
 *      - [response_1]: meaning
 *      - [response_2]: meaning
```

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```

*/
[function_type] [function_name](parameter_1_type parameter_1, parameter_2_type_
↪parameter_2);

/**
 * @brief Stop LEDC duty cycle fading
 *
 * @note
 * 1. This function can be called when you want to configure a fixed duty cycle or a new fading but the
last fade is still in progress.
 * 2. This function only stops duty cycle fading if the fading is started via `ledc_fade_start` in
`LEDC_FADE_NO_WAIT` mode. It cannot stop duty cycle fading in `LEDC_FADE_WAIT_DONE` mode.
 * 3. After this function returns values, the duty cycle of the channel will be fixed one PWM cycle at
most.
 *
 * @param[in] speed_mode LEDC speed mode
 * @param[in] channel LEDC channel number
 *
 * @return
 * - ESP_OK: Done
 * - ESP_ERR_INVALID_STATE: Duty cycle fading function not installed or started
 *
 */
esp_err_t ledc_fade_stop(ledc_mode_t speed_mode, ledc_channel_t channel);

```



```
esp_err_t ledc_fade_stop(ledc_mode_t speed_mode, ledc_channel_t channel)
```

Stop LEDC duty cycle fading.

Note

- a. This function can be called when you want to configure a fixed duty cycle or a new fading but the last fade is still in progress.
- b. This function only stops duty cycle fading if the fading is started via `ledc_fade_start` in `LEDC_FADE_NO_WAIT` mode. It cannot stop duty cycle fading in `LEDC_FADE_WAIT_DONE` mode.
- c. After this function returns values, the duty cycle of the channel will be fixed one PWM cycle at most.

Parameters:

- `speed_mode` - [in] LEDC speed mode
- `channel` - [in] LEDC channel number

Returns:

- ESP_OK: Done
- ESP_ERR_INVALID_STATE: Duty cycle fading function not installed or started

Fig. 5: Rendered Result - Comment Blocks (Click to enlarge)

@brief, @param, and @return form the basic structure for API descriptions. @param and @return can be skipped if a function does not have parameters or return any response.

If the function might return different responses, use a **bullet list** to document the responses under @return.

Comment blocks have some additional features, which can make the formatting of API descriptions fancier:

- Use [in], [out], [in, out] to document the direction of parameters:

```
*
* @param[in] [parameter_1's_name] [meaning]
* @param[out] [parameter_2's_name] [meaning]
*
```

- Add notes, warnings, or attentions after @note, @warning, or @attention respectively:

```
*
* @note
*   1. This is a numbered note. It is optional. Pay attention to the
↳ indentation.
*   2. You can replace @note with @warning and @attention. The
↳ formatting rules are the same.
*
* @warning If there is only one warning, the warning can be placed in
↳ the same line with @warning.
*
```

- Add code snippets enclosed by @code{c} and @endcode:

```
*
* @code{c}
* // Example of using nvs_get_i32:
* int32_t max_buffer_size = 4096; // default value
* esp_err_t err = nvs_get_i32(my_handle, "max_buffer_size", &max_
↳ buffer_size);
* assert(err == ESP_OK || err == ESP_ERR_NVS_NOT_FOUND);
* // if ESP_ERR_NVS_NOT_FOUND was returned, max_buffer_size will still
* // have its default value.
* @endcode
*
```

- Group similar functions by enclosing them with /**@{ */ and /**@} */:

```
/**@{ */
/**
* @brief Set int8_t value for given key
*
*
* @param[in] value The value to set
*
* @return
* - ESP_OK
* - ESP_FAIL
*/
esp_err_t nvs_set_i8 (int8_t value);

/**
* @brief Set uint16_t value for given key
*
* This function is the same as \c nvs_set_i8 except for the data type.
*/
esp_err_t nvs_set_u16 (uint16_t value);
/**@} */
```

- Use Markdown Syntax:

```
*
* @brief Returns a random number inside a range
*
* See [ESP32 Technical Reference Manual] (https://www.espressif.com/sites/default/files/documentation/esp32\_technical\_
↳ reference\_manual\_en.pdf)
*
```

In-Body Comments

In-body comments are used when documenting a macro, a typedef, and members of a struct, enum, etc. Such in-body comments start with `/*!<`, and end with `*/`.

```
typedef struct {
    type member_1; /*!< Explanation for structure member_1 */
    type member_2; /*!< Explanation for structure member_2 */
    type member_3; /*!< Explanation for structure member_3 */
} structure_name
```

Optionally, comment blocks can be used together with in-body comments when you provide overall descriptions for a struct, enum, etc.

```
/**
 * @brief A brief explanation for this structure
 */
typedef struct {
    type member_1; /*!< Explanation for structure member_1 */
    type member_2; /*!< Explanation for structure member_2 */
    type member_3; /*!< Explanation for structure member_3 */
} structure_name
```

```
627 /**
628  * @brief Ble scan result event type, to indicate the
629  *       result is scan response or advertising data or other
630  */
631 typedef enum {
632     ESP_BLE_EVT_CONN_ADV      = 0x00,    /*!< Connectable undirected advertising (ADV_IND) */
633     ESP_BLE_EVT_CONN_DIR_ADV  = 0x01,    /*!< Connectable directed advertising (ADV_DIRECT_IND) */
634     ESP_BLE_EVT_DISC_ADV      = 0x02,    /*!< Scannable undirected advertising (ADV_SCAN_IND) */
635     ESP_BLE_EVT_NON_CONN_ADV  = 0x03,    /*!< Non connectable undirected advertising (ADV_NONCONN_IND) */
636     ESP_BLE_EVT_SCAN_RSP     = 0x04,    /*!< Scan Response (SCAN_RSP) */
637 } esp_ble_evt_type_t;
```



```
enum esp_ble_evt_type_t {
```

Ble scan result event type, to indicate the result is scan response or advertising data or other.

Values:

- enumerator** `ESP_BLE_EVT_CONN_ADV`
Connectable undirected advertising (ADV_IND)
- enumerator** `ESP_BLE_EVT_CONN_DIR_ADV`
Connectable directed advertising (ADV_DIRECT_IND)
- enumerator** `ESP_BLE_EVT_DISC_ADV`
Scannable undirected advertising (ADV_SCAN_IND)
- enumerator** `ESP_BLE_EVT_NON_CONN_ADV`
Non connectable undirected advertising (ADV_NONCONN_IND)
- enumerator** `ESP_BLE_EVT_SCAN_RSP`
Scan Response (SCAN_RSP)

Fig. 6: Rendered Result - In-Body Comments with Comment Blocks (Click to enlarge)

You may skip repetitive macros, enumerations, or other code by enclosing them within `/** @cond */` and `/** @endcond */`, so that they will not show in the generated API descriptions:

```
/** @cond */
typedef struct esp_flash_t esp_flash_t;
/** @endcond */
```

Target-Specific Information

ESP-Docs introduces several functionalities to deal with target-specific contents (see [Writing for Multiple Targets](#)), but such functionalities are not supported for API descriptions generated from header files.

For target-specific information, it is preferable to use `@note` to clarify the applicable targets.

Use `@note` for a target-specific function:

```
/**
 * @brief Enable RX PDM mode
 * @note ESP32-C3: Not applicable, because it doesn't support RX PDM mode.
 *
 * @param hw Peripheral I2S hardware instance address
 * @param pdm_enable Set true to RX enable PDM mode (ignored)
 */
static inline void i2s_ll_rx_enable_pdm(i2s_dev_t *hw, bool pdm_enable)
```

Use `@note` for a target-specific struct:

```
/**
 * @brief ADC digital controller (DMA mode) output data format.
 * Used to analyze the acquired ADC (DMA) data.
 * @note ESP32: Only `type1` is valid. ADC2 does not support DMA mode.
 */
typedef struct {
    union {
        struct {
            uint16_t data: 12; /*!<ADC real output data info. Resolution: 12_
↪bit */
            uint16_t channel: 4; /*!<ADC channel index info */
        } type1; /*!<ADC type1 */
        struct {
            uint16_t data: 11; /*!<ADC real output data info Resolution: 11_
↪bit. */
            uint16_t channel: 4; /*!<ADC channel index info. For ESP32-S2:
If (channel < ADC_CHANNEL_MAX), The data_
↪is valid.
If (channel > ADC_CHANNEL_MAX), The data_
↪is invalid. */
            uint16_t unit: 1; /*!<ADC unit index info. 0: ADC1; 1: ADC2. */
        } type2; /*!<When the configured output format is 11_
↪bit.*/
            uint16_t val; /*!<Raw data value */
        };
    };
} adc_digi_output_data_t;
```

Alternatively, you can use if statements (`#if` and `#endif` directives in C language) together with macros defined in `*_caps.h` header files as shown in the following examples.

Note: Please note that some developers tend to read header files directly instead of API documentation. If statements would make header files hard to read, so they are less recommended.

Use an if statement to mark a target-specific function:

```

#ifdef SOC_I2C_SUPPORT_SLAVE
/**
 * @brief Write bytes to internal ringbuffer of the I2C slave data. When the TX_
↳fifo empty, the ISR will
 *      fill the hardware FIFO with the internal ringbuffer's data.
 *      @note This function shall only be called in I2C slave mode.
 *
 * @param i2c_num I2C port number
 * @param data Bytes to write into internal buffer
 * @param size Size, in bytes, of `data` buffer
 * @param ticks_to_wait Maximum ticks to wait
 *
 * @return
 *      - ESP_FAIL (-1): Parameter error
 *      - Other (>=0): The number of data bytes pushed to the I2C slave buffer
 */
int i2c_slave_write_buffer(i2c_port_t i2c_num, const uint8_t *data, int size,
↳TickType_t ticks_to_wait);
#endif // SOC_I2C_SUPPORT_SLAVE

```

Use an if statement to mark a target-specific enum:

```

/**
 * @brief I2C port number, can be I2C_NUM_0 ~ (I2C_NUM_MAX-1)
 */
typedef enum {
    I2C_NUM_0 = 0, /*!< I2C port 0 */
#ifdef SOC_I2C_NUM >= 2
    I2C_NUM_1, /*!< I2C port 1 */
#endif
    I2C_NUM_MAX, /*!< I2C port max */
} i2c_port_t;

```

Style

When preparing the API descriptions, follow the style below for consistency:

- The maximum line length is 120 characters for better code readability, as described in [Espressif IoT Development Framework Style Guide](#)
- If descriptions in combination with code are more than 120 characters, manually break lines, or consider if the descriptions better fit in the main text (namely the `.rst` files)
- Capitalize the first word of every sentence segment or sentence
- End all **complete sentences** with periods `.`
- If a sentence fragment is at the end of a line, or the line contains only one sentence fragment, then **omit** the ending periods `.`
An ending period `.` will be added automatically to each `@brief` (see line 3 in the updated example and the its rendered result).
- Use **bullet points** if there are 2 or more returned values
- Use `:` between a returned value and its meaning
- Between parameters and parameter meanings, do not add any punctuation marks such as `-` and `:`

The example below shows how to follow above style after `>>>`:

```

1  /**
2  *
3  * @brief          This function is called to send wifi connection report          ↳
↳ >>> Should add a ending period "." for complete sentences
4  * @param opmode :  wifi opmode          ↳
↳ >>> Should delete the colon ":" between parameter's name and parameters' meaning
5  * @param sta_conn_state : station is already in connection or not          ↳
↳ >>> Should be capitalized

```

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```

6  * @param softap_conn_num : softap connection number
7  * @param extra_info      : extra information, such as sta_ssid, softap_ssid and
↳ etc.
8  *
9  * @return                ESP_OK - success, other - failed
↳ >>> Values should be listed using bullet points, and "-" should be changed to ":"
↳ "
10 *
11 */
12 esp_err_t esp_blufi_send_wifi_conn_report(wifi_mode_t opmode, esp_blufi_sta_conn_
↳ state_t sta_conn_state, uint8_t softap_conn_num, esp_blufi_extra_info_t *extra_
↳ info);

```

Above examples can be updated as follows in line with the rules (note that the returned error codes and their descriptions in line 10 can be more specific):

```

1  /**
2  *
3  * @brief Send Wi-Fi connection report
4  * @param opmode Wi-Fi operation mode
5  * @param sta_conn_state Whether station is connected or not
6  * @param softap_conn_num SoftAP connection number
7  * @param extra_info Extra information, such as sta_ssid, softap_ssid and etc.
8  *
9  * @return
10 * - ESP_OK: Done
11 * - Other error code: Failed
12 *
13 */
14 esp_err_t esp_blufi_send_wifi_conn_report(wifi_mode_t opmode, esp_blufi_sta_conn_
↳ state_t sta_conn_state, uint8_t softap_conn_num, esp_blufi_extra_info_t *extra_
↳ info);

```

```

esp_err_t esp_blufi_send_wifi_conn_report(wifi_mode_t opmode, esp_blufi_sta_conn_state_t
sta_conn_state, uint8_t softap_conn_num, esp_blufi_extra_info_t *extra_info)

```

Send Wi-Fi connection report.

- Parameters:**
- **opmode** - Wi-Fi operation mode
 - **sta_conn_state** - Whether station is connected or not
 - **softap_conn_num** - SoftAP connection number
 - **extra_info** - Extra information, such as sta_ssid, softap_ssid and etc.

- Returns:**
- ESP_OK: Done
 - Other error code: Failed

2.9.2 Generate and Include API Descriptions

Doxyfile is the must-have Doxygen configuration file for automatic API generation. All header files used to generate API should be included in Doxyfile. For example, please refer to the Doxyfile of [ESP-IDF](#).

Note: Target-specific header files may be placed in a separate Doxyfile. For example, [Doxyfile_esp32](#) is provided to generate ESP32-specific API descriptions in ESP-IDF.

ESP-Docs integrates API generation into the process of building documentation. To be specific, when you run the command to build documentation (see [Building Documentation Locally](#)), `run_doxygen.py` generates `.inc` files from input header files defined in `Doxyfile` according to configuration, and places the output files in `_build/$(language)/$(target)/inc` directory.

To include the generated `.inc` files into `.rst` files, use the `include-build-file::` directive defined in [include_build_file.py](#).

```
API Reference
-----
.. include-build-file:: inc/i2c.inc
```

2.9.3 Linking to Functions, Enumerations, etc

To link to a function, enumeration, and other structure types described in API descriptions, please refer to [Linking to Classes, Functions, Enumerations, etc.](#)

2.9.4 Example

For reference, you may navigate to the `doxygen` folder, and check the header files stored in the `src/api` subfolders.

To see the API descriptions in HTML, please run `build_example.sh`.

2.10 Formatting Documents for Translation

Espressif aims to provide well-formatted and up-to-date English and Chinese documents for customers. To keep English and Chinese versions always in sync, writers are encouraged to update both versions at the same time. However, the documents of one language version may lag behind the other sometimes since some writers, who are non-bilingual, can only update one language version. Therefore, the Documentation Team will provide translation for these documents as soon as possible as the lag-behind documents will be misleading for customers.

To make it easier to update both versions for writers and facilitate the translation process for the Documentation Team, writers and translators should follow the guidelines below when writing and updating documentation.

2.10.1 One Line per Paragraph

One paragraph should be written in one line. Breaking lines to enhance readability is only suitable for writing codes. In the documentation, please do not break lines like the below:

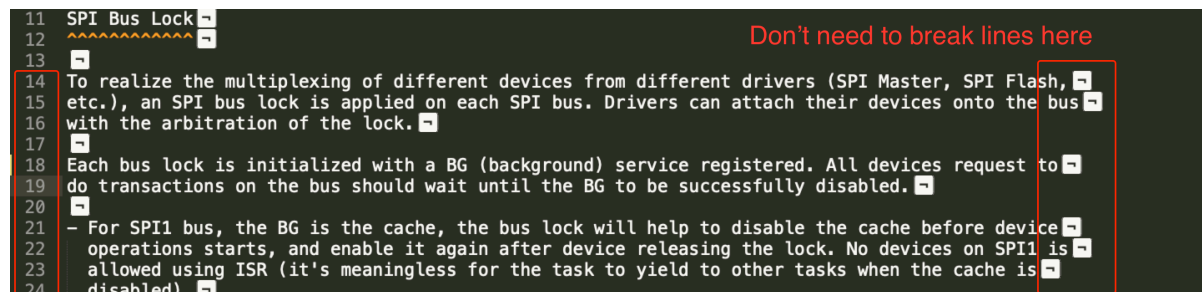


Fig. 7: Line breaks within the same paragraph - not recommended (click to enlarge)

To make the document easier to read, it is recommended to place an empty line to separate the paragraph.

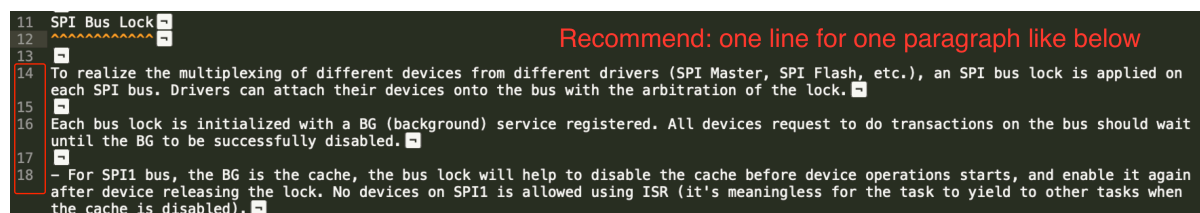


Fig. 8: One line per paragraph - recommended (click to enlarge)

2.10.2 Line Number Consistency

Make the line numbers of English and Chinese documents consistent. For example, as shown below, the title of the 9th line in the English version should also be placed on the 9th line in the Chinese version. Other lines follow the same rule.



Fig. 9: Keep the line number for English and Chinese documents consistent (click to enlarge)

This approach could be beneficial in the following ways:

- For non-bilingual writers, they only need to update the same line in the corresponding Chinese or English document when updating documents.
- For translators, if documents are updated in English, then translators can quickly locate where to update in the corresponding Chinese document later.
- By comparing the total number of lines in English and Chinese documents, Documentation Team can quickly find out which document lags behind the other version and provide translation soon.

Note: This document only describes formatting rules that facilitate translation. For other formatting rules, see Espressif Manual of Style.

Chapter 3

Building Documentation

3.1 Previewing Documentation inside Your Text Editor

This section describes how to preview your rst documentation inside your text editor on your PC.

reStructuredText documents are text files, and can be edited with any text editor. Inside these text editors, there are plenty of extensions or plugins you can use to achieve a live preview.

This approach is good for achieving a real-time live preview while you write because it's simple and fast, but it will only render "base" rst content without any esp-docs specific features. The styles of rendering really depend on the extensions or plugins you use, and you may face issues such as broken links. If you want to preview your rst documentation rendered in exactly the same style as if it is on-line with all the correct reference, go to Section *Building Documentation locally on Your OS*.

In this section, we will use [Visual Studio Code](#) and [Sublime Text](#) as examples.

3.1.1 Visual Studio Code

1. Open your **VS Code** instance, and navigate to `Extensions`.
2. In the top search bar, type in keywords such as "preview" or "rst preview" .
3. Install the previewer extension of your choice (for example, [Preview](#)), and follow the instruction inside the extension to enable a live preview.

3.1.2 Sublime Text

1. Open your **Sublime Text** instance, go to `Tools`, and click `Install Package Control` from the drop-down menu.
2. After step 1, go to `Tools` again, and click on `Command Palette...`
3. In the top search bar, type "Install" and select `Package Control: Install Package`.
4. In the top search bar, type in keywords such as "preview" or "rst preview" .
5. Install the previewer plugin (for example, [OmniMarkupPreviewer](#)) of your choice, and follow the instruction inside the plugin to enable a live preview.

3.2 Building Documentation Locally

The purpose of this description is to provide a summary on how to build documentation locally using ESP-Docs.

3.2.1 Building HTML Locally on Your PC

ESP-Docs allows you to build your rst documentation into HTML pages on you local computer with the same [style](#) exactly as how it will be rendered on the server. In this way, you can:

- Catch and fix any potential build errors (due to markup syntax, incorrect links, labels, missing images, etc.) early, instead of waiting on CI errors.
- Of course, have a peek of your final documentation early.

If you just want to roughly preview your rst files while your write and don't care too much about styles and broken links at this moment, then go to Section [Previewing Documentation inside Your Text Editor](#).

Installing Dependencies

In order to build documentation locally on your PC, you need to install the following prerequisites:

1. ESP-Docs - <https://github.com/espressif/esp-docs>
2. CairoSVG - <https://cairosvg.org/documentation/>
3. Doxygen (only needed when generating API documentation from header files)- <http://doxygen.nl>

Note: Docs building now supports Python 3 only. Python 2 installations will not work.

Note: If you are a Windows user or simply want to use a Docker container, then go directly to [Using a Docker Container](#) at the end of this section.

ESP-Docs All applications needed are [Python](#) packages, and you can install them in one step as follows:

```
pip install --user esp-docs
```

This will pull in all the necessary dependencies such as Sphinx, Breathe, etc.

Note: The installed esp-docs may not be added to your PATH environment variable yet at this moment. To make this tool usable from the command line, add the bin folder where it is installed to your PATH variable by running `export PATH=path_to_bin_folder:$PATH` in your terminal.

To get this `path_to_bin_folder`, try entering `pip uninstall esp-docs`, you will see something like:

```
Found existing installation: esp-docs 1.3.0
Uninstalling esp-docs-1.3.0:
Would remove:
/Users/dummy/Library/Python/3.10/bin/build-docs
/Users/dummy/Library/Python/3.10/bin/deploy-docs
/Users/dummy/Library/Python/3.10/lib/python/site-packages/esp_docs-1.3.0.dist-info/
↪*
/Users/dummy/Library/Python/3.10/lib/python/site-packages/esp_docs/*
```

The path before `build-docs` is your bin path. However, this configuration is only effective in the current terminal session. You need to add PATH again once you reopen your terminal.

Therefore, if you plan to use esp-docs frequently, consider adding `export PATH="path_to_bin_folder:$PATH"` to your shell profile files, such as `.zprofile`, then refresh the configuration by restarting your terminal or by running `source [path_to_profile_file]`, for example `source ~/.zprofile`. Afterwards, you can use esp-docs in any terminal session anytime.

CairoSVG CairoSVG is an SVG 1.1 to PNG, PDF, PS and SVG converter. You can install it as follows:

```
pip3 install cairosvg
```

If you have issues, please check out [CairoSVG documentation](#).

Doxygen Installation of Doxygen is OS dependent:

Linux

```
sudo apt-get install doxygen
```

MacOS

```
brew install doxygen
```

After these steps, you should be able to build HTML pages on your PC already. To see the details, go to [Building HTML Pages](#).

Building HTML Pages

After completing the above-mentioned preparation, you can navigate to your docs folders (`cd ~/ $PROJECT_PATH/docs`), then build HTML pages locally with the `build-docs` command.

Note: If `$PROJECT_PATH` is not the parent to the `docs` folder, then please specify the project path with `--project-path` option. This is only required when you want to build API documentation.

- **Build HTML pages in projects that do not support targets**

```
build-docs build
```

- **Build HTML pages for a single language**

```
build-docs -l en
```

Choices for language (`-l`) are `en` and `zh_CN`.

- **Build HTML pages for a single target**

```
build-docs -t esp32
```

Choices for target (`-t`) are any supported chip targets (for example `esp32` and `esp32s2`).

- **Build HTML pages for a single language and target combination only**

```
build-docs -t esp32 -l en
```

Choices for language (`-l`) are `en` and `zh_CN`, and for target (`-t`) are any supported chip targets (for example `esp32` and `esp32s2`).

- **Build HTML pages excluding Doxygen-generated API documentation, which drastically reduces build time**

```
build-docs -f
```

or by setting the environment variable `DOCS_FAST_BUILD`. To set an environment variable, go to your project's **Settings > CI/CD** and expand the **Variables** section. Select **Add variable** and fill in the details for your variables. For more information on how to add a variable to a project, see the [GitLab documentation](#).

Note: To set an environment variable, you need to be a project admin or contact the project admin for help.

Note: The time it takes to build is mainly determined by the amount of Doxygen API included. This is the reason why build with option `-f` for fast build is much faster.

- **Build HTML pages for a single document or a subset of documentation** For a single document

```
build-docs -t esp32 -l en -i api-reference/peripherals/can.rst
```

For a subset of documentation by listing all of them

```
build-docs -t esp32 -l en -i api-reference/peripherals/can.rst api-  
→reference/peripherals/adc.rst
```

For a subset of documentation by using wildcards:

```
build-docs -l en -t esp32 -i api-reference/peripherals/* build
```

Note: Note that when you only build a single document or a subset of documentation. The HTML output won't be perfect, i.e. it will not build a proper index that lists all the documents, and any references to documents that are not built will result in warnings.

- **To see the complete list of options:**

```
build-docs --help
```

Checking Output

The built HTML pages will be placed in `_build/<language>/<target>/html` folder.

Note: There are a couple of spurious warnings that cannot be resolved without doing updates to the Sphinx or Doxygen source code. For such specific cases, respective warnings can be documented in `docs/sphinx-known-warnings.txt` and `docs/doxygen-known-warnings.txt` files, which are checked during the build process to ignore these spurious warnings.

3.2.2 Building PDF Documentation Locally on Your PC

ESP-Docs also allows you to build your rst files into PDF files on your local PC. To do this, on top of all the packages and steps described in *Building HTML Locally on Your PC*, you also need to complete some additional steps.

Installing Dependencies

1. Install the following LaTeX packages:
 - latexmk
 - texlive-latex-recommended
 - texlive-fonts-recommended
 - texlive-xetex
2. Install the following fonts:
 - Freefont Serif, Sans and Mono OpenType fonts, available as the package `fonts-freefont-otf` on Ubuntu
 - Lmodern, available as the package `fonts-lmodern` on Ubuntu
 - Fandol, can be downloaded from ctan.org archive

Note: Another alternative is to simply install [TeX Live](http://www.tug.org/texlive/), which contains all LaTeX packages and fonts required to build PDF files. However, it may take you hours to install.

Note: If you are a Windows user or simply want to use a Docker container, then go directly to [Using a Docker Container](#) at the end of this section.

After these steps, you should be able to build PDF files on your PC already. To see the details, go to [Building PDF Documents](#).

Building PDF Documents

Now you can navigate to your docs folders (`cd ~/PROJECT_PATH/docs`), then build PDF documents with the same `build-docs` command, but with the `-bs latex` option.

- **Build PDF for “generic” documentation that doesn’t contain a target**

```
build-docs -bs latex
```

- **Build PDF for a single language and target combination only**

```
build-docs -bs latex -t esp32 -l en
```

Choices for language (`-l`) are `en` and `zh_CN`, and for target (`-t`) are any supported chip targets (for example `esp32` and `esp32s2`).

- **Or alternatively build both HTML and PDF:**

```
build-docs -bs html latex -l en -t esp32
```

Checking Output

The built LaTeX and PDF files will be placed in `_build/<language>/<target>/latex/build` folder.

Note: There are a couple of spurious warnings that cannot be resolved without doing updates to the Sphinx or Doxygen source code. For such specific cases, respective warnings can be documented in `docs/sphinx-known-warnings.txt` and `docs/doxygen-known-warnings.txt` files, which are checked during the build process to ignore these spurious warnings.

3.2.3 Using a Docker Container

A Docker container image is a lightweight, standalone, executable package of software that can be prepared to include everything needed to run an application: code, runtime, system tools, system libraries, and in our case, to build the documentation locally. This approach saves you the trouble to configure your PC.

To build documentation locally in a Docker container, complete the steps below:

1. Navigate to your project folder. For example `cd esp/esp-docs`.
2. Create a container for your project using the image provided by Espressif.

```
docker run -v $PWD:/esp-docs -w /esp-docs -it ciregistry.espressif.cn:8443/esp-  
↪idf-doc-env-v5.0
```

3. Configure your container by running `pip install -U esp-docs`.

After these steps, you can build docs following the instructions described in Sections [Building HTML Pages](#) and [Building PDF Documents](#).

3.2.4 Troubleshooting

If you experience any warning or error when building documentation locally:

- Check *Troubleshooting Build Errors and Warnings*;
- Or contact us by submitting a documentation feedback.

Chapter 4

Configuring ESP-Docs Projects

4.1 Integrating ESP-Docs into Your Project

This document describes how to integrate *ESP-Docs* into your project to continuously build and deploy your documentation to a server, such as Espressif's server `docs.espressif.com` (recommended for Espressif software documentation).

While performing the steps in this document, you can always refer to the documentation that has already been deployed to Espressif's server as examples, such as [ESP-IDF Programming Guide](#), [ESP-AT User Guide](#), [esptool.py Documentation](#), and [ESP-Docs User Guide](#).

The process to integrate ESP-Docs can be broken down into the following steps:

- [Get Familiar with the Documentation Folder](#)
- [Prepare a Documentation Folder](#)
- [Update Build Configuration Files](#)
- [Update CI Configuration File](#)
- [What's Next?](#)

4.1.1 Get Familiar with the Documentation Folder

The contents of the `basic` documentation folder are described below to provide more details about the folder structure and the function of each file. Your folder might look slightly different, but being familiar with these building blocks will help you better understand the following steps in this document.

- `_static`: contains graphics files, sources of diagrams, attachments not shown directly in the documentation (e.g., schematics) as well as other resources, such as font files.
 - `docs_version.js`: configures target and version information displayed in HTML layout, such as the target and language selector in the top-left corner of [ESP-IDF Programming Guide](#).
 - `periph_timing.json`: sample figure in JSON format.
- `en`: English language folder that contains English documents and a build configuration file.
 - `conf.py`: build configuration file that contains configuration information specific to the English documents, such as the English copyright information.
 - `index.rst`: English homepage that defines documentation structure with a table of contents tree (toc-tree). See [Defining document structure](#) for more information.
 - `subpage.rst`: sample subpage of `index.rst`.
- `zh_CN`: the same as `en` but for the Simplified Chinese language.
 - `conf.py`: the same as `en/conf.py` but for the Chinese documents.
 - `index.rst`: the same as `en/index.rst` but for the Chinese documents.
 - `subpage.rst`: the same as `en/subpage.rst` but in Chinese.
- `README.md`: introduction to the `docs` folder.

- `build_example.sh`: contains the command to simplify building this sample documentation.
- `conf_common.py`: contains the build configuration information common to both English and Chinese documents. The contents of this file are imported during the building process for each language to the standard Sphinx configuration file `conf.py` located in respective language folders (e.g. `docs/en`, `docs/zh_CN`). See [Sphinx Configuration](#) for more information.
- `requirements.txt`: package dependencies and their versions for building documentation, such as ESP-Docs.

4.1.2 Prepare a Documentation Folder

1. Copy one of the following sample documentation folders to the root directory of your project depending on whether the project needs support for target, version, or building API documentation from header files:

Doc Folder	Target	Version	API Doc
basic	Y	Y	–
doxygen	Y	Y	Y
test/build_tests/no_target	–	Y	Y
test/build_tests/no_version_info	–	–	Y
test/build_tests/target_only	Y	–	Y

2. Rename the folder to `docs`.
3. Delete the `build_example.sh` file (if there is one).
4. (Optional) Go to `docs/requirements.txt` and change the ESP-Docs version as needed. ESP-Docs follows the semantic versioning scheme. For features supported by each release, please see [release history](#).

4.1.3 Update Build Configuration Files

Build configuration files are where you set the variables that are affecting the final documentation output built with ESP-Docs. As mentioned in *Get Familiar with the Documentation Folder*, there should be two types of configuration files in each project:

- `conf_common.py`
- `en/conf.py` and `zh_CN/conf.py`

The configuration files in the sample documentation folder configure how to build the **sample** documentation instead of your documentation, so you need to reconfigure a few variables for your documentation.

1. In `conf_common.py`, reconfigure some of the following variables based on your needs:
 - `languages`: supported languages, such as `en` and `zh_CN`. It must be set to at least one language element, namely the current project's language.
 - `idf_targets`: project target used as a URL slug, such as `esp32` in `https://docs.espressif.com/projects/esp-idf/en/latest/esp32/`. The variable is optional, but you should set either both this variable and `idf_target` or neither. For more information about `idf_target`, see [Build System Integration](#).
 - `extensions`: extensions that add more functionalities to ESP-Docs, such as `sphinx_copybutton` and `sphinxcontrib.wavedrom`.
 - `github_repo`: GitHub repository to which the links generated by `link_roles.py` point.
 - `html_context['github_user']`: GitHub user name used by `sphinx_idf_theme`.
 - `html_context['github_repo']`: GitHub repo name used by `sphinx_idf_theme`.
 - `html_static_path`: path to the `_static` folder.
 - `project_slug`: short name of the project as a URL slug, such as `esp-docs`.
 - `versions_url`: URL from which to download the `versions.js` file. If it is specified as a relative URL, such as `_static/docs_version.js`, the file will be downloaded relative to the HTML root folder.
 - `pdf_file_prefix`: PDF filename prefix used for generating the link to download the PDF together with the target and version name.
2. In `en/conf.py` and `zh_CN/conf.py`, reconfigure some of the following variables based on your needs:

- `project`: name of your documentation in HTML, such as ESP-IDF Programming Guide, ESP-AT User Guide.
- `copyright`: copyright statement.
- `pdf_title`: name of your documentation in PDF.
- `language`: language for content autogenerated by ESP-Docs.

4.1.4 Update CI Configuration File

Note: The following descriptions assume you are using Gitlab CI for building documentation and deploying it to `www.espressif.com`, and will have to be tweaked if you are running something else for CI/CD.

The GitLab CI configuration file, `.gitlab-ci.yml`, is where you add jobs to enable the automatic and continuous building and deploying of your documentation to the `www.espressif.com` server.

In the `.gitlab-ci.yml` of your project, do the steps given below. For examples, please refer to [esp-docs/.gitlab-ci.yml](#) and [esp-idf/.gitlab/ci/docs.yml](#).

1. Use an appropriate docker image to build the documentation. For convenience, you can reuse the image used by ESP-IDF, `$CI_DOCKER_REGISTRY/esp-idf-doc-env-v5.0:2-3`. For the latest version of this image, go to Documentation Team Site > Section ESP-Docs User Guide > `esp-idf-doc-env` image.
2. Add the jobs to build documentation in HTML and PDF. For examples, please refer to the `build_esp_docs_html` and `build_esp_docs_pdf` jobs in [.gitlab-ci.yml](#).
3. In the above building documentation jobs, add `pip install -r requirements.txt` to install package dependencies.
4. Add the jobs to deploy the built documentation to the server:
 - a. Copy and paste the `.deploy_docs_template` and `deploy_docs_esp_docs` jobs from [.gitlab-ci.yml](#) to your `.gitlab-ci.yml`.
 - b. Write the job for deploying your documentation based on the `deploy_docs_esp_docs` job.

Note: If your project is hosted on GitLab and the updates made in GitLab later are synchronized to GitHub, in such case, please only run `deploy_docs` job after the job that synchronizes your repository to GitHub. This is crucial because if synchronization to GitHub fails, the links within your documentation that refer to the GitHub project may not function correctly.

5. Configure the required environment variables depending on your project:
 - a: `ESP_DOCS_LATEST_BRANCH_NAME`: decides which git branch will be built and deployed as `latest`. Defaults to `master` and should therefore be changed to e.g. `main` if that is the naming scheme of your master branch in your git repo.
6. Configure the variables mentioned in the jobs that deploy documentation:
 - a. Find out who the server's admin is. To know who this person is and more information about the variables, please go to Documentation Team Site > Section ESP-Docs User Guide > Deploying documentation to `docs.espressif.com`.
 - b. Ask the admin to create an SSH key for you and a directory for your documentation on the server.
 - c. Go to your project's **Settings** > **CI/CD** and expand the **Variables** section. Select **Add variable** and fill in the details for your variables. For more information on how to add a variable to a project, see the [GitLab documentation](#).

4.1.5 What's Next?

1. Push your changes to GitLab and check if the pipeline passes.
2. If yes, you can check the **Artifacts** to see what the built sample documentation looks like.
3. Now it is time to put your reST source files into the respective language folder and have them built and deployed!

4.2 Adding Extensions

Sometimes your project might need features that the ESP-Docs package does not support yet. In this case, you may add extensions either to ESP-Docs or to your project.

This document describes how to add third-party extensions and self-developed extensions to ESP-Docs or your project.

4.2.1 Where to Add?

An extension can be added either to ESP-Docs or to your project depending on the range of use.

If the extension might be used later in other projects integrating ESP-Docs, then add it to ESP-Docs. Otherwise, add it to your own project.

4.2.2 Third-Party Extensions

Third-party extensions are those extensions contributed by other users, for example extensions in [LinuxDoc](#) and [sphinx-contrib](#) libraries.

- To add a third-party extension to **ESP-Docs**, you should:
 1. Add the extension to `src/esp_docs/conf_docs.py` of ESP-Docs.

```
extensions = ['breathe',
             'sphinx.ext.todo',
             'sphinx_idf_theme',
             ]
```

2. Add the extension and its version to `setup.cfg` of ESP-Docs.

```
install_requires =
    sphinx==4.5.0
    breathe==4.33.1
```

- To add a third-party extension to **your project**, you should:
 1. Add the extension to `docs/conf_common.py` of your project, or to the language specific configuration file `docs/$lang$/conf.py` of your project.

```
extensions = ['sphinx_copybutton',
             'sphinxcontrib.wavedrom',
             'linuxdoc.rstFlatTable',
             ]
```

2. Add the extension and its version to `docs/requirements.txt` of your project.

```
linuxdoc==20210324
sphinx-design==0.2.0
```

4.2.3 Self-Developed Extensions

Self-developed extensions are those local extensions created by you and not provided as a package.

- To add a self-developed extension to **ESP-Docs**, you should:
 1. Place the extension in one of the following three folders of ESP-Docs:
 - `src/esp_docs/generic_extensions`, for extensions that do not rely on any Espressif-docs-specific behavior or configuration.
 - `src/esp_docs/esp_extensions`, for extensions that rely on any Espressif-docs-specific behavior or configuration.

- `src/esp_docs/idf_extensions`, for extensions that rely on ESP-IDF-docs-specific behavior or configuration.

For more information about self-developed extension types, you may refer to *Extensions Developed by Espressif*.

2. Add the extension to `src/esp_docs/conf_docs.py` of ESP-Docs:

```
extensions = ['esp_docs.generic_extensions.html_redirects',  
             'esp_docs.esp_extensions.include_build_file',  
             ]
```

- To add a self-developed extension to **your project**, you should:

1. Place the extension in a proper folder of your project.
For example, in the `esp-iot-solution` repository, the self-developed extension `link-roles.py` is placed in the `docs` folder.
2. Add the extension to `docs/conf_common.py` of your project, or to the language specific configuration file `docs/$lang$/conf.py` of your project.

```
extensions = ['link-roles',  
             ]
```

4.3 Collecting User Analytics

[Google Analytics](#) is a free web analytics service offered by Google that provides data for your website, such as the number of visitors to your site, where they came from, and what pages they viewed. Additionally, you can track the active user and conversion rate. The service is widely used by website owners and marketers to track the performance of their website and improve its performance.

4.3.1 Enabling Google Analytics for Your Project

To enable Google Analytics for your project:

1. Obtain **Tracking ID** by sending your request to Documentation Team Manager.
2. Go to `docs/conf_common.py`, and add the following code to it. The `YOUR_TRACKING_ID` should be changed to the obtained **Tracking ID** from the previous step.

```
# add Tracking ID for Google Analytics  
  
google_analytics_id = 'YOUR_TRACKING_ID'
```

3. Once you've added the **Tracking ID** to your project, you will need to wait for some time before data will appear on the Google Analytics platform.

4.3.2 Viewing Google Analytics Data or Reports

To view Google Analytics data or reports:

1. Create a [Google account](#) if you don't already have one, then sign up for Google Analytics.
2. Gain access to data or reports by sending your Google account to Documentation Team Manager.
3. Log in to [Google Analytics](#) and view reports.

See more descriptions in [Google Analytics for Beginners](#).

Chapter 5

Troubleshooting

5.1 Troubleshooting Build Errors and Warnings

When build fails, a message would pop out to alert you. Such a message has two levels of severity:

- Error, which indicates that the build cannot be completed and no HTML files will be generated.
- Warning, which indicates that the HTML files are generated with errors.

This document provides guidelines on addressing build errors and warnings with the help of messages. Errors and warnings in this document are related to either **the esp-docs package** or the **reStructuredText syntax**.

5.1.1 Message Format

Messages can help you locate errors and warnings and get a hint of why they occur.

For projects using the esp-docs package, a message usually includes the following parameters in sequence:

- Language
- Target
- [Optional] File path
- [Optional] Line number
- Error or warning type

Example of a package-related error:

```
en/esp32s3: Extension error:
en/esp32s3: Could not import extension linuxdoc.rstFlatTable (exception: No module_
↳named 'linuxdoc')
```

Example of a syntax-related warning:

```
en/esp32s3: Users/johnlee/esp/esp-idf/docs/en/api-reference/peripherals/ledc.
↳rst:318: WARNING: undefined label: pwm-sheet
```

Among these parameters, **file path** and **line number** are optional. They will not be provided if an error or warning is general and does not apply to a specific file or line.

5.1.2 Package-Related Errors and Warnings

Command not found: build-docs

This error occurs when you have not:

- installed the esp-docs package properly;

- or correctly set the environment variable `PATH`.

To address this error, please go to Section [Building Documentation locally on Your OS](#), and make sure you have completed all the steps required.

Application error: Cannot find source directory

This error occurs when you are not in the right directory.

To address this error, navigate to `docs` directory:

```
cd docs
```

Extension error: Could not import extension

This error occurs when you add a new extension to `conf_common.py` (or in some projects `conf.py`), but forget to install this extension.

To address this error, there are two options:

- Option 1: for an extension specific to your project, add it and its version to `docs/requirements.txt` of your project. For example, if the extension is `sphinx-design` and version is `0.2.0`, then add:

```
sphinx-design==0.2.0
```

And run the following command in `docs` directory:

```
pip install -r requirements.txt
```

- Option 2: for an extension that might be reused in other projects using the `esp-docs` package, add it and its version to `setup.cfg` of the ESP-Docs project, for example:

```
install_requires =  
    sphinx-design==0.2.0
```

And run the following command:

```
pip install esp-docs
```

SyntaxError: future feature annotations is not defined

Future feature annotations is available from Python 3.7. This error might occur when Python version is too low.

To address this error, try to upgrade your Python to the required version. The required Python version can be found in [setup.cfg](#).

exception: No documents to build

This error occurs when you build a single document, but this document cannot be found at the specified path. For example:

```
build-docs -t esp32 -l en -i api-reference/peripherals/can.rst
```

To address this error, correct the document path:

```
build-docs -t esp32 -l en -i api-reference/peripherals/twai.rst
```

5.1.3 Syntax-Related Errors and Warnings

ERROR: Unknown interpreted text role

This error occurs when you use an incorrect role, for example `docs` instead of `doc`.

To address this error, correct the name of the *role*.

ERROR: Unknown target name

This error occurs when the reference to a ``target`_` cannot be found by Sphinx.

For example, the section is named as `Syntax-Related Errors and Warnings`, but referred to as `Syntax-Related Errors and Warning` without `s` at the end:

```
Related resources:
- `Package-Related Errors and Warnings`_
- `Syntax-Related Errors and Warning`_

Package-Related Errors and Warnings
-----

Syntax-Related Errors and Warnings
-----
```

To address this error, correct the target name.

ERROR: Unknown directive type

This error occurs when you use directives of an extension not covered by your project or by the `esp-docs` package.

To address this error, add the extension following [Adding Extensions](#).

WARNING: the underline is too short

This warning occurs when the section title underline is too short, for example:

```
Getting Started
=====
```

To fix this warning, make the title underline the same length as or longer than the title:

```
Getting Started
=====
```

Note: For Chinese titles, each Chinese character requires two underline markers (e.g. `=`).

WARNING: image file not readable

This warning occurs when Sphinx cannot find the image at the specified path.

To fix this warning, check if the image path is correct.

WARNING: unknown document

This warning occurs when Sphinx cannot find the document at specified path.

To fix this warning:

1. Check if the document path is correct.
2. Check if you have used correct syntax for *role*. For instance, `.rst` in the following example should be removed (see [Links](#)):

```
:doc:`reStructuredText Syntax <../writing-documentation/basic-syntax.rst>`
```

WARNING: document isn't included in any toctree

`toctree` directive glues all `.rst` files together into a table of contents (TOC). Therefore, by default every `.rst` file is required to be placed under a `toctree`, otherwise this warning will occur.

To fix this warning, there are two options:

- Option 1: add the `.rst` file to its corresponding `toctree`, for example:

```
.. toctree::
   :maxdepth: 2

   user_guide
```

Usually the corresponding `toctree` is in the `index.rst` file of the parent folder, and adding file name without `.rst` extension would be sufficient.

If you have already included the `.rst` file in a `toctree` and this warning still occur, check whether you have used the `.. only:: TAG` directive or the `:TAG:` role provided by the [multiple target](#) feature of `esp-docs`. For example:

```
.. only:: esp32

   .. toctree::
      :maxdepth: 2

      user_guide
```

```
.. toctree::
   :maxdepth: 2

   :SOC_BT_SUPPORTED: bluetooth
```

If yes, suppress this warning by adding the `.rst` file to the list of documents it belongs to in `docs/conf_common.py` or. For example:

```
BT_DOCS = ['api-guides/bluetooth.rst']
```

- Option 2: add `:orphan:` at the beginning of the `.rst` file. Note that in this way, this file will not be reachable from any table of contents, but will have a matchable HTML file.

WARNING: undefined label

This warning occurs when reference `:ref:` points to a non-existing label, for example:

```
The pin header names are shown in Figure :ref:`user-guide-c6-devkitc-1-v1-board-
↪front`.
```

To fix this warning, add the missing label `.. _user-guide-c6-devkitc-1-v1-board-front:` before the place you want to link to:

```

.. _user-guide-c6-devkitc-1-v1-board-front:

.. figure:: ../../../../_static/esp32-c6-devkitc-1/esp32-c6-devkitc-1-v1-annotated-
↪photo.png
:align: center
:alt: ESP32-C6-DevKitC-1 - front
:figclass: align-center

ESP32-C6-DevKitC-1 - front

```

WARNING: Duplicate label

This warning occurs when the label is not unique, for example:

```

.. _order:
Retail orders
^^^^^^^^^^^^^^

.. _order:
Wholesale Orders
^^^^^^^^^^^^^^

```

To fix this warning, rename the labels to make them unique.

WARNING: duplicate substitution

This warning occurs when the substitution is defined multiple times, either in the same file, or in different files within the same project. For example, the substitution to `|placeholder|` is defined both in `bluetooth.rst` and `wifi.rst`:

```

.. |placeholder| image:: https://dl.espressif.com/public/table-header-placeholder.
↪png

```

To fix this warning, delete repetitive substitutions.

You might encounter cases that after deleting repetitive substitution in `bluetooth.rst`, the `|placeholder|` in `bluetooth.rst` cannot be substituted by its definition in `wifi.rst` with the following error message popping out:

```
ERROR: undefined substitution referenced: "placeholder"
```

If this is the case, you may add this substitution definition to the end of every `.rst` file by using `rst_epilog` in `docs/conf_common.py` (or `docs/conf.py`):

```

rst_epilog = """
.. |placeholder| image:: https://dl.espressif.com/public/table-header-placeholder.
↪png
"""

```

5.1.4 Still Have Troubles?

This document is far from comprehensive. If you still have no clue why your build fails, here are a few more support options:

- Contact us by submitting documentation feedback.
- For syntax-related errors and warnings, refer to Chapter *Writing Documentation* for the correct format.

Chapter 6

Contributing Guide

ESP-Docs is an open and common project and we welcome contributions.

Please contribute via [GitHub Pull Requests](#) or internal GitLab Merge Requests.

6.1 Report a Bug

- Before reporting a bug, check [Troubleshooting](#). You may find the cause of and the fix to the problem.
- If you just want to report the bug, contact the Documentation Team directly, or fill in the [documentation feedback form](#).
- If you want to fix the bug, open a pull/merge request with your fix. In the request, describe the problem and solution clearly.

6.2 Add a New Feature

- Check [What Is ESP-Docs?](#) to ensure the feature to be introduced is not implemented in the esp-docs project.
- Open a pull/merge request with your code. In the request, mention what the feature is about and how it will improve the esp-docs project.
- Self-check if your code conforms to [esp-idf coding style](#) to speed up the following review process.

6.3 Make Minor Changes

- If you identify typos, grammar errors, or broken links, or want to make other minor changes, contact the Documentation Team directly, or fill in the [documentation feedback form](#).
- The Documentation Team will make bulk changes periodically based on such requests.

6.4 Ask a Question

- If you have questions regarding the documentation or code here, contact the Documentation Team directly, or fill in the [documentation feedback form](#).

Chapter 7

Related Resources

- [reStructuredText Directives](#) describes the directives that extend the reStructuredText (reST) syntax.
- [Sphinx](#) covers the basics of getting started with Sphinx. On this site, [reStructuredText Primer](#) section introduces reST concepts and syntax.
- [API Documentation Template](#) provides a template in rst format to document API.
- To see the rendered output of directives and functionality that ESP-Docs supports, refer to the documentation built with ESP-Docs, such as
 - [ESP-IDF Programming Guide](#)
 - [ESP-AT User Guide](#)
 - [esptool.py Documentation](#)
 - [mDNS Service](#)
 - [ESP WebSocket Client](#)
 - [ASIO port](#)
 - [ESP MQTT C++ client](#)
- To learn more about how documentation builds, go to
 - [Docutils](#) that explains how this text processing system processes plaintext documentation into formats like HTML
 - [Doxygen](#) that explains how the standard tool generates documentation from annotated C++ sources
- To try Markdown in your documentation, [Recommonmark parser's documentation page](#) presents an approach to write CommonMark inside of Sphinx projects.
- An overview of ESP-Docs is given in the [ESP DevCon22 talk *How to create awesome documentation for your ESP32-X using ESP-Docs*](#). The video starts at 2:32:21.
- [Espressif Manual of Style](#) answers some writing style questions.
- To seek help from the Documentation Team, please check [Documentation Team Site](#). Type the keywords in the search box, and all relevant ready-made documents will show up.

Chapter 8

Glossary

This document lists terms that are used in ESP-Docs documentation. Each term is followed by its definition and some have notes.

add-ons Definition: Add-ons are small programs that expand or extend the features of a browser.

blockdiag Definition: blockdiag is an application that generates raster images from plaintext .diag source files.

Note: Do not capitalize the first letter `b` when using this term.

dependency Definition: When a project consumes executable code generated by another project, the project that generates the code is referred to as a project dependency of the project that consumes the code.

Docutils Definition: Docutils is an open-source text processing system for processing plaintext documentation into useful formats, such as HTML, LaTeX, man-pages, OpenDocument, or XML.

Doxygen Definition: Doxygen is a documentation generator and static analysis tool for software source trees.

ESP-Docs Definition: ESP-Docs is a documentation-building system developed by Espressif based on [Sphinx](#) and [Read the Docs](#). It expands Sphinx functionality and extensions with the features needed for Espressif's documentation and bundles this into a single package. See [What Is ESP-Docs?](#) for more information.

Note: ESP-Docs is used as a proper noun just like other documentation generators including Sphinx, or software products like ESP-IDF and ESP-IoT Solution. Use `esp-docs` only in the repo name, code, command line, folder/file name, etc.

Graphviz Definition: Graphviz is a package of open-source tools for drawing graphs specified in DOT language scripts having the file name extension `“gv”`.

interactive shell An interactive shell is defined as the shell that simply takes commands as input on tty from the user and acknowledges the output to the user.

LaTeX Definition: LaTeX is a software system for document preparation. When writing, the writer uses plain text as opposed to the formatted text found in WYSIWYG word processors like Microsoft Word, LibreOffice Writer and Apple Pages.

Note: `T` and `X` should be capitalized.

Markdown Definition: Markdown is a lightweight markup language for creating formatted text using a plaintext editor.

Note: When placed in documentation, the first letter should be capitalized.

Read the Docs Definition: Read the Docs is an open-sourced free software documentation hosting platform. It generates documentation written with the Sphinx documentation generator.

Note: Spaces should be added around `the`, and `D` should be capitalized.

reStructuredText Definition: reStructuredText is a file format for textual data used primarily in the Python programming language community for technical documentation.

Note: Abbreviations of this term include `reST`, or `rst`. When using its full name, `S` and `T` should be capitalized, while `r` remains lowercase.

slug Definition: A unique identifier for a project, version, or target. This value comes from the project, version name, or target name, such as `esp-idf`, `release-v5.0`, or `esp32` in <https://docs.espressif.com/projects/esp-idf/en/release-v5.0/esp32/index.html>.

Sphinx Definition: Sphinx is a powerful documentation generator that has many great features for writing technical documentation.

Note: When placed in documentation, `S` should be capitalized.

target Definition: Represents a series of Espressif products for which you build documentation, e.g., ESP32, ESP32-

S2, ESP32-C3.

WaveDrom Definition: WaveDrom draws your Timing Diagram or Waveform from a simple textual description.

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