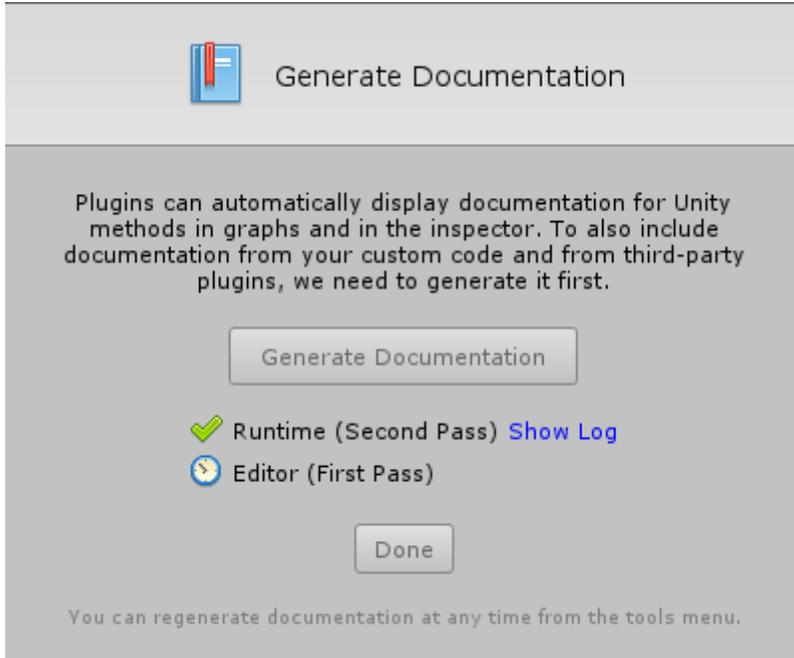


Documentation (/topics/140-documentation/)

Bolt will display Unity and .NET documentation from within the editor automatically. It can do the same with your custom scripts and third party plugins, as long as they provide standardized XML documentation ([https://msdn.microsoft.com/en-CA/library/b2s063f7\(v=vs.100\).aspx](https://msdn.microsoft.com/en-CA/library/b2s063f7(v=vs.100).aspx)).

During the setup wizard, you will be prompted to generate this documentation. However, if you make a change in your scripts, you'll need to update it. To do so, open

Tools > Ludiq > Generate Documentation... and click Generate Documentation .



This will attempt to compile your unity projects with an enabled XML documentation switch. This means that if your scripts do not compile at the time of generation, it will fail.