

Help:Formatting

This [Help](#) topic explains the available text formatting, including wiki syntax, supported HTML tags, and markup templates. It covers almost all of the important formatting options - if you need more information see the generic mediawiki help topic: [Help:Formatting](#).

The Wiki Editor contains tool buttons for the most important wiki functionality (these are shown below in the "Wiki Editor" column) and a help information section for many of the remaining options. As a result, many users will not need to ever know this syntax described here. Note however that there is some *wiki specific* markup for code blocks and inline code.

Description	Wiki Editor	Markup	Result
Bold		<code>'''Bold text'''</code>	Bold text
Italic		<code>'Italic text'</code>	<i>Italic text</i>
Bold & Italic		<code>''''Bold and Italic text''''</code>	<i>Bold and Italic text</i>
Bigger		<code>This text is <big>Bigger</big> than the rest</code>	This text is Bigger than the rest
Smaller		<code>This text is <small>Smaller</small> than the rest</code>	This text is Smaller than the rest
Superscript		<code>This text is <sup>superscript</sup></code>	This text is ^{superscript}
Subscript		<code>This text is <sub>subscript</sub></code>	This text is _{subscript}
File or Image		<code>[[File:NotifierExample.zip]]</code>	File:NotifierExample.zip . Note if the file is an image, the image will be displayed rather than a file link. See Help:Links for more information.
Link		<code>[[Target page]] (internal link)</code>	Target page . See Help:Links for information about internal, external and other link formats
Signature and timestamp		<code>--~~~~</code>	--hamishwillee 09:34, 13 May 2011 (EEST)
		<code>== Level 2 Heading ==</code> <code>=== Level 3 Heading ===</code>	Level 2 Heading

Headings		<pre> --- Level 3 heading --- ==== Level 4 Heading ==== ===== Level 5 Heading ===== ===== Level 6 Heading ===== </pre> <p>Notes:</p> <ul style="list-style-type: none"> Level 1 heading is rarely used, and is hence not provided by wiki editor The heading must start on a new line 	<p>Level 2 Heading</p> <p>Level 3 Heading</p> <p>Level 4 Heading</p> <p>Level 5 Heading</p> <p>Level 6 Heading</p>
Bulleted list		<pre> * Each bullet is started by an asterisk on a new line ** Nested bullets are created using multiple asterisks *** There can be many levels of nesting </pre> <p>Notes:</p> <ul style="list-style-type: none"> The wiki editor simply creates an asterisk (a top level bullet). It doesn't do multi level or group bulleting. Line breaks do break levels 	<ul style="list-style-type: none"> Each bullet is started by an asterisk on a new line <ul style="list-style-type: none"> Nested bullets are created using multiple asterisks <ul style="list-style-type: none"> There can be many levels of nesting
Numbered list		<pre> # Each numbered item is preceded by a "#" on a new lin # There can be as many numbers as you like ## You can indent the numbers ### Multiple times ## If you need to </pre> <p>Notes:</p> <ul style="list-style-type: none"> The wiki editor simply creates a hash(a top level bullet). It doesn't do multi level or group numbering. 	<ol style="list-style-type: none"> Each numbered item is preceded by a "#" on a new lin There can be as many numbers as you like <ol style="list-style-type: none"> You can indent the numbers <ol style="list-style-type: none"> Multiple times if you need to
Indentation		<pre> : first level indentation. :: second level indentation ::: third level indentation :: second level indentation </pre> <p>Notes:</p> <ul style="list-style-type: none"> Indentation occurs when any line starts with a colon (:) The wiki editor simply creates a colon before the first selected text. 	<pre> first level indentation. second level indentation third level indentation second level indentation </pre>
Gallery		<pre> <gallery widths="200px" heights="400px"> File:Example.jpg Caption1 File:Example.jpg Caption2 </gallery> </pre>	If optional parameters widths and heights are specified, the images will be resized to the chosen resolution
Table		-	See Help:Tables for information
		<pre>
 </pre>	

Newline		Note: <ul style="list-style-type: none"> The preferred approach is to simply put a blank line between lines of text. This just adds a HTML line break. 	
Underline	-	<pre><u>Underline</u></pre>	<u>Underline</u>
Strikethrough	-	<pre>Strikethrough or <s>Strikethrough</s> or <strike>Strikethrough</strike></pre>	Strikethrough or Strikethrough or Strikethrough
Blockquotes	-	<pre>some text some text <blockquote>blockquote</blockquote> some text some text</pre>	<p>some text some text</p> <p>blockquote</p> <p>some text some text</p>
Comment	-	<pre><!-- This is a comment --></pre>	Comments only visible when editing
Preformatted text	-	<pre>Text on a line that starts with a space. Wiki '''markup''' is still 'obeyed'</pre>	Text on a line that starts with a space. Wiki markup is still <i>obeyed</i>
Fully Preformatted text	-	<pre><pre>Preformatted text. Wiki '''markup''' is not 'obeyed'</pre></pre>	<pre>Preformatted text. Wiki '''markup''' is not 'obeyed'</pre>
Preformatted text with styling	-	<pre><pre style="color:red">Preformatted text with styling</pre></pre>	<pre>Preformatted text with styling</pre>
Horizontal line	-	<pre>some text ---- some text</pre>	<p>some text</p> <hr/> <p>some text</p>
Inline code	-	<pre>{{Icode ApiName}} (preferred) or <tt>ApiName</tt></pre> <p>Note: using the equals (=) and pipe () characters inside the template parameters prevents them working properly. These characters should be replaced with the &#61; and &#124; codes respectively.</p>	<p>ApiName (preferred) or</p> <p>ApiName</p>
		For full documentation see: Help:Code Syntax Highlighting	

Code blocks		<pre><code cpp> class CMyActiveObject: public CActive { public: ~CMyActiveObject(); static CMyActiveObject* NewL(); protected: CActiveObject(); void ConstructL(); protected: virtual void RunL(); // Inherited from CActive. virtual void DoCancel(); virtual TInt RunError(TInt aError); private: ... };</code></pre> <p>Notes:</p> <ul style="list-style-type: none"> You can specify the type of code - cpp (C++ - as above), csharp, java, python, text, etc. The list of supported languages is here. Add line numbers using the n parameter to specify the number of the first line. ie <code>cpp n</code> (There is no way to specify the "starting" line number) Example Add highlight line using the highlight="??" parameter. ie <code>cpp n highlight="4"</code> (There is no way to specify the "starting" line number) Example 	<pre>class CMyActiveObject: public CActive { public: ~CMyActiveObject(); static CMyActiveObject* NewL(); protected: CActiveObject(); void ConstructL(); protected: virtual void RunL(); // Inherited from CActive. virtual void DoCancel(); virtual TInt RunError(TInt aError); private: ... };</pre>
Table of contents		<pre>__NOTOC__ to turn of the TOC __FORCETOC__ to force TOC to render in a certain position __NOEDITSECTION__ to disable edit link for subheadings</pre> <p>Note:</p> <ul style="list-style-type: none"> By default the TOC is displayed if there are more than 4 headings in a topic. 	

Special Characters

The Wiki Editor provides a section for adding hundreds of special characters, including Latin, Latin Extended, IPA, Symbols, Greek, Cyrillic, Arabic, Hebrew, Telugu, Sinhala, and Gujarati:



If the character you need is not offered by the Wiki Editor you can add it manually using its character code. These codes can usually be found through a simple Internet [search](#).

