| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/SplashScreen.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/java/awt/Shape.html)   [**NEXT CLASS**](http://docs.google.com/java/awt/Stroke.html) | [**FRAMES**](http://docs.google.com/index.html?java/awt/SplashScreen.html)    [**NO FRAMES**](http://docs.google.com/SplashScreen.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | CONSTR | [METHOD](#3znysh7) | DETAIL: FIELD | CONSTR | [METHOD](#tyjcwt) |

## **java.awt**

Class SplashScreen

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 **java.awt.SplashScreen**

public final class **SplashScreen**extends [Object](http://docs.google.com/java/lang/Object.html)

The splash screen can be created at application startup, before the Java Virtual Machine (JVM) starts. The splash screen is displayed as an undecorated window containing an image. You can use GIF, JPEG, and PNG files for the image. Animation (for GIF) and transparency (for GIF, PNG) are supported. The window is positioned at the center of the screen (the position on multi-monitor systems is not specified - it is platform and implementation dependent). The window is closed automatically as soon as the first window is displayed by Swing/AWT (may be also closed manually using the Java API, see below).

There are two ways to show the native splash screen:

* If your application is run from the command line or from a shortcut, use the "-splash:" Java application launcher option to show a splash screen.  
  For example:  
   java -splash:filename.gif Test
* If your application is packaged in a jar file, you can use the "SplashScreen-Image" option in a manifest file to show a splash screen. Place the image in the jar archive and specify the path in the option. The path should not have a leading slash.  
  For example, in the manifest.mf file:  
   Manifest-Version: 1.0  
   Main-Class: Test  
   SplashScreen-Image: filename.gif  
   The command line interface has higher precedence over the manifest setting.

The SplashScreen class provides the API for controlling the splash screen. This class may be used to close the splash screen, change the splash screen image, get the image position/size and paint in the splash screen. It cannot be used to create the splash screen; you should use the command line or manifest file option for that.

This class cannot be instantiated. Only a single instance of this class can exist, and it may be obtained using the [getSplashScreen()](http://docs.google.com/java/awt/SplashScreen.html#getSplashScreen()) static method. In case the splash screen has not been created at application startup via the command line or manifest file option, the getSplashScreen method returns null.

**Since:** 1.6

| **Method Summary** | |
| --- | --- |
| void | [**close**](http://docs.google.com/java/awt/SplashScreen.html#close())()            Hides the splash screen, closes the window, and releases all associated resources. |
| [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) | [**createGraphics**](http://docs.google.com/java/awt/SplashScreen.html#createGraphics())()            Creates a graphics context (as a [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) object) for the splash screen overlay image, which allows you to draw over the splash screen. |
| [Rectangle](http://docs.google.com/java/awt/Rectangle.html) | [**getBounds**](http://docs.google.com/java/awt/SplashScreen.html#getBounds())()            Returns the bounds of the splash screen window as a [Rectangle](http://docs.google.com/java/awt/Rectangle.html). |
| [URL](http://docs.google.com/java/net/URL.html) | [**getImageURL**](http://docs.google.com/java/awt/SplashScreen.html#getImageURL())()            Returns the current splash screen image. |
| [Dimension](http://docs.google.com/java/awt/Dimension.html) | [**getSize**](http://docs.google.com/java/awt/SplashScreen.html#getSize())()            Returns the size of the splash screen window as a [Dimension](http://docs.google.com/java/awt/Dimension.html). |
| static [SplashScreen](http://docs.google.com/java/awt/SplashScreen.html) | [**getSplashScreen**](http://docs.google.com/java/awt/SplashScreen.html#getSplashScreen())()            Returns the SplashScreen object used for Java startup splash screen control. |
| boolean | [**isVisible**](http://docs.google.com/java/awt/SplashScreen.html#isVisible())()            Determines whether the splash screen is visible. |
| void | [**setImageURL**](http://docs.google.com/java/awt/SplashScreen.html#setImageURL(java.net.URL))([URL](http://docs.google.com/java/net/URL.html) imageURL)            Changes the splash screen image. |
| void | [**update**](http://docs.google.com/java/awt/SplashScreen.html#update())()            Updates the splash window with current contents of the overlay image. |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [toString](http://docs.google.com/java/lang/Object.html#toString()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Method Detail** |
| --- |

### getSplashScreen

public static [SplashScreen](http://docs.google.com/java/awt/SplashScreen.html) **getSplashScreen**()

Returns the SplashScreen object used for Java startup splash screen control.

**Returns:**the [SplashScreen](http://docs.google.com/java/awt/SplashScreen.html) instance, or null if there is none or it has already been closed **Throws:** [UnsupportedOperationException](http://docs.google.com/java/lang/UnsupportedOperationException.html) - if the splash screen feature is not supported by the current toolkit [HeadlessException](http://docs.google.com/java/awt/HeadlessException.html) - if GraphicsEnvironment.isHeadless() returns true

### setImageURL

public void **setImageURL**([URL](http://docs.google.com/java/net/URL.html) imageURL)  
 throws [NullPointerException](http://docs.google.com/java/lang/NullPointerException.html),  
 [IOException](http://docs.google.com/java/io/IOException.html),  
 [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Changes the splash screen image. The new image is loaded from the specified URL; GIF, JPEG and PNG image formats are supported. The method returns after the image has finished loading and the window has been updated. The splash screen window is resized according to the size of the image and is centered on the screen.

**Parameters:**imageURL - the non-null URL for the new splash screen image **Throws:** [NullPointerException](http://docs.google.com/java/lang/NullPointerException.html) - if imageURL is null [IOException](http://docs.google.com/java/io/IOException.html) - if there was an error while loading the image [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the splash screen has already been closed

### getImageURL

public [URL](http://docs.google.com/java/net/URL.html) **getImageURL**()  
 throws [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Returns the current splash screen image.

**Returns:**URL for the current splash screen image file **Throws:** [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the splash screen has already been closed

### getBounds

public [Rectangle](http://docs.google.com/java/awt/Rectangle.html) **getBounds**()  
 throws [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Returns the bounds of the splash screen window as a [Rectangle](http://docs.google.com/java/awt/Rectangle.html). This may be useful if, for example, you want to replace the splash screen with your window at the same location.

You cannot control the size or position of the splash screen. The splash screen size is adjusted automatically when the image changes.

**Returns:**a Rectangle containing the splash screen bounds **Throws:** [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the splash screen has already been closed

### getSize

public [Dimension](http://docs.google.com/java/awt/Dimension.html) **getSize**()  
 throws [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Returns the size of the splash screen window as a [Dimension](http://docs.google.com/java/awt/Dimension.html). This may be useful if, for example, you want to draw on the splash screen overlay surface.

You cannot control the size or position of the splash screen. The splash screen size is adjusted automatically when the image changes.

**Returns:**a [Dimension](http://docs.google.com/java/awt/Dimension.html) object indicating the splash screen size **Throws:** [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the splash screen has already been closed

### createGraphics

public [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) **createGraphics**()  
 throws [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Creates a graphics context (as a [Graphics2D](http://docs.google.com/java/awt/Graphics2D.html) object) for the splash screen overlay image, which allows you to draw over the splash screen. Note that you do not draw on the main image but on the image that is displayed over the main image using alpha blending. Also note that drawing on the overlay image does not necessarily update the contents of splash screen window. You should call update() on the SplashScreen when you want the splash screen to be updated immediately.

**Returns:**graphics context for the splash screen overlay surface **Throws:** [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the splash screen has already been closed

### update

public void **update**()  
 throws [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Updates the splash window with current contents of the overlay image.

**Throws:** [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the overlay image does not exist; for example, if createGraphics has never been called, or if the splash screen has already been closed

### close

public void **close**()  
 throws [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html)

Hides the splash screen, closes the window, and releases all associated resources.

**Throws:** [IllegalStateException](http://docs.google.com/java/lang/IllegalStateException.html) - if the splash screen has already been closed

### isVisible

public boolean **isVisible**()

Determines whether the splash screen is visible. The splash screen may be hidden using [close()](http://docs.google.com/java/awt/SplashScreen.html#close()), it is also hidden automatically when the first AWT/Swing window is made visible.

**Returns:**true if the splash screen is visible (has not been closed yet), false otherwise

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/SplashScreen.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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| SUMMARY: NESTED | FIELD | CONSTR | [METHOD](#3znysh7) | DETAIL: FIELD | CONSTR | [METHOD](#tyjcwt) |

[Submit a bug or feature](http://bugs.sun.com/services/bugreport/index.jsp)

For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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