| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/TexturePaint.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/TextField.AccessibleAWTTextField.html)   [**NEXT CLASS**](http://docs.google.com/java/awt/Toolkit.html) | [**FRAMES**](http://docs.google.com/index.html?java/awt/TexturePaint.html)    [**NO FRAMES**](http://docs.google.com/TexturePaint.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#tyjcwt) | [METHOD](#3dy6vkm) | DETAIL: FIELD | [CONSTR](#4d34og8) | [METHOD](#17dp8vu) |

## **java.awt**

Class TexturePaint

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

**All Implemented Interfaces:** [Paint](http://docs.google.com/java/awt/Paint.html), [Transparency](http://docs.google.com/java/awt/Transparency.html)

public class **TexturePaint**extends [Object](http://docs.google.com/java/lang/Object.html)implements [Paint](http://docs.google.com/java/awt/Paint.html)

The TexturePaint class provides a way to fill a [Shape](http://docs.google.com/java/awt/Shape.html) with a texture that is specified as a [BufferedImage](http://docs.google.com/java/awt/image/BufferedImage.html). The size of the BufferedImage object should be small because the BufferedImage data is copied by the TexturePaint object. At construction time, the texture is anchored to the upper left corner of a [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) that is specified in user space. Texture is computed for locations in the device space by conceptually replicating the specified Rectangle2D infinitely in all directions in user space and mapping the BufferedImage to each replicated Rectangle2D.

**See Also:**[Paint](http://docs.google.com/java/awt/Paint.html), [Graphics2D.setPaint(java.awt.Paint)](http://docs.google.com/java/awt/Graphics2D.html#setPaint(java.awt.Paint))

| **Field Summary** | |
| --- | --- |

| **Fields inherited from interface java.awt.**[**Transparency**](http://docs.google.com/java/awt/Transparency.html) |
| --- |
| [BITMASK](http://docs.google.com/java/awt/Transparency.html#BITMASK), [OPAQUE](http://docs.google.com/java/awt/Transparency.html#OPAQUE), [TRANSLUCENT](http://docs.google.com/java/awt/Transparency.html#TRANSLUCENT) |

| **Constructor Summary** | |
| --- | --- |
| [**TexturePaint**](http://docs.google.com/java/awt/TexturePaint.html#TexturePaint(java.awt.image.BufferedImage,%20java.awt.geom.Rectangle2D))([BufferedImage](http://docs.google.com/java/awt/image/BufferedImage.html) txtr, [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) anchor)            Constructs a TexturePaint object. |

| **Method Summary** | |
| --- | --- |
| [PaintContext](http://docs.google.com/java/awt/PaintContext.html) | [**createContext**](http://docs.google.com/java/awt/TexturePaint.html#createContext(java.awt.image.ColorModel,%20java.awt.Rectangle,%20java.awt.geom.Rectangle2D,%20java.awt.geom.AffineTransform,%20java.awt.RenderingHints))([ColorModel](http://docs.google.com/java/awt/image/ColorModel.html) cm, [Rectangle](http://docs.google.com/java/awt/Rectangle.html) deviceBounds, [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) userBounds, [AffineTransform](http://docs.google.com/java/awt/geom/AffineTransform.html) xform, [RenderingHints](http://docs.google.com/java/awt/RenderingHints.html) hints)            Creates and returns a context used to generate the color pattern. |
| [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) | [**getAnchorRect**](http://docs.google.com/java/awt/TexturePaint.html#getAnchorRect())()            Returns a copy of the anchor rectangle which positions and sizes the textured image. |
| [BufferedImage](http://docs.google.com/java/awt/image/BufferedImage.html) | [**getImage**](http://docs.google.com/java/awt/TexturePaint.html#getImage())()            Returns the BufferedImage texture used to fill the shapes. |
| int | [**getTransparency**](http://docs.google.com/java/awt/TexturePaint.html#getTransparency())()            Returns the transparency mode for this TexturePaint. |

| **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)) |

| **Constructor Detail** |
| --- |

### TexturePaint

public **TexturePaint**([BufferedImage](http://docs.google.com/java/awt/image/BufferedImage.html) txtr,  
 [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) anchor)

Constructs a TexturePaint object.

**Parameters:**txtr - the BufferedImage object with the texture used for paintinganchor - the Rectangle2D in user space used to anchor and replicate the texture

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

### getImage

public [BufferedImage](http://docs.google.com/java/awt/image/BufferedImage.html) **getImage**()

Returns the BufferedImage texture used to fill the shapes.

**Returns:**a BufferedImage.

### getAnchorRect

public [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) **getAnchorRect**()

Returns a copy of the anchor rectangle which positions and sizes the textured image.

**Returns:**the Rectangle2D used to anchor and size this TexturePaint.

### createContext

public [PaintContext](http://docs.google.com/java/awt/PaintContext.html) **createContext**([ColorModel](http://docs.google.com/java/awt/image/ColorModel.html) cm,  
 [Rectangle](http://docs.google.com/java/awt/Rectangle.html) deviceBounds,  
 [Rectangle2D](http://docs.google.com/java/awt/geom/Rectangle2D.html) userBounds,  
 [AffineTransform](http://docs.google.com/java/awt/geom/AffineTransform.html) xform,  
 [RenderingHints](http://docs.google.com/java/awt/RenderingHints.html) hints)

Creates and returns a context used to generate the color pattern.

**Specified by:**[createContext](http://docs.google.com/java/awt/Paint.html#createContext(java.awt.image.ColorModel,%20java.awt.Rectangle,%20java.awt.geom.Rectangle2D,%20java.awt.geom.AffineTransform,%20java.awt.RenderingHints)) in interface [Paint](http://docs.google.com/java/awt/Paint.html) **Parameters:**cm - the [ColorModel](http://docs.google.com/java/awt/image/ColorModel.html) that receives the Paint data. This is used only as a hint.deviceBounds - the device space bounding box of the graphics primitive being rendereduserBounds - the user space bounding box of the graphics primitive being renderedxform - the [AffineTransform](http://docs.google.com/java/awt/geom/AffineTransform.html) from user space into device spacehints - a [RenderingHints](http://docs.google.com/java/awt/RenderingHints.html) object that can be used to specify how the pattern is ultimately rendered **Returns:**the [PaintContext](http://docs.google.com/java/awt/PaintContext.html) used for generating color patterns.**See Also:**[PaintContext](http://docs.google.com/java/awt/PaintContext.html)

### getTransparency

public int **getTransparency**()

Returns the transparency mode for this TexturePaint.

**Specified by:**[getTransparency](http://docs.google.com/java/awt/Transparency.html#getTransparency()) in interface [Transparency](http://docs.google.com/java/awt/Transparency.html) **Returns:**the transparency mode for this TexturePaint as an integer value.**See Also:**[Transparency](http://docs.google.com/java/awt/Transparency.html)

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/TexturePaint.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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| [**PREV CLASS**](http://docs.google.com/java/awt/TextField.AccessibleAWTTextField.html)   [**NEXT CLASS**](http://docs.google.com/java/awt/Toolkit.html) | [**FRAMES**](http://docs.google.com/index.html?java/awt/TexturePaint.html)    [**NO FRAMES**](http://docs.google.com/TexturePaint.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
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[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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