| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | **Use** | [**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   NEXT | [**FRAMES**](http://docs.google.com/index.html?java/awt/dnd//class-useDragGestureRecognizer.html)    [**NO FRAMES**](http://docs.google.com/DragGestureRecognizer.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Class**

**java.awt.dnd.DragGestureRecognizer**

| Packages that use [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | |
| --- | --- |
| [**java.awt**](#3znysh7) | Contains all of the classes for creating user interfaces and for painting graphics and images. |
| [**java.awt.dnd**](#2et92p0) | Drag and Drop is a direct manipulation gesture found in many Graphical User Interface systems that provides a mechanism to transfer information between two entities logically associated with presentation elements in the GUI. |

| Uses of [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) in [java.awt](http://docs.google.com/java/awt/package-summary.html) | |
| --- | --- |

| Methods in [java.awt](http://docs.google.com/java/awt/package-summary.html) with type parameters of type [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | |
| --- | --- |
| | <T extends [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html)>  T | | --- | | **Toolkit.**[**createDragGestureRecognizer**](http://docs.google.com/java/awt/Toolkit.html#createDragGestureRecognizer(java.lang.Class,%20java.awt.dnd.DragSource,%20java.awt.Component,%20int,%20java.awt.dnd.DragGestureListener))([Class](http://docs.google.com/java/lang/Class.html)<T> abstractRecognizerClass, [DragSource](http://docs.google.com/java/awt/dnd/DragSource.html) ds, [Component](http://docs.google.com/java/awt/Component.html) c, int srcActions, [DragGestureListener](http://docs.google.com/java/awt/dnd/DragGestureListener.html) dgl)            Creates a concrete, platform dependent, subclass of the abstract DragGestureRecognizer class requested, and associates it with the DragSource, Component and DragGestureListener specified. |

| Uses of [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) | |
| --- | --- |

| Subclasses of [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) | |
| --- | --- |
| class | [**MouseDragGestureRecognizer**](http://docs.google.com/java/awt/dnd/MouseDragGestureRecognizer.html)            This abstract subclass of DragGestureRecognizer defines a DragGestureRecognizer for mouse-based gestures. |

| Methods in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) with type parameters of type [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | |
| --- | --- |
| | <T extends [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html)>  T | | --- | | **DragSource.**[**createDragGestureRecognizer**](http://docs.google.com/java/awt/dnd/DragSource.html#createDragGestureRecognizer(java.lang.Class,%20java.awt.Component,%20int,%20java.awt.dnd.DragGestureListener))([Class](http://docs.google.com/java/lang/Class.html)<T> recognizerAbstractClass, [Component](http://docs.google.com/java/awt/Component.html) c, int actions, [DragGestureListener](http://docs.google.com/java/awt/dnd/DragGestureListener.html) dgl)            Creates a new DragGestureRecognizer that implements the specified abstract subclass of DragGestureRecognizer, and sets the specified Component and DragGestureListener on the newly created object. |

| Methods in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) that return [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | |
| --- | --- |
| [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | **DragSource.**[**createDefaultDragGestureRecognizer**](http://docs.google.com/java/awt/dnd/DragSource.html#createDefaultDragGestureRecognizer(java.awt.Component,%20int,%20java.awt.dnd.DragGestureListener))([Component](http://docs.google.com/java/awt/Component.html) c, int actions, [DragGestureListener](http://docs.google.com/java/awt/dnd/DragGestureListener.html) dgl)            Creates a new DragGestureRecognizer that implements the default abstract subclass of DragGestureRecognizer for this DragSource, and sets the specified Component and DragGestureListener on the newly created object. |
| [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | **DragGestureEvent.**[**getSourceAsDragGestureRecognizer**](http://docs.google.com/java/awt/dnd/DragGestureEvent.html#getSourceAsDragGestureRecognizer())()            Returns the source as a DragGestureRecognizer. |

| Constructors in [java.awt.dnd](http://docs.google.com/java/awt/dnd/package-summary.html) with parameters of type [DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | |
| --- | --- |
| [**DragGestureEvent**](http://docs.google.com/java/awt/dnd/DragGestureEvent.html#DragGestureEvent(java.awt.dnd.DragGestureRecognizer,%20int,%20java.awt.Point,%20java.util.List))([DragGestureRecognizer](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) dgr, int act, [Point](http://docs.google.com/java/awt/Point.html) ori, [List](http://docs.google.com/java/util/List.html)<? extends [InputEvent](http://docs.google.com/java/awt/event/InputEvent.html)> evs)            Construct a DragGestureEvent given the DragGestureRecognizer firing this event, an int representing the user's preferred action, a Point indicating the origin of the drag, and a List of events that comprise the gesture. |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/java/awt/dnd/DragGestureRecognizer.html) | **Use** | [**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   NEXT | [**FRAMES**](http://docs.google.com/index.html?java/awt/dnd//class-useDragGestureRecognizer.html)    [**NO FRAMES**](http://docs.google.com/DragGestureRecognizer.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

[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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