| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/UIDefaults.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?javax/swing//class-useUIDefaults.html)    [**NO FRAMES**](http://docs.google.com/UIDefaults.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Class**

**javax.swing.UIDefaults**

| Packages that use [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [**javax.swing**](#3znysh7) | Provides a set of "lightweight" (all-Java language) components that, to the maximum degree possible, work the same on all platforms. |
| [**javax.swing.plaf.basic**](#2et92p0) | Provides user interface objects built according to the Basic look and feel. |
| [**javax.swing.plaf.metal**](#tyjcwt) | Provides user interface objects built according to the Java look and feel (once codenamed *Metal*), which is the default look and feel. |
| [**javax.swing.plaf.multi**](#3dy6vkm) | Provides user interface objects that combine two or more look and feels. |
| [**javax.swing.plaf.synth**](#1t3h5sf) | Synth is a skinnable look and feel in which all painting is delegated. |

| Uses of [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) | |
| --- | --- |

| Methods in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) that return [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **LookAndFeel.**[**getDefaults**](http://docs.google.com/javax/swing/LookAndFeel.html#getDefaults())()            Returns the look and feel defaults. |
| static [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **UIManager.**[**getDefaults**](http://docs.google.com/javax/swing/UIManager.html#getDefaults())()            Returns the defaults. |
| static [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **UIManager.**[**getLookAndFeelDefaults**](http://docs.google.com/javax/swing/UIManager.html#getLookAndFeelDefaults())()            Returns the UIDefaults from the current look and feel, that were obtained at the time the look and feel was installed. |

| Methods in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) with parameters of type [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [Object](http://docs.google.com/java/lang/Object.html) | **UIDefaults.LazyValue.**[**createValue**](http://docs.google.com/javax/swing/UIDefaults.LazyValue.html#createValue(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Creates the actual value retrieved from the UIDefaults table. |
| [Object](http://docs.google.com/java/lang/Object.html) | **UIDefaults.ActiveValue.**[**createValue**](http://docs.google.com/javax/swing/UIDefaults.ActiveValue.html#createValue(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Creates the value retrieved from the UIDefaults table. |
| [Object](http://docs.google.com/java/lang/Object.html) | **UIDefaults.ProxyLazyValue.**[**createValue**](http://docs.google.com/javax/swing/UIDefaults.ProxyLazyValue.html#createValue(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Creates the value retrieved from the UIDefaults table. |
| [Object](http://docs.google.com/java/lang/Object.html) | **UIDefaults.LazyInputMap.**[**createValue**](http://docs.google.com/javax/swing/UIDefaults.LazyInputMap.html#createValue(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Creates an InputMap with the bindings that are passed in. |

| Uses of [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) | |
| --- | --- |

| Methods in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) that return [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **BasicLookAndFeel.**[**getDefaults**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#getDefaults())()            Returns the look and feel defaults. |

| Methods in [javax.swing.plaf.basic](http://docs.google.com/javax/swing/plaf/basic/package-summary.html) with parameters of type [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| protected  void | **BasicLookAndFeel.**[**initClassDefaults**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initClassDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with mappings from uiClassID to the fully qualified name of the ui class. |
| protected  void | **BasicLookAndFeel.**[**initComponentDefaults**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initComponentDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with the defaults for the basic look and feel. |
| protected  void | **BasicLookAndFeel.**[**initSystemColorDefaults**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initSystemColorDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with system colors. |
| protected  void | **BasicLookAndFeel.**[**loadSystemColors**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#loadSystemColors(javax.swing.UIDefaults,%20java.lang.String%5B%5D,%20boolean))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table, [String](http://docs.google.com/java/lang/String.html)[] systemColors, boolean useNative)            Populates table with the name-color pairs in systemColors. |

| Uses of [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
| --- | --- |

| Methods in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) that return [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **MetalLookAndFeel.**[**getDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDefaults())()            Returns the look and feel defaults. |

| Methods in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) with parameters of type [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| void | **OceanTheme.**[**addCustomEntriesToTable**](http://docs.google.com/javax/swing/plaf/metal/OceanTheme.html#addCustomEntriesToTable(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Add this theme's custom entries to the defaults table. |
| void | **MetalTheme.**[**addCustomEntriesToTable**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#addCustomEntriesToTable(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Adds values specific to this theme to the defaults table. |
| protected  void | **MetalLookAndFeel.**[**initClassDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#initClassDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with mappings from uiClassID to the fully qualified name of the ui class. |
| protected  void | **MetalLookAndFeel.**[**initComponentDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#initComponentDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with the defaults for metal. |
| protected  void | **MetalLookAndFeel.**[**initSystemColorDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#initSystemColorDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with system colors. |

| Uses of [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) in [javax.swing.plaf.multi](http://docs.google.com/javax/swing/plaf/multi/package-summary.html) | |
| --- | --- |

| Methods in [javax.swing.plaf.multi](http://docs.google.com/javax/swing/plaf/multi/package-summary.html) that return [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **MultiLookAndFeel.**[**getDefaults**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#getDefaults())()            Creates, initializes, and returns the look and feel specific defaults. |

| Uses of [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) in [javax.swing.plaf.synth](http://docs.google.com/javax/swing/plaf/synth/package-summary.html) | |
| --- | --- |

| Methods in [javax.swing.plaf.synth](http://docs.google.com/javax/swing/plaf/synth/package-summary.html) that return [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | |
| --- | --- |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | **SynthLookAndFeel.**[**getDefaults**](http://docs.google.com/javax/swing/plaf/synth/SynthLookAndFeel.html#getDefaults())()            Returns the defaults for this SynthLookAndFeel. |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/UIDefaults.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?javax/swing//class-useUIDefaults.html)    [**NO FRAMES**](http://docs.google.com/UIDefaults.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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