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

**Uses of Class**

**javax.swing.UIManager.LookAndFeelInfo**

| Packages that use [UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.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. |

| Uses of [UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.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 [UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.html) | |
| --- | --- |
| static [UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.html)[] | **UIManager.**[**getInstalledLookAndFeels**](http://docs.google.com/javax/swing/UIManager.html#getInstalledLookAndFeels())()            Returns an array of LookAndFeelInfos representing the LookAndFeel implementations currently available. |

| Methods in [javax.swing](http://docs.google.com/javax/swing/package-summary.html) with parameters of type [UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.html) | |
| --- | --- |
| static void | **UIManager.**[**installLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#installLookAndFeel(javax.swing.UIManager.LookAndFeelInfo))([UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.html) info)            Adds the specified look and feel to the set of available look and feels. |
| static void | **UIManager.**[**setInstalledLookAndFeels**](http://docs.google.com/javax/swing/UIManager.html#setInstalledLookAndFeels(javax.swing.UIManager.LookAndFeelInfo%5B%5D))([UIManager.LookAndFeelInfo](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.html)[] infos)            Sets the set of available look and feels. |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/UIManager.LookAndFeelInfo.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-useUIManager.LookAndFeelInfo.html)    [**NO FRAMES**](http://docs.google.com/UIManager.LookAndFeelInfo.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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