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

**Uses of Class**

**javax.swing.UnsupportedLookAndFeelException**

| Packages that use [UnsupportedLookAndFeelException](http://docs.google.com/javax/swing/UnsupportedLookAndFeelException.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 [UnsupportedLookAndFeelException](http://docs.google.com/javax/swing/UnsupportedLookAndFeelException.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 throw [UnsupportedLookAndFeelException](http://docs.google.com/javax/swing/UnsupportedLookAndFeelException.html) | |
| --- | --- |
| static void | **UIManager.**[**setLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#setLookAndFeel(javax.swing.LookAndFeel))([LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) newLookAndFeel)            Sets the current look and feel to newLookAndFeel. |
| static void | **UIManager.**[**setLookAndFeel**](http://docs.google.com/javax/swing/UIManager.html#setLookAndFeel(java.lang.String))([String](http://docs.google.com/java/lang/String.html) className)            Loads the LookAndFeel specified by the given class name, using the current thread's context class loader, and passes it to setLookAndFeel(LookAndFeel). |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/UnsupportedLookAndFeelException.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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[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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