| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/MetalTheme.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/javax/swing/plaf/metal/MetalTextFieldUI.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/metal/MetalToggleButtonUI.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/metal/MetalTheme.html)    [**NO FRAMES**](http://docs.google.com/MetalTheme.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

## **javax.swing.plaf.metal**

Class MetalTheme

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 **javax.swing.plaf.metal.MetalTheme**

**Direct Known Subclasses:** [DefaultMetalTheme](http://docs.google.com/javax/swing/plaf/metal/DefaultMetalTheme.html)

public abstract class **MetalTheme**extends [Object](http://docs.google.com/java/lang/Object.html)

MetalTheme provides the color palette and fonts used by the Java Look and Feel.

MetalTheme is abstract, see DefaultMetalTheme and OceanTheme for concrete implementations.

MetalLookAndFeel maintains the current theme that the the ComponentUI implementations for metal use. Refer to [MetalLookAndFeel.setCurrentTheme(MetalTheme)](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#setCurrentTheme(javax.swing.plaf.metal.MetalTheme)) for details on changing the current theme.

MetalTheme provides a number of public methods for getting colors. These methods are implemented in terms of a handful of protected abstract methods. A subclass need only override the protected abstract methods (getPrimary1, getPrimary2, getPrimary3, getSecondary1, getSecondary2, and getSecondary3); although a subclass may override the other public methods for more control over the set of colors that are used.

Concrete implementations of MetalTheme must return non-null values from all methods. While the behavior of returning null is not specified, returning null will result in incorrect behavior.

It is strongly recommended that subclasses return completely opaque colors. To do otherwise may result in rendering problems, such as visual garbage.

**See Also:**[DefaultMetalTheme](http://docs.google.com/javax/swing/plaf/metal/DefaultMetalTheme.html), [OceanTheme](http://docs.google.com/javax/swing/plaf/metal/OceanTheme.html), [MetalLookAndFeel.setCurrentTheme(javax.swing.plaf.metal.MetalTheme)](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#setCurrentTheme(javax.swing.plaf.metal.MetalTheme))

| **Constructor Summary** | |
| --- | --- |
| [**MetalTheme**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#MetalTheme())() |

| **Method Summary** | |
| --- | --- |
| void | [**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. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getAcceleratorForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getAcceleratorForeground())()            Returns the accelerator foreground color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getAcceleratorSelectedForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getAcceleratorSelectedForeground())()            Returns the accelerator selected foreground color. |
| protected  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getBlack**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getBlack())()            Returns the black color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControl**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControl())()            Returns the control color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlDarkShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlDarkShadow())()            Returns the control dark shadow color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlDisabled**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlDisabled())()            Returns the control disabled color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlHighlight**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlHighlight())()            Returns the control highlight color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlInfo**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlInfo())()            Returns the control info color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlShadow())()            Returns the control shadow color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlTextColor())()            Returns the control text color. |
| abstract  [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getControlTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getControlTextFont())()            Returns the control text font. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getDesktopColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getDesktopColor())()            Returns the desktop color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getFocusColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getFocusColor())()            Returns the focus color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getHighlightedTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getHighlightedTextColor())()            Returns the highlighted text color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getInactiveControlTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getInactiveControlTextColor())()            Returns the inactive control text color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getInactiveSystemTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getInactiveSystemTextColor())()            Returns the inactive system text color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getMenuBackground())()            Returns the menu background color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuDisabledForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getMenuDisabledForeground())()            Returns the menu disabled foreground color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getMenuForeground())()            Returns the menu foreground color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuSelectedBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getMenuSelectedBackground())()            Returns the menu selected background color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuSelectedForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getMenuSelectedForeground())()            Returns the menu selected foreground color. |
| abstract  [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getMenuTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getMenuTextFont())()            Returns the menu text font. |
| abstract  [String](http://docs.google.com/java/lang/String.html) | [**getName**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getName())()            Returns the name of this theme. |
| protected abstract  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimary1**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimary1())()            Returns the primary 1 color. |
| protected abstract  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimary2**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimary2())()            Returns the primary 2 color. |
| protected abstract  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimary3**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimary3())()            Returns the primary 3 color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControl**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimaryControl())()            Returns the primary control color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlDarkShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimaryControlDarkShadow())()            Returns the primary control dark shadow color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlHighlight**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimaryControlHighlight())()            Returns the primary control highlight color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlInfo**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimaryControlInfo())()            Returns the primary control info color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getPrimaryControlShadow())()            Returns the primary control shadow color. |
| protected abstract  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSecondary1**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSecondary1())()            Returns the secondary 1 color. |
| protected abstract  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSecondary2**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSecondary2())()            Returns the secondary 2 color. |
| protected abstract  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSecondary3**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSecondary3())()            Returns the secondary 3 color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSeparatorBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSeparatorBackground())()            Returns the separator background color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSeparatorForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSeparatorForeground())()            Returns the separator foreground color. |
| abstract  [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getSubTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSubTextFont())()            Returns the sub-text font. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSystemTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSystemTextColor())()            Returns the system text color. |
| abstract  [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getSystemTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getSystemTextFont())()            Returns the system text font. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getTextHighlightColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getTextHighlightColor())()            Returns the text highlight color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getUserTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getUserTextColor())()            Returns the user text color. |
| abstract  [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getUserTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getUserTextFont())()            Returns the user text font. |
| protected  [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWhite**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWhite())()            Returns the white color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWindowBackground())()            Returns the window background color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWindowTitleBackground())()            Returns the window title background color. |
| abstract  [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getWindowTitleFont**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWindowTitleFont())()            Returns the window title font. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWindowTitleForeground())()            Returns the window title foreground color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleInactiveBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWindowTitleInactiveBackground())()            Returns the window title inactive background color. |
| [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleInactiveForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#getWindowTitleInactiveForeground())()            Returns the window title inactive foreground color. |

| **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** |
| --- |

### MetalTheme

public **MetalTheme**()

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

### getName

public abstract [String](http://docs.google.com/java/lang/String.html) **getName**()

Returns the name of this theme.

**Returns:**the name of this theme

### getPrimary1

protected abstract [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimary1**()

Returns the primary 1 color.

**Returns:**the primary 1 color

### getPrimary2

protected abstract [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimary2**()

Returns the primary 2 color.

**Returns:**the primary 2 color

### getPrimary3

protected abstract [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimary3**()

Returns the primary 3 color.

**Returns:**the primary 3 color

### getSecondary1

protected abstract [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSecondary1**()

Returns the secondary 1 color.

**Returns:**the secondary 1 color

### getSecondary2

protected abstract [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSecondary2**()

Returns the secondary 2 color.

**Returns:**the secondary 2 color

### getSecondary3

protected abstract [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSecondary3**()

Returns the secondary 3 color.

**Returns:**the secondary 3 color

### getControlTextFont

public abstract [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getControlTextFont**()

Returns the control text font.

**Returns:**the control text font

### getSystemTextFont

public abstract [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getSystemTextFont**()

Returns the system text font.

**Returns:**the system text font

### getUserTextFont

public abstract [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getUserTextFont**()

Returns the user text font.

**Returns:**the user text font

### getMenuTextFont

public abstract [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getMenuTextFont**()

Returns the menu text font.

**Returns:**the menu text font

### getWindowTitleFont

public abstract [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getWindowTitleFont**()

Returns the window title font.

**Returns:**the window title font

### getSubTextFont

public abstract [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getSubTextFont**()

Returns the sub-text font.

**Returns:**the sub-text font

### getWhite

protected [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWhite**()

Returns the white color. This returns opaque white (0xFFFFFFFF).

**Returns:**the white color

### getBlack

protected [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getBlack**()

Returns the black color. This returns opaque black (0xFF000000).

**Returns:**the black color

### getFocusColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getFocusColor**()

Returns the focus color. This returns the value of getPrimary2().

**Returns:**the focus color

### getDesktopColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getDesktopColor**()

Returns the desktop color. This returns the value of getPrimary2().

**Returns:**the desktop color

### getControl

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControl**()

Returns the control color. This returns the value of getSecondary3().

**Returns:**the control color

### getControlShadow

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlShadow**()

Returns the control shadow color. This returns the value of getSecondary2().

**Returns:**the control shadow color

### getControlDarkShadow

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlDarkShadow**()

Returns the control dark shadow color. This returns the value of getSecondary1().

**Returns:**the control dark shadow color

### getControlInfo

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlInfo**()

Returns the control info color. This returns the value of getBlack().

**Returns:**the control info color

### getControlHighlight

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlHighlight**()

Returns the control highlight color. This returns the value of getWhite().

**Returns:**the control highlight color

### getControlDisabled

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlDisabled**()

Returns the control disabled color. This returns the value of getSecondary2().

**Returns:**the control disabled color

### getPrimaryControl

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControl**()

Returns the primary control color. This returns the value of getPrimary3().

**Returns:**the primary control color

### getPrimaryControlShadow

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlShadow**()

Returns the primary control shadow color. This returns the value of getPrimary2().

**Returns:**the primary control shadow color

### getPrimaryControlDarkShadow

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlDarkShadow**()

Returns the primary control dark shadow color. This returns the value of getPrimary1().

**Returns:**the primary control dark shadow color

### getPrimaryControlInfo

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlInfo**()

Returns the primary control info color. This returns the value of getBlack().

**Returns:**the primary control info color

### getPrimaryControlHighlight

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlHighlight**()

Returns the primary control highlight color. This returns the value of getWhite().

**Returns:**the primary control highlight color

### getSystemTextColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSystemTextColor**()

Returns the system text color. This returns the value of getBlack().

**Returns:**the system text color

### getControlTextColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlTextColor**()

Returns the control text color. This returns the value of getControlInfo().

**Returns:**the control text color

### getInactiveControlTextColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getInactiveControlTextColor**()

Returns the inactive control text color. This returns the value of getControlDisabled().

**Returns:**the inactive control text color

### getInactiveSystemTextColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getInactiveSystemTextColor**()

Returns the inactive system text color. This returns the value of getSecondary2().

**Returns:**the inactive system text color

### getUserTextColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getUserTextColor**()

Returns the user text color. This returns the value of getBlack().

**Returns:**the user text color

### getTextHighlightColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getTextHighlightColor**()

Returns the text highlight color. This returns the value of getPrimary3().

**Returns:**the text highlight color

### getHighlightedTextColor

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getHighlightedTextColor**()

Returns the highlighted text color. This returns the value of getControlTextColor().

**Returns:**the highlighted text color

### getWindowBackground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowBackground**()

Returns the window background color. This returns the value of getWhite().

**Returns:**the window background color

### getWindowTitleBackground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleBackground**()

Returns the window title background color. This returns the value of getPrimary3().

**Returns:**the window title background color

### getWindowTitleForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleForeground**()

Returns the window title foreground color. This returns the value of getBlack().

**Returns:**the window title foreground color

### getWindowTitleInactiveBackground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleInactiveBackground**()

Returns the window title inactive background color. This returns the value of getSecondary3().

**Returns:**the window title inactive background color

### getWindowTitleInactiveForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleInactiveForeground**()

Returns the window title inactive foreground color. This returns the value of getBlack().

**Returns:**the window title inactive foreground color

### getMenuBackground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuBackground**()

Returns the menu background color. This returns the value of getSecondary3().

**Returns:**the menu background color

### getMenuForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuForeground**()

Returns the menu foreground color. This returns the value of getBlack().

**Returns:**the menu foreground color

### getMenuSelectedBackground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuSelectedBackground**()

Returns the menu selected background color. This returns the value of getPrimary2().

**Returns:**the menu selected background color

### getMenuSelectedForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuSelectedForeground**()

Returns the menu selected foreground color. This returns the value of getBlack().

**Returns:**the menu selected foreground color

### getMenuDisabledForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuDisabledForeground**()

Returns the menu disabled foreground color. This returns the value of getSecondary2().

**Returns:**the menu disabled foreground color

### getSeparatorBackground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSeparatorBackground**()

Returns the separator background color. This returns the value of getWhite().

**Returns:**the separator background color

### getSeparatorForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSeparatorForeground**()

Returns the separator foreground color. This returns the value of getPrimary1().

**Returns:**the separator foreground color

### getAcceleratorForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getAcceleratorForeground**()

Returns the accelerator foreground color. This returns the value of getPrimary1().

**Returns:**the accelerator foreground color

### getAcceleratorSelectedForeground

public [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getAcceleratorSelectedForeground**()

Returns the accelerator selected foreground color. This returns the value of getBlack().

**Returns:**the accelerator selected foreground color

### addCustomEntriesToTable

public void **addCustomEntriesToTable**([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)

Adds values specific to this theme to the defaults table. This method is invoked when the look and feel defaults are obtained from MetalLookAndFeel.

This implementation does nothing; it is provided for subclasses that wish to customize the defaults table.

**Parameters:**table - the UIDefaults to add the values to**See Also:**[MetalLookAndFeel.getDefaults()](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDefaults())

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/MetalTheme.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/javax/swing/plaf/metal/MetalTextFieldUI.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/metal/MetalToggleButtonUI.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/metal/MetalTheme.html)    [**NO FRAMES**](http://docs.google.com/MetalTheme.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#3dy6vkm) | [METHOD](#4d34og8) |

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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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