| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/plaf/metal/MetalBorders.Flush3DBorder.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/plaf/metal//class-useMetalBorders.Flush3DBorder.html)    [**NO FRAMES**](http://docs.google.com/MetalBorders.Flush3DBorder.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |

**Uses of Class**

**javax.swing.plaf.metal.MetalBorders.Flush3DBorder**

| Packages that use [MetalBorders.Flush3DBorder](http://docs.google.com/javax/swing/plaf/metal/MetalBorders.Flush3DBorder.html) | |
| --- | --- |
| [**javax.swing.plaf.metal**](#3znysh7) | Provides user interface objects built according to the Java look and feel (once codenamed *Metal*), which is the default look and feel. |

| Uses of [MetalBorders.Flush3DBorder](http://docs.google.com/javax/swing/plaf/metal/MetalBorders.Flush3DBorder.html) in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
| --- | --- |

| Subclasses of [MetalBorders.Flush3DBorder](http://docs.google.com/javax/swing/plaf/metal/MetalBorders.Flush3DBorder.html) in [javax.swing.plaf.metal](http://docs.google.com/javax/swing/plaf/metal/package-summary.html) | |
| --- | --- |
| static class | [**MetalBorders.TextFieldBorder**](http://docs.google.com/javax/swing/plaf/metal/MetalBorders.TextFieldBorder.html) |

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | [**Class**](http://docs.google.com/javax/swing/plaf/metal/MetalBorders.Flush3DBorder.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/plaf/metal//class-useMetalBorders.Flush3DBorder.html)    [**NO FRAMES**](http://docs.google.com/MetalBorders.Flush3DBorder.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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