| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/MultiLookAndFeel.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/multi/MultiListUI.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/multi/MultiMenuBarUI.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/multi/MultiLookAndFeel.html)    [**NO FRAMES**](http://docs.google.com/MultiLookAndFeel.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#1t3h5sf) | [METHOD](#2s8eyo1) |

## **javax.swing.plaf.multi**

Class MultiLookAndFeel

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 [javax.swing.LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html)  
 **javax.swing.plaf.multi.MultiLookAndFeel**

public class **MultiLookAndFeel**extends [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html)

A multiplexing look and feel that allows more than one UI to be associated with a component at the same time. The primary look and feel is called the *default* look and feel, and the other look and feels are called *auxiliary*.

For further information, see [Using the Multiplexing Look and Feel.](http://docs.google.com/doc-files/multi_tsc.html)

**Warning:** Serialized objects of this class will not be compatible with future Swing releases. The current serialization support is appropriate for short term storage or RMI between applications running the same version of Swing. As of 1.4, support for long term storage of all JavaBeansTM has been added to the java.beans package. Please see [XMLEncoder](http://docs.google.com/java/beans/XMLEncoder.html).

**See Also:**[UIManager.addAuxiliaryLookAndFeel(javax.swing.LookAndFeel)](http://docs.google.com/javax/swing/UIManager.html#addAuxiliaryLookAndFeel(javax.swing.LookAndFeel)), [javax.swing.plaf.multi](http://docs.google.com/javax/swing/plaf/multi/package-summary.html)

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

| **Method Summary** | |
| --- | --- |
| static [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) | [**createUIs**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#createUIs(javax.swing.plaf.ComponentUI,%20java.util.Vector,%20javax.swing.JComponent))([ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) mui, [Vector](http://docs.google.com/java/util/Vector.html) uis, [JComponent](http://docs.google.com/javax/swing/JComponent.html) target)            Creates the ComponentUI objects required to present the target component, placing the objects in the uis vector and returning the ComponentUI object that best represents the component's UI. |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | [**getDefaults**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#getDefaults())()            Creates, initializes, and returns the look and feel specific defaults. |
| [String](http://docs.google.com/java/lang/String.html) | [**getDescription**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#getDescription())()            Returns a one-line description of this look and feel. |
| [String](http://docs.google.com/java/lang/String.html) | [**getID**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#getID())()            Returns a string, suitable for use by applications/services, that identifies this look and feel. |
| [String](http://docs.google.com/java/lang/String.html) | [**getName**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#getName())()            Returns a string, suitable for use in menus, that identifies this look and feel. |
| boolean | [**isNativeLookAndFeel**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#isNativeLookAndFeel())()            Returns false; this look and feel is not native to any platform. |
| boolean | [**isSupportedLookAndFeel**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#isSupportedLookAndFeel())()            Returns true; every platform permits this look and feel. |
| protected static [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html)[] | [**uisToArray**](http://docs.google.com/javax/swing/plaf/multi/MultiLookAndFeel.html#uisToArray(java.util.Vector))([Vector](http://docs.google.com/java/util/Vector.html) uis)            Creates an array, populates it with UI objects from the passed-in vector, and returns the array. |

| **Methods inherited from class javax.swing.**[**LookAndFeel**](http://docs.google.com/javax/swing/LookAndFeel.html) |
| --- |
| [getDesktopPropertyValue](http://docs.google.com/javax/swing/LookAndFeel.html#getDesktopPropertyValue(java.lang.String,%20java.lang.Object)), [getDisabledIcon](http://docs.google.com/javax/swing/LookAndFeel.html#getDisabledIcon(javax.swing.JComponent,%20javax.swing.Icon)), [getDisabledSelectedIcon](http://docs.google.com/javax/swing/LookAndFeel.html#getDisabledSelectedIcon(javax.swing.JComponent,%20javax.swing.Icon)), [getLayoutStyle](http://docs.google.com/javax/swing/LookAndFeel.html#getLayoutStyle()), [getSupportsWindowDecorations](http://docs.google.com/javax/swing/LookAndFeel.html#getSupportsWindowDecorations()), [initialize](http://docs.google.com/javax/swing/LookAndFeel.html#initialize()), [installBorder](http://docs.google.com/javax/swing/LookAndFeel.html#installBorder(javax.swing.JComponent,%20java.lang.String)), [installColors](http://docs.google.com/javax/swing/LookAndFeel.html#installColors(javax.swing.JComponent,%20java.lang.String,%20java.lang.String)), [installColorsAndFont](http://docs.google.com/javax/swing/LookAndFeel.html#installColorsAndFont(javax.swing.JComponent,%20java.lang.String,%20java.lang.String,%20java.lang.String)), [installProperty](http://docs.google.com/javax/swing/LookAndFeel.html#installProperty(javax.swing.JComponent,%20java.lang.String,%20java.lang.Object)), [loadKeyBindings](http://docs.google.com/javax/swing/LookAndFeel.html#loadKeyBindings(javax.swing.InputMap,%20java.lang.Object%5B%5D)), [makeComponentInputMap](http://docs.google.com/javax/swing/LookAndFeel.html#makeComponentInputMap(javax.swing.JComponent,%20java.lang.Object%5B%5D)), [makeIcon](http://docs.google.com/javax/swing/LookAndFeel.html#makeIcon(java.lang.Class,%20java.lang.String)), [makeInputMap](http://docs.google.com/javax/swing/LookAndFeel.html#makeInputMap(java.lang.Object%5B%5D)), [makeKeyBindings](http://docs.google.com/javax/swing/LookAndFeel.html#makeKeyBindings(java.lang.Object%5B%5D)), [provideErrorFeedback](http://docs.google.com/javax/swing/LookAndFeel.html#provideErrorFeedback(java.awt.Component)), [toString](http://docs.google.com/javax/swing/LookAndFeel.html#toString()), [uninitialize](http://docs.google.com/javax/swing/LookAndFeel.html#uninitialize()), [uninstallBorder](http://docs.google.com/javax/swing/LookAndFeel.html#uninstallBorder(javax.swing.JComponent)) |

| **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()), [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** |
| --- |

### MultiLookAndFeel

public **MultiLookAndFeel**()

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

### getName

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

Returns a string, suitable for use in menus, that identifies this look and feel.

**Specified by:**[getName](http://docs.google.com/javax/swing/LookAndFeel.html#getName()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**a string such as "Multiplexing Look and Feel"

### getID

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

Returns a string, suitable for use by applications/services, that identifies this look and feel.

**Specified by:**[getID](http://docs.google.com/javax/swing/LookAndFeel.html#getID()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**"Multiplex"

### getDescription

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

Returns a one-line description of this look and feel.

**Specified by:**[getDescription](http://docs.google.com/javax/swing/LookAndFeel.html#getDescription()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**a descriptive string such as "Allows multiple UI instances per component instance"

### isNativeLookAndFeel

public boolean **isNativeLookAndFeel**()

Returns false; this look and feel is not native to any platform.

**Specified by:**[isNativeLookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html#isNativeLookAndFeel()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**false

### isSupportedLookAndFeel

public boolean **isSupportedLookAndFeel**()

Returns true; every platform permits this look and feel.

**Specified by:**[isSupportedLookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html#isSupportedLookAndFeel()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**true**See Also:**[UIManager.setLookAndFeel(javax.swing.LookAndFeel)](http://docs.google.com/javax/swing/UIManager.html#setLookAndFeel(javax.swing.LookAndFeel))

### getDefaults

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

Creates, initializes, and returns the look and feel specific defaults. For this look and feel, the defaults consist solely of mappings of UI class IDs (such as "ButtonUI") to ComponentUI class names (such as "javax.swing.plaf.multi.MultiButtonUI").

**Overrides:**[getDefaults](http://docs.google.com/javax/swing/LookAndFeel.html#getDefaults()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**an initialized UIDefaults object**See Also:**[JComponent.getUIClassID()](http://docs.google.com/javax/swing/JComponent.html#getUIClassID())

### createUIs

public static [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) **createUIs**([ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html) mui,  
 [Vector](http://docs.google.com/java/util/Vector.html) uis,  
 [JComponent](http://docs.google.com/javax/swing/JComponent.html) target)

Creates the ComponentUI objects required to present the target component, placing the objects in the uis vector and returning the ComponentUI object that best represents the component's UI. This method finds the ComponentUI objects by invoking getDefaults().getUI(target) on each default and auxiliary look and feel currently in use. The first UI object this method adds to the uis vector is for the default look and feel.

This method is invoked by the createUI method of MultiXxxxUI classes.

**Parameters:**mui - the ComponentUI object that represents the complete UI for the target component; this should be an instance of one of the MultiXxxxUI classesuis - a Vector; generally this is the uis field of the mui argumenttarget - a component whose UI is represented by mui **Returns:**mui if the component has any auxiliary UI objects; otherwise, returns the UI object for the default look and feel or null if the default UI object couldn't be found**See Also:**[UIManager.getAuxiliaryLookAndFeels()](http://docs.google.com/javax/swing/UIManager.html#getAuxiliaryLookAndFeels()), [UIDefaults.getUI(javax.swing.JComponent)](http://docs.google.com/javax/swing/UIDefaults.html#getUI(javax.swing.JComponent)), [MultiButtonUI.uis](http://docs.google.com/javax/swing/plaf/multi/MultiButtonUI.html#uis), [MultiButtonUI.createUI(javax.swing.JComponent)](http://docs.google.com/javax/swing/plaf/multi/MultiButtonUI.html#createUI(javax.swing.JComponent))

### uisToArray

protected static [ComponentUI](http://docs.google.com/javax/swing/plaf/ComponentUI.html)[] **uisToArray**([Vector](http://docs.google.com/java/util/Vector.html) uis)

Creates an array, populates it with UI objects from the passed-in vector, and returns the array. If uis is null, this method returns an array with zero elements. If uis is an empty vector, this method returns null. A run-time error occurs if any objects in the uis vector are not of type ComponentUI.

**Parameters:**uis - a vector containing ComponentUI objects **Returns:**an array equivalent to the passed-in vector

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/MultiLookAndFeel.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/multi/MultiListUI.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/multi/MultiMenuBarUI.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/multi/MultiLookAndFeel.html)    [**NO FRAMES**](http://docs.google.com/MultiLookAndFeel.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#1t3h5sf) | [METHOD](#2s8eyo1) |

[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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