java.awt.font.* **GlyphVector**



Glyph Vector

Accessors

int getGlyphCharIndex (int glyphIndex) FontRenderContext getFontRenderContext() Font getFont ()

int[] getGlyphCharIndices (int beginGlyphIndex, int numEntries, int[] codeReturn)

int getGlyphCode (int glyphIndex)

int[] getGlyphCodes (int beginGlyphIndex int numEntries, int[] codeReturn)

GlyphJustificationInfo getGlyphJustificationInfo(int glyphIndex)

Shape getGlyphLogicalBounds(int glyphIndex) GlyphMetrics getGlyphMetrics (int glyphIndex)

Shape getGlyphOutline(int glyphIndex)

Rectangle getGlyphPixelBounds(int index, FontRenderContextrenderFRC, floatx, floaty) Shape getGlyphOutline (int glyphIndex, float y) Point2D get / setGlyphPosition (int glyphIndex)

float[] getGlyphPositions(int beginGlyphIndex, int numEntries, float[] positionReturn) AffineTransform get / setGlyphTransform (int glyphIndex)

Shape getGlyphVisualBounds(int glyphIndex)

Rectangle2D getLogicalBounds() int getLayoutFlags()

int getNumGlyphs() Shape getOutline()

Rectangle getPixelBounds(FontRenderContextrenderFRC, float x, float y) Shape getOutline (float x, float y)

Rectangle2D getVisualBounds()

Object

boolean equals (GlyphVector set)

Other Public Methods

void performDefaultLayout()

int FLAG_HAS_TRANSFORMS, FLAG_HAS_POSITION_ADJUSTMENTS, FLAG_RUN_RTL, FLAG_COMPLEX_GLYPHS, FLAG_MASK

GlyphMetrics

GlyphMetrics (boolean horizontal, float advanceX, float advanceY, Rectangle2Dbounds, byte glyphType) GlyphMetrics (float advance, Rectangle2D bounds, byte glyphType)

float getAdvanceX() float getAdvance()

float getAdvanceY()

Rectangle2D getBounds2D() float getLSB()

int getType () float getRSB ()

boolean isCombining()

boolean isComponent() boolean isLigature ()

boolean isWhitespace () boolean isStandard()

byte STANDARD, LIGATURE, COMBINING, COMPONENT, WHITESPACE

GlyphJustificationInfo

GlyphJustificationInfo (float weight, boolean growAbsorb, int growPriority, float growLeftLimit, float growRightLimit, boolean shrinkAbsorb, int shrinkPriority,

float shrinkLeftLimit, float shrinkRightLimit)

int PRIORITY_KASHIDA, PRIORITY_WHITESPACE, PRIORITY_INTERCHAR, PRIORITY_NONE float weight, growLeftLimit, growRightLimit, shrinkRightLimit

int growPriority, shrinkPriority

boolean growAbsorb, shrinkAbsorb