javax.swing.text.*
View

Methods declared in supertypes are hidden in subtypes

ViewFactory
View create (Element elem)

SwingConstants
int CENTER, TOP, LEFT,
BOTTOM, RIGHT, NORTH,
NORTH_EAST, EAST,
SOUTH_EAST, SOUTH,
SOUTH_WEST, WEST,
NORTH_WEST,
HORIZONTAL, VERTICAL,
LEADING, TRAILING,
NEXT, PREVIOUS

View (Element elem)

Accessors
float getAlignment (int axis)
AttributeSet getAttributes ()
int getBreakWeight (int axis, float pos, float len)
Shape getChildAllocation (int index, Shape a)
Container getContainer ()
Document getDocument ()
Element getElement ()
int getEndOffset ()
Graphics getGraphics ()
float getMaximumSpan (int axis)
float getMinimumSpan (int axis)
int getNextVisualPositionFrom (int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet)
View get / setParent ()
float getPreferredSpan (int axis)
int getResizeWeight (int axis)
int getStartOffset ()
String getToolTipText (float x, float y, Shape allocation)
View getView (int n)
int getViewCount ()
ViewFactory getViewFactory ()
int getViewIndex (int pos, Position.Bias b)
int getViewIndex (float x, float y, Shape allocation)
boolean isVisible ()
void setSize (float width, float height)

Collectors
void append (View v)
void insert (int offs, View v)
void remove (int i)
void removeAll ()

Event Methods
void changedUpdate (DocumentEvent e, Shape a, ViewFactory f)
void forwardUpdate (DocumentEvent.ElementChange ec, DocumentEvent e, Shape a, ViewFactory f)
void forwardUpdateToView (View v, DocumentEvent e, Shape a, ViewFactory f)
void insertUpdate (DocumentEvent e, Shape a, ViewFactory f)
void removeUpdate (DocumentEvent e, Shape a, ViewFactory f)
boolean updateChildren (DocumentEvent.ElementChange ec, DocumentEvent e, ViewFactory f)
void updateLayout (DocumentEvent.ElementChange ec, DocumentEvent e, Shape a)

Other Public Methods
View breakView (int axis, int offset, float pos, float len)
View createFragment (int p0, int p1)
Shape getToView (int pos, Shape a, Position.Bias b)
Shape modelToView (int p0, Position.Bias b0, int p1, Position.Bias b1, Shape a)
void paint (Graphics g, Shape allocation)
void preferenceChanged (View child, boolean width, boolean height)
void replace (int offset, int length, View[] views)
int viewToModel (float x, float y, Shape a, Position.Bias[] biasReturn)

int BadBreakWeight, GoodBreakWeight, ExcellentBreakWeight, ForcedBreakWeight, X_AXIS, Y_AXIS

IconView (Element elem)

ComponentView (Element elem)

Accessors
Component getComponent ()
Other Protected Methods
Component createComponent ()

CompositeView (Element elem)

Accessors
short getBottomInset ()
Rectangle getInsideAllocation (Shape a)
short getLeftInset ()
int getNextEastWestVisualPositionFrom (int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet)
int getNextNorthSouthVisualPositionFrom (int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet)
short getRightInset ()
short getTopInset ()
View getViewAtPoint (int x, int y, Rectangle alloc)
View getViewAtPosition (int pos, Rectangle a)
int getViewIndexAtPosition (int pos)
boolean isAfter (int x, int y, Rectangle alloc)
boolean isBefore (int x, int y, Rectangle alloc)
void setInsets (short top, short left, short bottom, short right)
void setParagraphInsets (AttributeSet attr)
Other Protected Methods
void childAllocation (int index, Rectangle a)
boolean flipEastAndWestAtEnds (int position, Position.Bias bias)
void loadChildren (ViewFactory f)

TabExpander
float nextTabStop (float x, int tabOffset)

PlainView (Element elem)

Accessors
Segment getLineBuffer ()
int getTabSize ()
Event Methods
void updateDamage (DocumentEvent changes, Shape a, Component host)
Other Protected Methods
void damageLineRange (int line0, int line1, Shape a, Component host)
void drawLine (int lineIndex, Graphics g, int x, int y)
int drawSelectedText (Graphics g, int x, int y, int p0, int p1)
int drawUnselectedText (Graphics g, int x, int y, int p0, int p1)
Rectangle lineToRect (Shape a, int line)
void updateMetrics ()

FieldView (Element elem)

Accessors
FontMetrics getFontMetrics ()
Other Protected Methods
Shape adjustAllocation (Shape a)

TabExpander (interface)
- float nextTabStop (float x, int tabOffset)

WrappedPlainView (Element elem)

WrappedPlainView (Element elem, boolean wordWrap)

Accessors
- # Segment getLineBuffer ()
- # int getTabSize ()

Other Protected Methods
- # int calculateBreakPosition (int p0, int p1)
- # void drawLine (int p0, int p1, Graphics g, int x, int y)
- # int drawSelectedText (Graphics g, int x, int y, int p0, int p1)
- # int drawUnselectedText (Graphics g, int x, int y, int p0, int p1)

TableView (Element elem)

TableView (Element elem)
- # TableRow createTableRow (Element elem)
- # void layoutColumns (int targetSpan, int[] offsets, int[] spans, SizeRequirements[] reqs)

class TableRow

TableView.TableRow (Element elem)

TableRow (Element elem)

ZoneView (Element elem, int axis)

ZoneView (Element elem, int axis)

Accessors
- int get / setMaxZonesLoaded ()
- int get / setMaximumZoneSize ()
- # boolean isZoneLoaded (View zone)

Other Protected Methods
- # View createZone (int p0, int p1)
- # void unloadZone (View zone)
- # void zoneWasLoaded (View zone)

FlowView (Element elem, int axis)

FlowView (Element elem, int axis)

Accessors
- int getFlowAxis ()
- int getFlowSpan (int index)
- int getFlowStart (int index)

Other Protected Methods
- # View createRow ()

class FlowStrategy

ParagraphView (Element elem)

ParagraphView (Element elem)

Accessors
- # int getBreakWeight (int axis, float len)
- # int getClosestPositionTo (int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet, int rowIndex, int x)
- # View getLayoutView (int index)
- # int getLayoutViewCount ()
- # float getPartialSize (int startOffset, int endOffset)
- float getTabBase ()
- # TabSet getTabSet ()
- # void setFirstLineIndent (float fi)
- # void setJustification (int j)
- # void setLineSpacing (float ls)
- # void setPropertiesFromAttributes ()

Other Methods
- # View breakView (int axis, float len, Shape a)
- # void adjustRow (Row r, int desiredSpan, int x)
- # int findOffsetToCharactersInString (char[] string, int start)

BoxView (Element elem, int axis)

BoxView (Element elem, int axis)

Accessors
- int get / setAxis ()
- int getHeight ()
- int getOffset (int axis, int childIndex)
- int getSpan (int axis, int childIndex)
- int getWidth ()
- # boolean isAllocationValid ()
- # boolean isLayoutValid (int axis)

Other Methods
- # void layoutChanged (int axis)
- # void baselineLayout (int targetSpan, int axis, int[] offsets, int[] spans)
- # SizeRequirements baselineRequirements (int axis, SizeRequirements r)
- # SizeRequirements calculateMajorAxisRequirements (int axis, SizeRequirements r)
- # SizeRequirements calculateMinorAxisRequirements (int axis, SizeRequirements r)
- # void layout (int width, int height)
- # void layoutMajorAxis (int targetSpan, int axis, int[] offsets, int[] spans)
- # void layoutMinorAxis (int targetSpan, int axis, int[] offsets, int[] spans)
- # void paintChild (Graphics g, Rectangle alloc, int index)

PasswordView (Element elem)

PasswordView (Element elem)
- # int drawEchoCharacter (Graphics g, int x, int y, char c)

«interface» Cloneable

GlyphView (Element elem)

Accessors
- Color getBackground ()
- Font getFont ()
- Color getForeground ()
- GlyphPainter get / setGlyphPainter ()
- TabExpander getTabExpander ()
- Segment getText (int p0, int p1)
- boolean isStrikeThrough ()
- boolean isSubscript ()
- boolean isSuperscript ()
- boolean isUnderline ()

Object
- \# Object clone ()

Other Protected Methods
- \# void checkPainter ()

class **GlyphPainter**

LabelView (Element elem)

- \# void setPropertiesFromAttributes ()
- \# void setStrikeThrough (boolean s)
- \# void setSubscript (boolean s)
- \# void setSuperscript (boolean s)
- \# void setUnderline (boolean u)

«interface» TabableView

- float getPartialSpan (int p0, int p1)
- float getTabbedSpan (float x, TabExpander e)

AsyncBoxView (Element elem, int axis)

Accessors
- float get / setBottomInset ()
- \# ChildState getChildState (int index)
- \# boolean get / setEstimatedMajorSpan ()
- float getInsetSpan (int axis)
- \# LayoutQueue getLayoutQueue ()
- float get / setLeftInset ()
- int getMajorAxis ()
- int getMinorAxis ()
- float get / setRightInset ()
- float get / setTopInset ()
- \# int getViewIndexAtPosition (int pos, Position.Bias b)

Other Protected Methods
- \# ChildState createChildState (View v)
- \# void flushRequirementChanges ()
- \# void loadChildren (ViewFactory f)
- \# void majorRequirementChange (ChildState cs, float delta)
- \# void minorRequirementChange (ChildState cs)

class **ChildLocator**
class **ChildState**

GlyphView.GlyphPainter

Accessors
float getAscent (GlyphView v)
int getBoundedPosition (GlyphView v, int p0, float x, float len)
float getDescent (GlyphView v)
float getHeight (GlyphView v)
int getNextVisualPositionFrom (GlyphView v, int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet) ↘
GlyphPainter getPainter (GlyphView v, int p0, int p1)
float getSpan (GlyphView v, int p0, int p1, TabExpander e, float x)
Other Public Methods
Shape modelToView (GlyphView v, int pos, Position.Bias bias, Shape a) ↘
void paint (GlyphView v, Graphics g, Shape a, int p0, int p1)
int viewToModel (GlyphView v, float x, float y, Shape a, Position.Bias[] biasReturn)

FlowView.FlowStrategy

Accessors
View getLogicalView (FlowView fv)
Event Methods
void changedUpdate (FlowView fv, DocumentEvent e, Rectangle alloc)
void insertUpdate (FlowView fv, DocumentEvent e, Rectangle alloc)
void removeUpdate (FlowView fv, DocumentEvent e, Rectangle alloc)
Other Methods
void layout (FlowView fv)
void adjustRow (FlowView fv, int rowIndex, int desiredSpan, int x)
View createView (FlowView fv, int startOffset, int spanLeft, int rowIndex)
int layoutRow (FlowView fv, int rowIndex, int pos)

java.lang. Runnable

AsyncBoxView.ChildState

ChildState (View v)

Accessors
View getChildView ()
float get / setMajorOffset ()
float getMajorSpan ()
float getMinorOffset ()
float getMinorSpan ()
boolean isLayoutValid ()
Other Public Methods
void preferenceChanged (boolean width, boolean height)
void run ()

LayoutQueue

LayoutQueue ()

Static Methods
LayoutQueue get / setDefaultQueue ()
Collectors
void addTask (Runnable task)
Other Protected Methods
Runnable waitForWork ()

AsyncBoxView.ChildLocator

ChildLocator ()

Accessors
Shape getChildAllocation (int index)
Shape getChildAllocation (int index, Shape a)
int getViewIndexAtPoint (float x, float y, Shape a)
int getViewIndexAtVisualOffset (float targetOffset)
void setAllocation (Shape a)
Other Public Methods
void childChanged (ChildState cs)
void paintChildren (Graphics g)