


# java.awt.image.\* DataBuffer

Methods declared in supertypes are hidden in subtypes


 **DataBuffer**

```
# DataBuffer (int dataType, int size)
# DataBuffer (int dataType, int size, int numBanks)
# DataBuffer (int dataType, int size, int numBanks, int offset)
# DataBuffer (int dataType, int size, int numBanks, int offsets[])

Static Methods
    int getDataBufferSize (int type)


Accessors
    int getDataType ()
    int get / setElem (int i)
    int get / setElem (int bank, int i)
double get / setElemDouble (int i)
double get / setElemDouble (int bank, int i)
float get / setElemFloat (int i)
float get / setElemFloat (int bank, int i)
    int getNumBanks ()
    int getOffset ()
    int[] getOffsets ()
    int getSize ()

int TYPE_BYTE, TYPE_USHORT, TYPE_SHORT, TYPE_INT,
    TYPE_FLOAT, TYPE_DOUBLE, TYPE_UNDEFINED
```

 **DataBufferByte**


```
DataBufferByte (int size)
DataBufferByte (int size, int numBanks)
DataBufferByte (byte dataArray[], int size)
DataBufferByte (byte dataArray[], int size)
DataBufferByte (byte dataArray[], int size, int offset)
DataBufferByte (byte dataArray[], int size, int offsets[])

byte[][] getBankData ()
byte[] getData ()
byte[] getData (int bank)
```

 **DataBufferShort**


```
DataBufferShort (int size)
DataBufferShort (int size, int numBanks)
DataBufferShort (short dataArray[], int size)
DataBufferShort (short dataArray[], int size)
DataBufferShort (short dataArray[], int size, int offset)
DataBufferShort (short dataArray[], int size, int offsets[])

short[][] getBankData ()
short[] getData ()
short[] getData (int bank)
```

 **DataBufferUShort**


```
DataBufferUShort (int size)
DataBufferUShort (int size, int numBanks)
DataBufferUShort (short dataArray[], int size)
DataBufferUShort (short dataArray[], int size)
DataBufferUShort (short dataArray[], int size, int offset)
DataBufferUShort (short dataArray[], int size, int offsets[])

short[][] getBankData ()
short[] getData ()
short[] getData (int bank)
```

 **DataBufferInt**


```
DataBufferInt (int size)
DataBufferInt (int size, int numBanks)
DataBufferInt (int dataArray[], int size)
DataBufferInt (int dataArray[], int size)
DataBufferInt (int dataArray[], int size, int offset)
DataBufferInt (int dataArray[], int size, int offsets[])

int[][] getBankData ()
int[] getData ()
int[] getData (int bank)
```

 **DataBufferFloat**

```
DataBufferFloat (int size)
DataBufferFloat (int size, int numBanks)
DataBufferFloat (float dataArray[], int size)
DataBufferFloat (float dataArray[], int size)
DataBufferFloat (float dataArray[], int size, int offset)
DataBufferFloat (float dataArray[], int size, int offsets[])

float[][] getBankData ()
float[] getData ()
float[] getData (int bank)
```

 **DataBufferDouble**

```
DataBufferDouble (int size)
DataBufferDouble (int size, int numBanks)
DataBufferDouble (double dataArray[], int size)
DataBufferDouble (double dataArray[], int size)
DataBufferDouble (double dataArray[], int size, int offset)
DataBufferDouble (double dataArray[], int size, int offsets[])

double[][] getBankData ()
double[] getData ()
double[] getData (int bank)
```