java.awt.dnd.*
DragGesture

Methods declared in supertypes are hidden in subtypes

DnDConstants

int ACTION_NONE,
ACTION_COPY,
ACTION_MOVE,
ACTION_COPY_OR_MOVE,
ACTION_LINK,
ACTION_REFERENCE

Autoscroll

Accessors
Insets getAutoscrollInsets()
Other Public Methods
void autoscroll(Point cursorLocn)

Serializable

java.util. **EventObject**

DragGestureEvent

DragGestureEvent (DragGestureRecognizer dgr, int act, Point ori, List evs)

Accessors
Component getComponent()
int getDragAction()
Point getDragOrigin()
DragSource getDragSource()
DragGestureRecognizer getSourceAsDragGestureRecognizer()

Event Methods
InputEvent getTriggerEvent()
void startDrag(Cursor dragCursor, Transferable transferable, DragSourceListener dsl)
void startDrag(Cursor dragCursor, Image dragImage, Point imageOffset, Transferable transferable, DragSourceListener dsl)

Other Public Methods
Iterator iterator()
void startDrag(Cursor dragCursor, Transferable transferable)
Object[] toArray()
Object[] toArray(Object[] array)

MouseDragGestureRecognizer

MouseDragGestureRecognizer (DragSource ds)
MouseDragGestureRecognizer (DragSource ds, Component c)
MouseDragGestureRecognizer (DragSource ds, Component c, int act)
MouseDragGestureRecognizer (DragSource ds, Component c, int act, DragGestureListener dgl)

DragGestureListener

void dragGestureRecognized(DragGestureEvent dge)

MouseListener

void mouseClicked(MouseEvent e)
void mouseEntered(MouseEvent e)
void mouseExited(MouseEvent e)
void mousePressed(MouseEvent e)
void mouseReleased(MouseEvent e)

MouseMotionListener

void mouseDragged(MouseEvent e)
void mouseMoved(MouseEvent e)

java.util. **EventListener**

Serializable

DragGestureRecognizer

DragGestureRecognizer (DragSource ds)
DragGestureRecognizer (DragSource ds, Component c)
DragGestureRecognizer (DragSource ds, Component c, int sa)
DragGestureRecognizer (DragSource ds, Component c, int sa, DragGestureListener dgl)

Accessors
Component get / setComponent()
DragSource getDragSource()
int get / setSourceActions()

Event Methods
void addDragGestureListener(DragGestureListener dgl)
void appendEvent(InputEvent awtie)
void fireDragGestureRecognized(int dragAction, Point p)
InputEvent getTriggerEvent()
void registerListeners()
void removeDragGestureListener(DragGestureListener dgl)
void unregisterListeners()

Other Public Methods
void resetRecognizer()