

# 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

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 getViewWidth (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 modelToView (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

IconView (Element elem)

## ComponentView

ComponentView (Element elem)

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

## CompositeView

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 getViewAPoint (int x, int y, Rectangle alloc)
View getViewAPosition (int pos, Rectangle a)
int getViewIndexAPosition (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

PlainView (Element elem)

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

Event Methods
# void updateDamage (DocumentEvent changes, Shape a, ViewFactory f)

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

FieldView (Element elem)

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

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TabExpander

float nextTabStop (float x, int tabOffset)

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WrappedPlainView

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) ↴

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TableView

TableView (Element elem)

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

class TableRow

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TableView.TableRow

TableRow (Element elem)

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ZoneView

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)

T

FlowView

FlowView (Element elem, int axis)

Accessors  
int getFlowAxis ()  
int getFlowSpan (int index)  
int getFlowStart (int index)  
Other Protected Methods  
# View createRow ()  
class FlowStrategy

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ParagraphView

ParagraphView (Element elem)

Accessors  
int getBreakWeight (int axis, float len)  
# int getClosesPositionTo (int pos, Position.Bias b, Shape a, int direction, Position.Bias[] biasRet, int rowIndex, int x) ↴  
# View getLayoutView (int index)  
# 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 findOffsetToCharacterInString (char[] string, int start)

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BoxView

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)  
void 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)

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PasswordView

PasswordView (Element elem)

# int drawEchoCharacter (Graphics g, int x, int y, char c)



## **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)
```



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 ()
```

## **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)
```



## **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)
```



## **LayoutQueue**

**LayoutQueue** ()

Static Methods

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