


java.awt.font.*

GlyphVector



 **GlyphVector**

Accessors

Font getFont ()

FontRenderContext getFontRenderContext ()

int getGlyphCharIndex (int glyphIndex)

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)

Shape getGlyphOutline (int glyphIndex, float x, float y)

Rectangle getGlyphPixelBounds (int index, FontRenderContext renderFRC, float x, float y)

Point2D get / setGlyphPosition (int glyphIndex, float[] positionReturn)

float[] getGlyphPositions (int beginGlyphIndex, int numEntries, float[] positionReturn)

AffineTransform get / setGlyphTransform (int glyphIndex)

Shape getGlyphVisualBounds (int glyphIndex)

int getLayoutFlags ()

Rectangle2D getLogicalBounds ()

int getNumGlyphs ()

Shape getOutline ()

Shape getOutline (float x, float y)

Rectangle getPixelBounds (FontRenderContext renderFRC, float x, float y)

Rectangle2D getVisualBounds ()


boolean equals (GlyphVector set)

void performDefaultLayout ()

Object

Other Public Methods

int FLAG_HAS_TRANSFORMS, FLAG_HAS_POSITION_ADJUSTMENTS, FLAG_RUN_RTL, FLAG_COMPLEX_GLYPHS, FLAG_MASK

 **GlyphMetrics**

GlyphMetrics (float advance, Rectangle2D bounds, byte glyphType)

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

float getAdvance ()

float getAdvanceX ()

float getAdvanceY ()

Rectangle2D getBounds2D ()

float getLSB ()

float getRSB ()

int getTYPE ()

boolean isCombining ()


boolean isComponent ()

boolean isLigature ()

boolean isStandard ()

boolean isWhitespace ()

byte STANDARD, LIGATURE, COMBINING, COMPONENT, WHITESPACE

 **GlyphJustificationInfo**

GlyphJustificationInfo (float weight, boolean growAbsorb, int growPriority, float growLimit, float growRightLimit, boolean shrinkAbsorb, int shrinkPriority, float shrinkLeftLimit, float shrinkRightLimit)

int PRIORITY_KASHIDA, PRIORITY_WHITESPACE, PRIORITY_INTERCHAR, PRIORITY_NONE

float weight, growLeftLimit, growRightLimit, shrinkLeftLimit, shrinkRightLimit

int growPriority, shrinkPriority

boolean growAbsorb, shrinkAbsorb