

# GraphicsConfiguration (
# GraphicsConfiguration ()

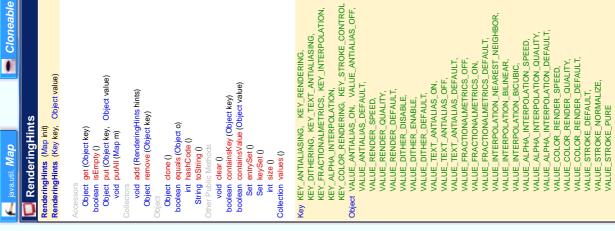
Accassors
Rectangle getBounds ()
BufferCapabilities getBufferCapabilities ()
ColonModel getColonModel (in transparency)
AffineTransform getDefaultTransform ()
GraphicsDevice getDevice ()
ImageCapabilities getImageCapabilities ()
AffineTransform getDefaultTransform ()
GraphicsDevice getDevice ()
ImageCapabilities ()
AffineTransform getVormalizingTransform ()
Other Public Methods
BufferedImage createCompatibleImage (int width, int height)
VolatileImage createCompatibleVolatileImage (int width, int height, int height, volatileImage (int width, int height, int height, int height, volatileImage (int width, int height, int height, int height, int height, volatileImage (int width, int height, int height, int height, int height, volatileImage (int width, int height, int height, int height, volatileImage (int width, int height, int height, int height, int height, volatileImage (int width, int height, int height, int height, int height, volatileImage (int width, int height, int height, int height, volatileImage (int width, int height, int height, int height, int height, volatileImage (int width, int height, int heigh

ImageCapabilities caps)











boolean isCompatibleValue (Object val)

boolean equals (Object o)

int hashCode ()

# int intKey ()

RenderingHints.Key

# Key (int privatekey)

www.falkhausen.de Version 0.8 Copyright 2002 by Markus Falkhausen. All rights reserved