



java.awt.*

Graphics



Graphics

Graphics ()

Accessors

Shape get / setClip ()
Rectangle getClipBounds ()
Rectangle getClipBounds (Rectangle r)
Color get / setColor ()
Font get / setFont ()

FontMetrics getFontMetrics ()
FontMetrics getFontMetrics (Font f)
void setClip (int x, int y, int width, int height)
void setPaintMode ()
void setXORMode (Color ct)

Object

void finalize ()
String toString ()
Other Public Methods
void clearRect (int x, int y, int width, int height)
void clipRect (int x, int y, int width, int height)
void copyArea (int x, int y, int width, int height, int dx, int dy)
Graphics create ()
Graphics create (int x, int y, int width, int height)
void dispose ()
void draw3DRect (int x, int y, int width, int height, boolean raised)
void drawArc (int x, int y, int width, int height, int startAngle, int arcAngle)
void drawBytes (byte data[], int offset, int length, int x, int y)
void drawChars (char data[], int offset, int length, int x, int y)
boolean drawImage (Image img, int x, int y, ImageObserver observer)
boolean drawImage (Image img, int x, int y, Color bgcolor, ImageObserver observer)
boolean drawImage (Image img, int x, int y, int width, int height, ImageObserver observer)
boolean drawImage (Image img, int x, int y, int width, int height, Color bgcolor, ImageObserver observer)
boolean drawImage (Image img, int dx1, int dy1, int dx2, int dy2, int sx1, int sy1, int sx2, int sy2,
ImageObserver observer)
boolean drawImage (Image img, int dx1, int dy1, int dx2, int dy2, int sx1, int sy1, int sx2, int sy2, Color bgcolor,
ImageObserver observer)

void drawLine (int x1, int y1, int x2, int y2)
void drawOval (int x, int y, int width, int height)
void drawPolygon (Polygon p)
void drawPolygon (int xPoints[], int yPoints[], int nPoints)
void drawPolyline (int xPoints[], int yPoints[], int nPoints)
void drawRect (int x, int y, int width, int height)
void drawRoundRect (int x, int y, int width, int height, int arcWidth, int arcHeight)
void drawString (String str, int x, int y)
void drawString (AttributedString iterator, int x, int y)
void fill3DRect (int x, int y, int width, int height, boolean raised)
void fillArc (int x, int y, int width, int height, int startAngle, int arcAngle)
void fillOval (int x, int y, int width, int height)
void fillPolygon (Polygon p)
void fillPolygon (int xPoints[], int yPoints[], int nPoints)
void fillRect (int x, int y, int width, int height)
void fillRoundRect (int x, int y, int width, int height, int arcWidth, int arcHeight)
boolean hitClip (int x, int y, int width, int height)
void translate (int x, int y)



Graphics2D

Graphics2D ()

Accessors + Collectors

Color get / setBackground ()
Composite get / setComposite ()
GraphicsConfiguration getDeviceConfiguration ()
FontRenderContext getFontRenderContext ()
Paint get / setPaint ()
Object get / setRenderingHint (Key hintKey)

RenderingHints getRenderingHints ()
Stroke get / setStroke ()

AffineTransform get / setTransform ()
void setRenderingHints (Map hints)
void addRenderingHints (Map hints)

Other Public Methods

void clip (Shape s)
void draw (Shape s)
void drawGlyphVector (GlyphVector g, float x, float y)
boolean drawImage (Image img, AffineTransform xform, ImageObserver obs)
void drawImage (BufferedImage img, BufferedImageOp op, int x, int y)
void drawRenderableImage (RenderableImage img, AffineTransform xform)
void drawRenderedImage (RenderedImage img, AffineTransform xform)
void drawString (String s, float x, float y)
void drawString (AttributedString iterator, float x, float y)
void fill (Shape s)
boolean hit (Rectangle rect, Shape s, boolean onStroke)
void rotate (double theta)
void rotate (double theta, double x, double y)
void scale (double sx, double sy)
void shear (double shx, double shy)
void transform (AffineTransform Tx)
void translate (double tx, double ty)



DebugGraphics

javax.swing.

DebugGraphics ()

DebugGraphics (Graphics graphics)

DebugGraphics (Graphics graphics, JComponent component)


Static Methods

Color flashColor ()
int flashCount ()
int flashTime ()
java.io.PrintStream logStream ()
void setFlashColor (Color flashColor)
void setFlashCount (int flashCount)
void setFlashTime (int flashTime)
void setLogStream (java.io.PrintStream stream)

Accessors

int get / setDebugOptions ()
boolean isDrawingBuffer ()

int LOG_OPTION, FLASH_OPTION, BUFFERED_OPTION,
NONE_OPTION




GraphicsDevice

GraphicsDevice ()

```
int getAvailableAcceleratedMemory ()
GraphicsConfiguration getBestConfiguration (GraphicsConfigTemplate gc)
GraphicsConfiguration[] getConfigurations ()
GraphicsConfiguration getDefaultConfiguration ()
    DisplayMode get / setDisplayMode ()
DisplayMode[] getDisplayModes ()
Window get / setFullScreenWindow ()
    String getDsting ()
    int getType ()
boolean isDisplayChangeSupported ()
boolean isFullScreenSupported ()
```

int TYPE_RASTER_SCREEN, TYPE_PRINTER, TYPE_IMAGE_BUFFER



GraphicsConfiguration


GraphicsConfiguration ()

Accessors

```
Rectangle getBounds ()
BufferCapabilities getBufferCapabilities ()
ColorModel getColorModel ()
AffineTransform getDefaultTransform ()
GraphicsDevice getDevice ()
ImageCapabilities getImageCapabilities ()
AffineTransform getNormalizingTransform ()
```

Other Public Methods

```
BufferedImage createCompatibleImage (int width, int height)
BufferedImage createCompatibleImage (int width, int height, int transparency)
VolatileImage createCompatibleVolatileImage (int width, int height)
VolatileImage createCompatibleVolatileImage (int width, int height,
ImageCapabilities caps)
```



GraphicsEnvironment

GraphicsEnvironment ()

Static Methods


```
GraphicsEnvironment getLocalGraphicsEnvironment ()
boolean isHeadless ()
```

Accessors

```
Font[] getAllFonts ()
String[] getAvailableFontFamilyNames ()
String[] getAvailableFontFamilyNames (Locale l)
Point getCenterPoint ()
GraphicsDevice getDefaultScreenDevice ()
Rectangle getMaximumWindowBounds ()
GraphicsDevice[] getScreenDevices ()
boolean isHeadlessInstance ()
```

Other Public Methods

```
Graphics2D createGraphics (BufferedImage img)
```



DisplayMode

DisplayMode (int width, int height, int bitDepth, int refreshRate)


Accessors

```
int getBitDepth ()
int getHeight ()
int getRefreshRate ()
int getWidth ()
```

Object

```
boolean equals (DisplayMode dm)
int hashCode ()
```

int BIT_DEPTH_MULTI, REFRESH_RATE_UNKNOWN



Serializable

GraphicsConfigTemplate

GraphicsConfigTemplate ()

```
GraphicsConfiguration getBestConfiguration (GraphicsConfiguration gc)
boolean isGraphicsConfigSupported (GraphicsConfiguration gc)
```

int REQUIRED, PREFERRED, UNNECESSARY



RenderingHints.Key

Key (int privatekey)

Accessors


```
boolean isCompatibleValue (Object val)
```

Object

```
boolean equals (Object o)
int hashCode ()
```


Other Protected Methods

```
# int intKey ()
```



Map

Cloneable



RenderingHints

RenderingHints (Map init)

RenderingHints (key key, Object value)

Accessors

```
Object get (Object key)
boolean isEmpty ()
Object put (Object key, Object value)
void putAll (Map m)
```

Collectors

```
void add (RenderingHints hints)
Object remove (Object key)
```

Object

```
Object clone ()
boolean equals (Object o)
int hashCode ()
String toString ()
```

Other Public Methods

```
void clear ()
boolean containsKey (Object key)
boolean containsValue (Object value)
Set entrySet ()
Set keySet ()
int size ()
Collection values ()
```

```
Key KEY_ANTIALIASING, KEY_RENDERING,
KEY_DITHERING, KEY_TEXT_ANTIALIASING,
KEY_FRACTIONALMETRICS, KEY_INTERPOLATION,
KEY_ALPHA_INTERPOLATION,
KEY_COLOR_RENDERING, KEY_STROKE_CONTROL
Object VALUE_ANTIALIAS_ON, VALUE_ANTIALIAS_OFF,
VALUE_ANTIALIAS_DEFAULT,
VALUE_RENDER_SPEED,
VALUE_RENDER_QUALITY,
VALUE_RENDER_DEFAULT,
VALUE_DITHER_DISABLE,
VALUE_DITHER_ENABLE,
VALUE_DITHER_DEFAULT,
VALUE_TEXT_ANTIALIAS_ON,
VALUE_TEXT_ANTIALIAS_OFF,
VALUE_TEXT_ANTIALIAS_DEFAULT,
VALUE_FRACTIONALMETRICS_OFF,
VALUE_FRACTIONALMETRICS_ON,
VALUE_INTERPOLATION_NEAREST_NEIGHBOR,
VALUE_INTERPOLATION_BILINEAR,
VALUE_INTERPOLATION_BICUBIC,
VALUE_ALPHA_INTERPOLATION_SPEED,
VALUE_ALPHA_INTERPOLATION_QUALITY,
VALUE_COLOR_RENDER_SPEED,
VALUE_COLOR_RENDER_QUALITY,
VALUE_COLOR_RENDER_DEFAULT,
VALUE_STROKE_DEFAULT,
VALUE_STROKE_NORMALIZE,
VALUE_STROKE_PURE
```

class Key

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