

Class SpriteSheet

```

java.lang.Object
  java.awt.Component
    java.awt.Container
      javax.swing.JComponent
        javax.swing.JPanel
          SpriteSheet
    
```

All Implemented Interfaces:

```

java.awt.image.ImageObserver, java.awt.MenuContainer, java.io.Serializable,
javax.accessibility.Accessible
    
```

Direct Known Subclasses:

```

EnemySprite, ExplosionSprite, PlaneSprite
    
```

```

public class SpriteSheet
extends javax.swing.JPanel
    
```

This class will take a image or sprite sheet and break it up into an array.

See Also:

[Serialized Form](#)

Nested Class Summary

Nested classes/interfaces inherited from class javax.swing.JPanel

```

javax.swing.JPanel.AccessibleJPanel
    
```

Nested classes/interfaces inherited from class javax.swing.JComponent

```

javax.swing.JComponent.AccessibleJComponent
    
```

Nested classes/interfaces inherited from class java.awt.Container

```

java.awt.Container.AccessibleAWTContainer
    
```

Nested classes/interfaces inherited from class java.awt.Component

```

java.awt.Component.AccessibleAWTComponent,
java.awt.Component.BaselineResizeBehavior, java.awt.Component.BltBufferStrategy,
java.awt.Component.FlipBufferStrategy
    
```

Field Summary

Fields

Modifier and Type	Field and Description
private int	height
private java.awt.image.BufferedImage[]	sprites
private int	width

Fields inherited from class javax.swing.JComponent

listenerList, TOOL_TIP_TEXT_KEY, ui, UNDEFINED_CONDITION, WHEN_ANCESTOR_OF_FOCUSED_COMPONENT, WHEN_FOCUSED, WHEN_IN_FOCUSED_WINDOW

Fields inherited from class java.awt.Component

accessibleContext, BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT

Fields inherited from interface java.awt.image.ImageObserver

ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH

Constructor Summary

Constructors

Constructor and Description

[SpriteSheet\(\)](#)

This is our default constructor for sprite sheet and is used by subclasses.

[SpriteSheet](#)(java.awt.image.BufferedImage fullImage, int width, int height, int rows, int columns)

This method will take a spritesheet image and break it up into a array of images.

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
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int	getHeight() This will return the height for the spritesheet.
java.awt.image.BufferedImage[]	getSprites() This will return the sprite sheet broken up into several different images and return them in a array.
int	getWidth() This will return the width for the spritesheet

Methods inherited from class javax.swing.JPanel

getAccessibleContext, getUI, getUIClassID, paramString, setUI, updateUI

Methods inherited from class javax.swing.JComponent

addAncestorListener, addNotify, addVetoableChangeListener, computeVisibleRect, contains, createToolTip, disable, enable, firePropertyChange, firePropertyChange, firePropertyChange, fireVetoableChange, getActionForKeyStroke, getActionMap, getAlignmentX, getAlignmentY, getAncestorListeners, getAutoscrolls, getBaseline, getBaselineResizeBehavior, getBorder, getBounds, getClientProperty, getComponentGraphics, getComponentPopupMenu, getConditionForKeyStroke, getDebugGraphicsOptions, getDefaultLocale, getFontMetrics, getGraphics, getInheritsPopupMenu, getInputMap, getInputMap, getInputVerifier, getInsets, getInsets, getListeners, getLocation, getMaximumSize, getMinimumSize, getNextFocusableComponent, getPopupLocation, getPreferredSize, getRegisteredKeyStrokes, getRootPane, getSize, getToolTipLocation, getToolTipText, getToolTipText, getTopLevelAncestor, getTransferHandler, getVerifyInputWhenFocusTarget, getVetoableChangeListeners, getVisibleRect, getX, getY, grabFocus, hide, isDoubleBuffered, isLightweightComponent, isManagingFocus, isOpaque, isOptimizedDrawingEnabled, isPaintingForPrint, isPaintingOrigin, isPaintingTile, isRequestFocusEnabled, isValidRoot, paint, paintBorder, paintChildren, paintComponent, paintImmediately, paintImmediately, print, printAll, printBorder, printChildren, printComponent, processComponentKeyEvent, processKeyBinding, processKeyEvent, processMouseEvent, processMouseMotionEvent, putClientProperty, registerKeyboardAction, registerKeyboardAction, removeAncestorListener, removeNotify, removeVetoableChangeListener, repaint, repaint, requestDefaultFocus, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, resetKeyboardActions, reshape, revalidate, scrollRectToVisible, setActionMap, setAlignmentX, setAlignmentY, setAutoscrolls, setBackground, setBorder, setComponentPopupMenu, setDebugGraphicsOptions, setDefaultLocale, setDoubleBuffered, setEnabled, setFocusTraversalKeys, setFont, setForeground, setInheritsPopupMenu, setInputMap, setInputVerifier, setMaximumSize, setMinimumSize, setNextFocusableComponent, setOpaque, setPreferredSize, setRequestFocusEnabled, setToolTipText, setTransferHandler, setUI, setVerifyInputWhenFocusTarget, setVisible, unregisterKeyboardAction, update

Methods inherited from class java.awt.Container

add, add, add, add, add, addContainerListener, addImpl, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, countComponents, deliverEvent, doLayout, findComponentAt, findComponentAt, getComponent, getComponentAt, getComponentAt, getComponentCount, getComponents, getComponentZOrder, getContainerListeners, getFocusTraversalKeys, getFocusTraversalPolicy, getLayout, getMousePosition, insets, invalidate, isAncestorOf, isFocusCycleRoot, isFocusCycleRoot, isFocusTraversalPolicyProvider, isFocusTraversalPolicySet, layout, list, list, locate, minimumSize, paintComponents, preferredSize, printComponents, processContainerEvent, processEvent, remove, remove, removeAll, removeContainerListener, setComponentZOrder, setFocusCycleRoot, setFocusTraversalPolicy, setFocusTraversalPolicyProvider, setLayout, transferFocusDownCycle, validate, validateTree

Methods inherited from class java.awt.Component

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, bounds, checkImage, checkImage, coalesceEvents, contains, createImage, createImage, createVolatileImage, createVolatileImage, disableEvents, dispatchEvent, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getBackground, getBounds, getColorModel, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeysEnabled, getFont, getForeground, getGraphicsConfiguration, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getLocale, getLocation, getLocationOnScreen, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getToolkit, getTreeLock, gotFocus, handleEvent, hasFocus, imageUpdate, inside, isBackgroundSet, isCursorSet, isDisplayable, isEnabled, isFocusable, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, list, list, list, location, lostFocus, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paintAll, postEvent, prepareImage, prepareImage, processComponentEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processMouseWheelEvent, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, resize, resize, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setFocusable, setFocusTraversalKeysEnabled, setIgnoreRepaint, setLocale, setLocation, setLocation, setName, setSize, setSize, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Detail

sprites

```
private java.awt.image.BufferedImage[] sprites
```

width

```
private int width
```

height

```
private int height
```

Constructor Detail

SpriteSheet

```
public SpriteSheet()
```

This is our default constructor for sprite sheet and is used by subclasses.

SpriteSheet

```
public SpriteSheet(java.awt.image.BufferedImage fullImage,  
                   int width,  
                   int height,  
                   int rows,  
                   int columns)
```

This method will take a spritesheet image and break it up into a array of images.

Parameters:

fullImage - The sprite sheet that needs to broken up

width - the width of the image

height - the height of the image

rows - how many rows does the sprite sheet have

columns - how many columns will the sprite sheet have

Method Detail

getHeight

```
public int getHeight()
```

This will return the height for the spritesheet.

Overrides:

getHeight in class javax.swing.JComponent

Returns:

the height of the sheet.

getWidth

```
public int getWidth()
```

This will return the width for the spritesheet

Overrides:

getWidth in class javax.swing.JComponent

Returns:

the width of the sheet

getSprites

```
public java.awt.image.BufferedImage[] getSprites()
```

This will return the sprite sheet broken up into several different images and return them in a array.

Returns:

this method will return a array of images from the sprite sheet.

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