APPENDIX

UI Manager Properties

Throughout this book are tables that list the property names and data types for all the `UIResource` elements of specific Swing components. Although these tables show all the information about a specific component, it is handy to have the information about property names for all of the components in one place.

With that in mind, this appendix provides a complete, alphabetical list of properties used by the predefined look and feel classes—Motif, Metal/Ocean, Windows, GTK, and Synth—provided with the Swing release for the Java 2 Platform Standard Edition, version 5.0 (J2SE 5.0). The table indicates with an *X* which of the five look and feel classes uses a particular property. For properties defined within the base Basic look and feel, these are assumed to be used by all the look and feel types, since all of the system-defined look and feel classes extend from `BasicLookAndFeel`. It is possible that a subclass masks the use of a property defined for the Basic look and feel, and in fact doesn't physically use one flagged as such in the table. Also, since the GTK look and feel is a subclass of Synth, a similar situation arises with GTK, too.

To change the default setting for any of these properties, you need to notify the `UIManager` by storing a new setting in the lookup table of the `UIManager`. For instance, to change the default text for the Yes button in a `JOptionPane`, you need to replace the `OptionPane.yesButtonText` property with the new setting (*Si*, in this example):

```
UIManager.put("OptionPane.yesButtonText", "Si");
```

Then any component created after the setting change will get the new value: `Si`. If you want a displayed component to get the new setting, you must call its `updateUI()` method after changing the setting.

When you change the current look and feel, any custom settings you install may be lost. If the class of the property value setting implements the `UIResource` interface (an empty marker interface such as `Serializable`), the setting will be replaced by the default setting of the look and feel. For example, the following setting would be saved when the look and feel changes:

```
UIManager.put("OptionPane.background", Color.RED);
```

Conversely, the following setting would not be saved when the look and feel changes:

```
UIManager.put("OptionPane.background", new ColorUIResource(Color.RED));
```

If the property value setting does not implement the `UIResource` interface, the property setting is retained when the look and feel changes.

■ **Note** The specific set of available properties changes with each JFC/Project Swing release. The listing here reflects the current settings for J2SE 5.0. Some properties did not exist in earlier versions, and others may get replaced in later versions. The changes tend to be minor, but they do exist.

UIResource Elements for the Predefined Look and Feel Classes

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
AbstractButton.clickText	String	X	X	X	X	X
AbstractDocument.additionText	String	X	X	X	X	X
AbstractDocument.deletionText	String	X	X	X	X	X
AbstractDocument.redoText	String	X	X	X	X	X
AbstractDocument.styleChangeText	String	X	X	X	X	X
AbstractDocument.undoText	String	X	X	X	X	X
AbstractUndoableEdit.redoText	String	X	X	X	X	X
AbstractUndoableEdit.undoText	String	X	X	X	X	X
activeCaption	Color	X	X	X	X	X
activeCaptionBorder	Color	X	X	X	X	X
activeCaptionText	Color	X	X	X	X	X
Application.useSystemFontSettings	Boolean		X	X		
ArrowButton.size	Integer				X	X
ArrowButtonUI	String				X	X
AuditoryCues.allAuditoryCues	String[ ]	X	X	X	X	X
AuditoryCues.cueList	String[ ]	X	X	X	X	X
AuditoryCues.defaultCueList	String[ ]		X			
AuditoryCues.noAuditoryCues	String[ ]	X	X	X	X	X
AuditoryCues.playList	String[ ]	X	X	X	X	X
black	Color				X	
Button.actionMap	ActionMap	X	X	X	X	X
Button.background	Color	X	X	X	X	X
Button.border	Border	X	X	X	X	X
Button.contentAreaFilled	Boolean				X	X
Button.darkShadow	Color	X	X	X	X	X
Button.dashedRectGapHeight	Integer			X		
Button.dashedRectGapWidth	Integer			X		

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
Button.dashedRectGapX	Integer			X		
Button.dashedRectGapY	Integer			X		
Button.defaultButtonFollowsFocus	Boolean	X	X	X	X	X
Button.disabledForeground	Color			X		
Button.disabledGrayRange	Integer[ ]		X			
Button.disabledShadow	Color			X		
Button.disabledText	Color		X			
Button.disabledToolBarBorder➥ Background	Color		X			
Button.focus	Color		X	X		
Button.focusInputMap	InputMap	X	X	X	X	X
Button.font	Font	X	X	X	X	X
Button.foreground	Color	X	X	X	X	X
Button.gradient	List		X			
Button.highlight	Color	X	X	X	X	X
Button.icon	Icon				X	X
Button.iconTextGap	Integer				X	X
Button.light	Color	X	X	X	X	X
Button.margin	Insets	X	X	X	X	X
Button.rollover	Boolean	X	X	X	X	X
Button.rolloverIconType	String		X			
Button.select	Color	X	X			
Button.shadow	Color	X	X	X	X	X
Button.showMnemonics	Boolean			X		
Button.textIconGap	Integer	X	X	X	X	X
Button.textShiftOffset	Integer	X	X	X	X	X
Button.toolBarBorderBackground	Color		X			
ButtonUI	String	X	X	X	X	X
caretColor	Color				X	
CheckBox.background	Color	X	X	X	X	X
CheckBox.border	Border	X	X	X	X	X
CheckBox.darkShadow	Color			X		

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
CheckBox.disabledText	Color		X			
CheckBox.focus	Color	X	X	X		
CheckBox.focusInputMap	InputMap	X	X	X	X	X
CheckBox.font	Font	X	X	X	X	X
CheckBox.foreground	Color	X	X	X	X	X
CheckBox.gradient	List		X			
CheckBox.highlight	Color			X		
CheckBox.icon	Icon	X	X	X	X	X
CheckBox.interiorBackground	Color			X		
CheckBox.light	Color			X		
CheckBox.margin	Insets	X	X	X	X	X
CheckBox.rollover	Boolean		X			
Checkbox.select[a]	Color		X			
CheckBox.shadow	Color			X		
CheckBox.textIconGap	Integer	X	X	X	X	X
CheckBox.textShiftOffset	Integer	X	X	X	X	X
CheckBoxMenuItem.acceleratorFont	Font	X	X	X	X	X
CheckBoxMenuItem.accelerator➥ Foreground	Color	X	X	X	X	X
CheckBoxMenuItem.accelerator➥ SelectionForeground	Color	X	X	X	X	X
CheckBoxMenuItem.actionMap	ActionMap	X	X	X	X	X
CheckBoxMenuItem.arrowIcon	Icon	X	X	X	X	X
CheckBoxMenuItem.background	Color	X	X	X	X	X
CheckBoxMenuItem.border	Border	X	X	X	X	X
CheckBoxMenuItem.borderPainted	Boolean	X	X	X	X	X
CheckBoxMenuItem.checkIcon	Icon	X	X	X	X	X
CheckBoxMenuItem.commandSound	String	X	X	X	X	X
CheckBoxMenuItem.disabled➥ Foreground	Color	X	X	X	X	X
CheckBoxMenuItem.font	Font	X	X	X	X	X
CheckBoxMenuItem.foreground	Color	X	X	X	X	X
CheckBoxMenuItem.gradient	List		X			

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
CheckBoxMenuItem.margin	Insets	X	X	X	X	X
CheckBoxMenuItem.opaque	Boolean	X	X	X	X	X
CheckBoxMenuItem.selectionBackground	Color	X	X	X	X	X
CheckBoxMenuItem.selectionForeground	Color	X	X	X	X	X
CheckBoxMenuItemUI	String	X	X	X	X	X
CheckBoxUI	String	X	X	X	X	X
ColorChooser.background	Color	X	X	X	X	X
ColorChooser.cancelText	String	X	X	X	X	X
ColorChooser.font	Font	X	X	X	X	X
ColorChooser.foreground	Color	X	X	X	X	X
ColorChooser.hsbBlueText	String	X	X	X	X	X
ColorChooser.hsbBrightnessText	String	X	X	X	X	X
ColorChooser.hsbDisplayedMnemonicIndex	Integer	X	X	X	X	X
ColorChooser.hsbGreenText	String	X	X	X	X	X
ColorChooser.hsbHueText	String	X	X	X	X	X
ColorChooser.hsbMnemonic	Integer	X	X	X	X	X
ColorChooser.hsbNameText	String	X	X	X	X	X
ColorChooser.hsbRedText	String	X	X	X	X	X
ColorChooser.hsbSaturationText	String	X	X	X	X	X
ColorChooser.okText	String	X	X	X	X	X
ColorChooser.panels	AbstractColorChooserPanel[ ]				X	X
ColorChooser.previewText	String	X	X	X	X	X
ColorChooser.resetMnemonic	Integer	X	X	X	X	X
ColorChooser.resetText	String	X	X	X	X	X
ColorChooser.rgbBlueDisplayedMnemonicIndex	Integer	X	X	X	X	X
ColorChooser.rgbBlueMnemonic	Integer	X	X	X	X	X
ColorChooser.rgbBlueText	String	X	X	X	X	X
ColorChooser.rgbDisplayedMnemonicIndex	Integer	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
ColorChooser.rgbGreenDisplayed➥ MnemonicIndex	Integer	X	X	X	X	X
ColorChooser.rgbGreenMnemonic	Integer	X	X	X	X	X
ColorChooser.rgbGreenText	String	X	X	X	X	X
ColorChooser.rgbMnemonic	Integer	X	X	X	X	X
ColorChooser.rgbNameText	String	X	X	X	X	X
ColorChooser.rgbRedDisplayed➥ MnemonicIndex	Integer	X	X	X	X	X
ColorChooser.rgbRedMnemonic	Integer	X	X	X	X	X
ColorChooser.rgbRedText	String	X	X	X	X	X
ColorChooser.sampleText	String	X	X	X	X	X
ColorChooser.showPreviewPanelText	Boolean	X	X	X	X	X
ColorChooser.swatchesDefault➥ RecentColor	Color	X	X	X	X	X
ColorChooser.swatchesDisplayed➥ MnemonicIndex	Integer	X	X	X	X	X
ColorChooser.swatchesMnemonic	Integer	X	X	X	X	X
ColorChooser.swatchesNameText	String	X	X	X	X	X
ColorChooser.swatchesRecent➥ SwatchSize	Dimension	X	X	X	X	X
ColorChooser.swatchesRecentText	String	X	X	X	X	X
ColorChooser.swatchesSwatchSize	Dimension	X	X	X	X	X
ColorChooserUI	String	X	X	X	X	X
ComboBox.actionMap	ActionMap	X	X	X	X	X
ComboBox.ancestorInputMap	InputMap	X	X	X	X	X
ComboBox.background	Color	X	X	X	X	X
ComboBox.border	Border	X	X	X	X	X
ComboBox.buttonBackground	Color	X	X	X	X	X
ComboBox.buttonDarkShadow	Color	X	X	X	X	X
ComboBox.buttonHighlight	Color	X	X	X	X	X
ComboBox.buttonShadow	Color	X	X	X	X	X
ComboBox.control	Color	X				
ComboBox.controlForeground	Color	X				
ComboBox.disabledBackground	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
ComboBox.disabledForeground	Color	X	X	X	X	X
ComboBox.font	Font	X	X	X	X	X
ComboBox.foreground	Color	X	X	X	X	X
ComboBox.rendererUseListColors	Boolean				X	X
ComboBox.selectionBackground	Color	X	X	X	X	X
ComboBox.selectionForeground	Color	X	X	X	X	X
ComboBox.showPopupOnNavigation	Boolean	X	X	X	X	X
ComboBox.timeFactor	Long	X	X	X	X	X
ComboBox.togglePopupText	String	X	X	X	X	X
ComboBoxUI	String	X	X	X	X	X
ComponentUI	String	X	X	X	X	X
control	Color	X	X	X	X	X
controlDkShadow	Color	X	X	X	X	X
controlHighlight	Color	X	X	X	X	X
controlLightShadow	Color	X				
controlLtHighlight	Color	X	X	X	X	X
controlShadow	Color	X	X	X	X	X
controlText	Color	X	X	X	X	X
dark	Color				X	
desktop	Color	X	X	X	X	X
Desktop.ancestorInputMap	InputMap	X	X	X	X	X
Desktop.background	Color	X	X	X	X	X
Desktop.windowBindings	Object[ ] [b]	X	X	X	X	X
DesktopIcon.background	Color		X			
DesktopIcon.border	Border	X	X	X	X	X
DesktopIcon.font	Font		X			
DesktopIcon.foreground	Color		X			
DesktopIcon.icon	Icon	X				
DesktopIcon.width	Integer		X	X		
DesktopIcon.windowBindings	Object[ ] [c]	X				
DesktopIconUI	String	X	X	X	X	X
DesktopPane.actionMap	ActionMap	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
DesktopPaneUI	String	X	X	X	X	X
DirectoryPaneUI	String	X	X	X	X	X
EditorPane.actionMap	ActionMap	X	X	X	X	X
EditorPane.background	Color	X	X	X	X	X
EditorPane.border	Border	X	X	X	X	X
EditorPane.caretAspectRatio	Number				X	
EditorPane.caretBlinkRate	Integer	X	X	X	X	X
EditorPane.caretForeground	Color	X	X	X	X	X
EditorPane.focusInputMap	InputMap	X	X	X	X	X
EditorPane.font	Font	X	X	X	X	X
EditorPane.foreground	Color	X	X	X	X	X
EditorPane.inactiveForeground	Color	X	X	X	X	X
EditorPane.keyBindings	KeyBinding[ ]	X	X	X	X	X
EditorPane.margin	Insets	X	X	X	X	X
EditorPane.selectionBackground	Color	X	X	X	X	X
EditorPane.selectionForeground	Color	X	X	X	X	X
EditorPaneUI	String	X	X	X	X	X
FileChooser.acceptAllFile➥ FilterText	String	X	X	X	X	X
FileChooser.ancestorInputMap	InputMap	X	X	X	X	X
FileChooser.cancelButtonMnemonic	Integer	X	X	X	X	X
FileChooser.cancelButtonText	String	X	X	X	X	X
FileChooser.cancelButton➥ ToolTipText	String	X	X	X	X	X
FileChooser.deleteFileButton➥ Mnemonic	Integer				X	
FileChooser.deleteFileButtonText	String				X	
FileChooser.deleteFileButton➥ ToolTipText	String				X	
FileChooser.detailsViewButton➥ AccessibleName	String		X	X		
FileChooser.detailsViewButton➥ ToolTipText	String		X	X		
FileChooser.detailsViewIcon	Icon	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
FileChooser.directoryDescription➥ Text	String	X	X	X	X	X
FileChooser.directoryOpenButton➥ Mnemonic	Integer	X	X	X	X	X
FileChooser.directoryOpenButton➥ Text	String	X	X	X	X	X
FileChooser.directoryOpenButton➥ ToolTipText	String	X	X	X	X	X
FileChooser.enterFileNameLabel➥ Mnemonic	Integer	X				
FileChooser.enterFileNameLabel➥ Text	String	X				
FileChooser.fileDescriptionText	String	X	X	X	X	X
FileChooser.fileNameLabelMnemonic	Integer		X	X		
FileChooser.fileNameLabelText	String		X	X		
FileChooser.filesLabelMnemonic	Integer	X				
FileChooser.filesLabelText	String	X			X	
FileChooser.filesOfTypeLabel➥ Mnemonic	Integer		X	X		
FileChooser.filesOfTypeLabelText	String		X	X		
FileChooser.filterLabelMnemonic	Integer	X			X	
FileChooser.filterLabelText	String	X			X	
FileChooser.foldersLabelMnemonic	String	X				
FileChooser.foldersLabelText	String	X			X	
FileChooser.helpButtonMnemonic	Integer	X	X	X	X	X
FileChooser.helpButtonText	String	X	X	X	X	X
FileChooser.helpButtonToolTipText	String	X	X	X	X	X
FileChooser.homeFolder➥ AccessibleName	String		X	X		
FileChooser.homeFolderIcon	Icon	X	X	X	X	X
FileChooser.homeFolderToolTipText	String		X	X		
FileChooser.listFont	Font			X		
FileChooser.listViewBackground	Color			X		
FileChooser.listViewBorder	Border			X		
FileChooser.listViewButton➥ AccessibleName	String		X	X		

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
FileChooser.listViewButton➥ ToolTipText	String		X	X		
FileChooser.listViewIcon	Icon	X	X	X	X	X
FileChooser.listViewWindowsStyle	Boolean			X		
FileChooser.lookInLabelMnemonic	Integer		X	X		
FileChooser.lookInLabelText	String		X	X		
FileChooser.newFolderAccessible➥ Name	String		X	X		
FileChooser.newFolderButton➥ Mnemonic	Integer				X	
FileChooser.newFolderButtonText	String				X	
FileChooser.newFolderButtonTool➥ TipText				X		
FileChooser.newFolderDialogText	String				X	
FileChooser.newFolderError➥ Separator	String	X	X	X	X	X
FileChooser.newFolderErrorText	String	X	X	X	X	X
FileChooser.newFolderIcon	Icon	X	X	X	X	X
FileChooser.newFolderToolTipText	String		X	X		
FileChooser.openButtonMnemonic	Integer	X	X	X	X	X
FileChooser.openButtonText	String	X	X	X	X	X
FileChooser.openButtonToolTipText	String	X	X	X	X	X
FileChooser.openDialogTitleText	String	X	X	X	X	X
FileChooser.other.newFolder	String	X	X	X	X	X
FileChooser.other.newFolder. subsequent	String	X	X	X	X	X
FileChooser.pathLabelMnemonic	Integer	X			X	
FileChooser.pathLabelText	String	X			X	
FileChooser.readOnly	Boolean	X	X	X	X	X
FileChooser.renameFileButton➥ Mnemonic	Integer				X	
FileChooser.renameFileButtonText	String				X	
FileChooser.renameFileButton➥ ToolTipText	String				X	
FileChooser.renameFileDialogText	String				X	

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
FileChooser.renameFileErrorText	String				X	
FileChooser.renameFileErrorTitle	String				X	
FileChooser.saveButtonMnemonic	Integer	X	X	X	X	X
FileChooser.saveButtonText	String	X	X	X	X	X
FileChooser.saveButtonToolTipText	String	X	X	X	X	X
FileChooser.saveDialogTitleText	String	X	X	X	X	X
FileChooser.saveInLabelText	String		X	X		
FileChooser.updateButtonMnemonic	Integer	X	X	X	X	X
FileChooser.updateButtonText	String	X	X	X	X	X
FileChooser.updateButtonToolTip➥ Text	String	X	X	X	X	X
FileChooser.upFolderAccessible➥ Name	String		X	X		
FileChooser.upFolderIcon	Icon	X	X	X	X	X
FileChooser.upFolderToolTipText	String		X	X		
FileChooser.usesSingleFilePane	Boolean	X	X	X	X	X
FileChooser.useSystemExtension➥ Hiding	Boolean	X	X	X	X	X
FileChooser.win32.newFolder	String	X	X	X	X	X
FileChooser.win32.newFolder. subsequent	String	X	X	X	X	X
FileChooserUI	String	X	X	X	X	X
FileView.computerIcon	Icon	X	X	X	X	X
FileView.directoryIcon	Icon	X	X	X	X	X
FileView.fileIcon	Icon	X	X	X	X	X
FileView.floppyDriveIcon	Icon	X	X	X	X	X
FileView.hardDriveIcon	Icon	X	X	X	X	X
FormattedTextField.actionMap	ActionMap	X	X	X	X	X
FormattedTextField.background	Color	X	X	X	X	X
FormattedTextField.border	Border	X	X	X	X	X
FormattedTextField.caret➥ AspectRatio	Number				X	
FormattedTextField.caretBlinkRate	Integer	X	X	X	X	X
FormattedTextField.caret➥ Foreground	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
FormattedTextField.focusInputMap	InputMap	X	X	X	X	X
FormattedTextField.font	Font	X	X	X	X	X
FormattedTextField.foreground	Color	X	X	X	X	X
FormattedTextField.inactive➥ Background	Color	X	X	X	X	X
FormattedTextField.inactive➥ Foreground	Color	X	X	X	X	X
FormattedTextField.keyBindings	KeyBinding[ ]	X	X	X	X	X
FormattedTextField.margin	Insets	X	X	X	X	X
FormattedTextField.selection➥ Background	Color	X	X	X	X	X
FormattedTextField.selection➥ Foreground	Color	X	X	X	X	X
FormattedTextFieldUI	String	X	X	X	X	X
FormView.browseFileButtonText	String	X	X	X	X	X
FormView.resetButtonText	String	X	X	X	X	X
FormView.submitButtonText	String	X	X	X	X	X
GTKColorChooserPanel.displayed➥ MnemonicIndex	Integer				X	
GTKColorChooserPanel.mnemonic	Integer				X	
GTKColorChooserPanel.nameText	String				X	
inactiveCaption	Color	X	X	X	X	X
inactiveCaptionBorder	Color	X	X	X	X	X
inactiveCaptionText	Color	X	X	X	X	X
info	Color	X	X	X	X	X
infoText	Color	X	X	X	X	X
InternalFrame.actionMap	ActionMap	X	X	X	X	X
InternalFrame.activeBorderColor	Color			X		
InternalFrame.activeTitle➥ Background	Color	X	X	X	X	X
InternalFrame.activeTitle➥ Foreground	Color	X	X	X	X	X
InternalFrame.activeTitleGradient	List		X	X		
InternalFrame.border	Border	X	X	X	X	X
InternalFrame.borderColor	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
InternalFrame.borderDarkShadow	Color	X	X	X	X	X
InternalFrame.borderHighlight	Color	X	X	X	X	X
InternalFrame.borderLight	Color	X	X	X	X	X
InternalFrame.borderShadow	Color	X	X	X	X	X
InternalFrame.borderWidth	Integer			X		
InternalFrame.closeButtonToolTip	String	X	X	X	X	X
InternalFrame.closeIcon	Icon	X	X	X	X	X
InternalFrame.closeSound	String	X	X	X	X	X
InternalFrame.icon	Icon	X	X	X	X	X
InternalFrame.iconButtonToolTip	String	X	X	X	X	X
InternalFrame.iconifyIcon	Icon	X	X	X	X	X
InternalFrame.inactiveBorderColor	Color			X		
InternalFrame.inactiveTitle➥ Background	Color	X	X	X	X	X
InternalFrame.inactiveTitle➥ Foreground	Color	X	X	X	X	X
InternalFrame.inactiveTitle➥ Gradient	List		X	X		
InternalFrame.layoutTitlePane➥ AtOrigin	Boolean	X	X	X	X	X
InternalFrame.maxButtonToolTip	String	X	X	X	X	X
InternalFrame.maximizeIcon	Icon	X	X	X	X	X
InternalFrame.maximizeSound	String	X	X	X	X	X
InternalFrame.menuIcon	Icon		X			
InternalFrame.minimizeIcon	Icon	X	X	X	X	X
InternalFrame.minimizeIcon➥ Background	Color			X		
InternalFrame.minimizeSound	String	X	X	X	X	X
InternalFrame.optionDialogBorder	Border		X			
InternalFrame.paletteBorder	Border		X			
InternalFrame.paletteCloseIcon	Icon		X			
InternalFrame.paletteTitleHeight	Integer		X			
InternalFrame.resizeIconHighlight	Color			X		
InternalFrame.resizeIconShadow	Color			X		

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
InternalFrame.restoreButton➥ ToolTip	String	X	X	X	X	X
InternalFrame.restoreDownSound	String	X	X	X	X	X
InternalFrame.restoreUpSound	String	X	X	X	X	X
InternalFrame.titleButtonHeight	Integer			X		
InternalFrame.titleButtonWidth	Integer			X		
InternalFrame.titleFont	Font	X	X	X	X	X
InternalFrame.titlePaneHeight	Integer			X		
InternalFrame.useTaskBar	Boolean				X	X
InternalFrame.windowBindings	Object[ ] [d]	X	X	X	X	X
InternalFrameTitlePane.close➥ ButtonAccessibleName	String	X	X	X	X	X
InternalFrameTitlePane.close➥ ButtonText	String	X	X	X	X	X
InternalFrameTitlePane.closeIcon	Icon				X	X
InternalFrameTitlePane. iconifyButtonAccessibleName	String	X	X	X	X	X
InternalFrameTitlePane. iconifyIcon	Icon				X	X
InternalFrameTitlePane. maximizeButtonAccessibleName	String	X	X	X	X	X
InternalFrameTitlePane. maximizeButtonText	String	X	X	X	X	X
InternalFrameTitlePane. maximizeIcon	Icon				X	X
InternalFrameTitlePane. minimizeButtonText	String	X	X	X	X	X
InternalFrameTitlePane. minimizeIcon	Icon				X	X
InternalFrameTitlePane. moveButtonText	String	X	X	X	X	X
InternalFrameTitlePane. restoreButtonText	String	X	X	X	X	X
InternalFrameTitlePane. sizeButtonText	String	X	X	X	X	X
InternalFrameTitlePane. titlePaneLayout	LayoutManager				X	X
InternalFrameTitlePaneUI	String			X	X	

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
InternalFrameUI	String	X	X	X	X	X
IsindexView.prompt	String	X	X	X	X	X
Label.actionMap	ActionMap	X	X	X	X	X
Label.background	Color	X	X	X	X	X
Label.border	Border	X	X	X	X	X
Label.disabledForeground	Color	X	X	X	X	X
Label.disabledShadow	Color	X	X	X	X	X
Label.font	Font	X	X	X	X	X
Label.foreground	Color	X	X	X	X	X
LabelUI	String	X	X	X	X	X
light	Color				X	
List.actionMap	ActionMap	X	X	X	X	X
List.background	Color	X	X	X	X	X
List.border	Border	X	X	X	X	X
List.cellHeight	Integer				X	X
List.cellRenderer	ListCell➥ Renderer	X	X	X	X	X
List.focusCellHighlightBorder	Border	X	X	X	X	X
List.focusInputMap	InputMap	X	X	X	X	X
List.focusInputMap.RightToLeft	InputMap	X	X	X	X	X
List.font	Font	X	X	X	X	X
List.foreground	Color	X	X	X	X	X
List.lockToPositionOnScroll	Boolean	X	X	X	X	X
List.rendererUseListColors	Boolean				X	X
List.rendererUseUIBorder	Boolean				X	X
List.selectionBackground	Color	X	X	X	X	X
List.selectionForeground	Color	X	X	X	X	X
List.timeFactor	Long	X	X	X	X	X
ListUI	String	X	X	X	X	X
menu	Color	X	X	X	X	X
Menu.acceleratorDelimiter	String				X	X
Menu.acceleratorFont	Font	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
Menu.acceleratorForeground	Color	X	X	X	X	X
Menu.acceleratorSelection➥ Foreground	Color	X	X	X	X	X
Menu.actionMap	ActionMap	X	X	X	X	X
Menu.arrowIcon	Icon	X	X	X	X	X
Menu.background	Color	X	X	X	X	X
Menu.border	Border	X	X	X	X	X
Menu.borderPainted	Boolean	X	X	X	X	X
Menu.checkIcon	Icon	X	X	X	X	X
Menu.crossMenuMnemonic	Boolean	X	X	X	X	X
Menu.delay	Integer				X	X
Menu.disabledForeground	Color	X	X	X	X	X
Menu.font	Font	X	X	X	X	X
Menu.foreground	Color	X	X	X	X	X
Menu.margin	Insets	X	X	X	X	X
Menu.menuPopupOffsetX	Integer	X	X	X	X	X
Menu.menuPopupOffsetY	Integer	X	X	X	X	X
Menu.opaque	Boolean	X	X	X	X	X
Menu.selectionBackground	Color	X	X	X	X	X
Menu.selectionForeground	Color	X	X	X	X	X
Menu.shortcutKeys	int[ ]	X	X	X	X	X
Menu.submenuPopupOffsetX	Integer	X	X	X	X	X
Menu.submenuPopupOffsetY	Integer	X	X	X	X	X
Menu.textIconGap	Integer				X	X
Menu.useMenuBarBackground➥ ForTopLevel	Boolean	X	X	X	X	X
MenuBar.actionMap	ActionMap	X	X	X	X	X
MenuBar.background	Color	X	X	X	X	X
MenuBar.border	Border	X	X	X	X	X
MenuBar.borderColor	Color		X			
MenuBar.darkShadow	Color	X				
MenuBar.font	Font	X	X	X	X	X
MenuBar.foreground	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
MenuBar.gradient	List		X			
MenuBar.highlight	Color	X	X	X	X	X
MenuBar.shadow	Color	X	X	X	X	X
MenuBar.windowBindings	Object[ ] [e]	X	X	X	X	X
MenuBarUI	String	X	X	X	X	X
MenuItem.acceleratorDelimiter	String	X	X	X	X	X
MenuItem.acceleratorFont	Font	X	X	X	X	X
MenuItem.acceleratorForeground	Color	X	X	X	X	X
MenuItem.acceleratorSelection➥ Foreground	Color	X	X	X	X	X
MenuItem.actionMap	ActionMap	X	X	X	X	X
MenuItem.arrowIcon	Icon	X	X	X	X	X
MenuItem.background	Color	X	X	X	X	X
MenuItem.border	Border	X	X	X	X	X
MenuItem.borderPainted	Boolean	X	X	X	X	X
MenuItem.checkIcon	Icon	X	X	X	X	X
MenuItem.commandSound	String	X	X	X	X	X
MenuItem.disabledForeground	Color	X	X	X	X	X
MenuItem.font	Font	X	X	X	X	X
MenuItem.foreground	Color	X	X	X	X	X
MenuItem.margin	Insets	X	X	X	X	X
MenuItem.opaque	Boolean	X	X	X	X	X
MenuItem.selectionBackground	Color	X	X	X	X	X
MenuItem.selectionForeground	Color	X	X	X	X	X
MenuItem.textIconGap	Integer				X	X
MenuItemUI	String	X	X	X	X	X
menuPressedItemB	Color			X		
menuPressedItemF	Color			X		
menuText	Color	X	X	X	X	X
MenuUI	String	X	X	X	X	X
MetalTitlePane.closeMnemonic	Integer		X			
MetalTitlePane.closeTitle	String		X			

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
MetalTitlePane.iconifyMnemonic	Integer		X			
MetalTitlePane.iconifyTitle	String		X			
MetalTitlePane.maximizeMnemonic	Integer		X			
MetalTitlePane.maximizeTitle	String		X			
MetalTitlePane.restoreMnemonic	Integer		X			
MetalTitlePane.restoreTitle	String		X			
mid	Color				X	
OptionPane.actionMap	ActionMap	X	X	X	X	X
OptionPane.background	Color	X	X	X	X	X
OptionPane.border	Border	X	X	X	X	X
OptionPane.buttonAreaBorder	Border	X	X	X	X	X
OptionPane.buttonClickThreshhold	Integer	X	X	X	X	X
OptionPane.buttonFont	Font	X	X	X	X	X
OptionPane.buttonOrientation	Integer	X	X	X	X	X
OptionPane.buttonPadding	Integer	X	X	X	X	X
OptionPane.cancelButtonMnemonic	String	X	X	X	X	X
OptionPane.cancelButtonText	String	X	X	X	X	X
OptionPane.cancelIcon	Icon	X	X	X	X	X
OptionPane.error➥ Dialog.border.background	Color		X			
OptionPane.error➥ Dialog.titlePane.background	Color		X			
OptionPane.error➥ Dialog.titlePane.foreground	Color		X			
OptionPane.error➥ Dialog.titlePane.shadow	Color		X			
OptionPane.errorIcon	Icon	X	X	X	X	X
OptionPane.errorSound	String	X	X	X	X	X
OptionPane.font	Font	X	X	X	X	X
OptionPane.foreground	Color	X	X	X	X	X
OptionPane.informationIcon	Icon	X	X	X	X	X
OptionPane.informationSound	String	X	X	X	X	X
OptionPane.inputDialogTitle	String	X	X	X	X	X
OptionPane.isYesLast	Boolean	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
OptionPane.messageAnchor	Integer	X	X	X	X	X
OptionPane.messageAreaBorder	Border	X	X	X	X	X
OptionPane.messageDialogTitle	String	X	X	X	X	X
OptionPane.messageFont	Font	X	X	X	X	X
OptionPane.messageForeground	Color	X	X	X	X	X
OptionPane.minimumSize	Dimension	X	X	X	X	X
OptionPane.noButtonMnemonic	String	X	X	X	X	X
OptionPane.noButtonText	String	X	X	X	X	X
OptionPane.noIcon	Icon	X	X	X	X	X
OptionPane.okButtonMnemonic	String	X	X	X	X	X
OptionPane.okButtonText	String	X	X	X	X	X
OptionPane.okIcon	Icon	X	X	X	X	X
OptionPane.questionDialog.border.background	Color		X			
OptionPane.questionDialog.titlePane.background	Color		X			
OptionPane.questionDialog.titlePane.foreground	Color		X			
OptionPane.questionDialog.titlePane.shadow	Color		X			
OptionPane.questionIcon	Icon	X	X	X	X	X
OptionPane.questionSound	String	X	X	X	X	X
OptionPane.sameSizeButtons	Boolean	X	X	X	X	X
OptionPane.separatorPadding	Integer				X	X
OptionPane.setButtonMargin	Boolean	X	X	X	X	X
OptionPane.titleText	String	X	X	X	X	X
OptionPane.warningDialog.border.background	Color		X			
OptionPane.warningDialog.titlePane.background	Color		X			
OptionPane.warningDialog.titlePane.foreground	Color		X			
OptionPane.warningDialog.titlePane.shadow	Color		X			
OptionPane.warningIcon	Icon	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
OptionPane.warningSound	String	X	X	X	X	X
OptionPane.windowBindings	Object[ ] [f]	X	X	X	X	X
OptionPane.yesButtonMnemonic	String	X	X	X	X	X
OptionPane.yesButtonText	String	X	X	X	X	X
OptionPane.yesIcon	Icon	X	X	X	X	X
OptionPaneUI	String	X	X	X	X	X
Panel.background	Color	X	X	X	X	X
Panel.border	Border	X	X	X	X	X
Panel.font	Font	X	X	X	X	X
Panel.foreground	Color	X	X	X	X	X
PanelUI	String	X	X	X	X	X
PasswordField.actionMap	ActionMap	X	X	X	X	X
PasswordField.background	Color	X	X	X	X	X
PasswordField.border	Border	X	X	X	X	X
PasswordField.caretAspectRatio	Number				X	
PasswordField.caretBlinkRate	Integer	X	X	X	X	X
PasswordField.caretForeground	Color	X	X	X	X	X
PasswordField.disabledBackground	Color			X		
PasswordField.focusInputMap	InputMap	X	X	X	X	X
PasswordField.font	Font	X	X	X	X	X
PasswordField.foreground	Color	X	X	X	X	X
PasswordField.inactiveBackground	Color	X	X	X	X	X
PasswordField.inactiveForeground	Color	X	X	X	X	X
PasswordField.keyBindings	KeyBinding[ ]	X	X	X	X	X
PasswordField.margin	Insets	X	X	X	X	X
PasswordField.selectionBackground	Color	X	X	X	X	X
PasswordField.selectionForeground	Color	X	X	X	X	X
PasswordFieldUI	String	X	X	X	X	X
PopupMenu.actionMap	ActionMap	X	X	X	X	X
PopupMenu.background	Color	X	X	X	X	X
PopupMenu.border	Border	X	X	X	X	X
PopupMenu.consumeEventOnClose	Boolean	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
PopupMenu.font	Font	X	X	X	X	X
PopupMenu.foreground	Color	X	X	X	X	X
PopupMenu.popupSound	String	X	X	X	X	X
PopupMenu.selectedWindow➥ InputMapBindings	Object[ ] [g]	X	X	X	X	X
PopupMenu.selectedWindow➥ InputMapBindings.RightToLeft	Object[ ] [h]	X	X	X	X	X
PopupMenuSeparatorUI	String	X	X	X	X	X
PopupMenuUI	String	X	X	X	X	X
ProgressBar.background	Color	X	X	X	X	X
ProgressBar.border	Border	X	X	X	X	X
ProgressBar.cellLength	Integer	X	X	X	X	X
ProgressBar.cellSpacing	Integer	X	X	X	X	X
ProgressBar.cycleTime	Integer	X	X	X	X	X
ProgressBar.font	Font	X	X	X	X	X
ProgressBar.foreground	Color	X	X	X	X	X
ProgressBar.highlight	Color			X		
ProgressBar.horizontalSize	Dimension	X	X	X	X	X
ProgressBar.repaintInterval	Integer	X	X	X	X	X
ProgressBar.selectionBackground	Color	X	X	X	X	X
ProgressBar.selectionForeground	Color	X	X	X	X	X
ProgressBar.shadow	Color			X		
ProgressBar.verticalSize	Dimension	X	X	X	X	X
ProgressBarUI	String	X	X	X	X	X
ProgressMonitor.progressText	String	X	X	X	X	X
RadioButton.background	Color	X	X	X	X	X
RadioButton.border	Border	X	X	X	X	X
RadioButton.darkShadow	Color	X	X	X	X	X
RadioButton.disabledText	Color		X			
RadioButton.focus	Color	X	X	X		
RadioButton.focusInputMap	InputMap	X	X	X	X	X
RadioButton.font	Font	X	X	X	X	X
RadioButton.foreground	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
RadioButton.gradient	List		X			
RadioButton.highlight	Color	X	X	X	X	X
RadioButton.icon	Icon	X	X	X	X	X
RadioButton.interiorBackground	Color			X		
RadioButton.light	Color	X	X	X	X	X
RadioButton.margin	Insets	X	X	X	X	X
RadioButton.rollover	Boolean		X			
RadioButton.select	Color		X			
RadioButton.shadow	Color	X	X	X	X	X
RadioButton.textIconGap	Integer	X	X	X	X	X
RadioButton.textShiftOffset	Integer	X	X	X	X	X
RadioButtonMenuItem.acceleratorFont	Font	X	X	X	X	X
RadioButtonMenuItem.acceleratorForeground	Color	X	X	X	X	X
RadioButtonMenuItem.acceleratorSelectionForeground	Color	X	X	X	X	X
RadioButtonMenuItem.actionMap	ActionMap	X	X	X	X	X
RadioButtonMenuItem.arrowIcon	Icon	X	X	X	X	X
RadioButtonMenuItem.background	Color	X	X	X	X	X
RadioButtonMenuItem.border	Border	X	X	X	X	X
RadioButtonMenuItem.borderPainted	Boolean	X	X	X	X	X
RadioButtonMenuItem.checkIcon	Icon	X	X	X	X	X
RadioButtonMenuItem.commandSound	String	X	X	X	X	X
RadioButtonMenuItem.disabledForeground	Color	X	X	X	X	X
RadioButtonMenuItem.font	Font	X	X	X	X	X
RadioButtonMenuItem.foreground	Color	X	X	X	X	X
RadioButtonMenuItem.gradient	List		X			
RadioButtonMenuItem.margin	Insets	X	X	X	X	X
RadioButtonMenuItem.opaque	Boolean	X	X	X	X	X
RadioButtonMenuItem.selectionBackground	Color	X	X	X	X	X
RadioButtonMenuItem.selectionForeground	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
RadioButtonMenuItemUI	String	X	X	X	X	X
RadioButtonUI	String	X	X	X	X	X
RootPane.actionMap	ActionMap	X	X	X	X	X
RootPane.ancestorInputMap	InputMap	X	X	X	X	X
RootPane.colorChooserDialogBorder	Border		X			
RootPane.defaultButton➥ WindowKeyBindings	Object[ ] [i]	X	X	X	X	X
RootPane.errorDialogBorder	Border		X			
RootPane.fileChooserDialogBorder	Border		X			
RootPane.frameBorder	Border		X			
RootPane.informationDialogBorder	Border		X			
RootPane.plainDialogBorder	Border		X			
RootPane.questionDialogBorder	Border		X			
RootPane.warningDialogBorder	Border		X			
RootPaneUI	String	X	X	X	X	X
scrollbar	Color	X	X	X	X	X
ScrollBar.actionMap	ActionMap	X	X	X	X	X
ScrollBar.allowsAbsolute➥ Positioning	Boolean	X	X	X	X	X
ScrollBar.ancestorInputMap	InputMap	X	X	X	X	X
ScrollBar.ancestorInputMap. RightToLeft	InputMap	X	X	X	X	X
ScrollBar.background	Color	X	X	X	X	X
ScrollBar.border	Color	X	X	X	X	X
ScrollBar.darkShadow	Color		X			
ScrollBar.focusInputMap	InputMap	X	X	X	X	X
ScrollBar.focusInputMap. RightToLeft	InputMap	X	X	X	X	X
ScrollBar.foreground	Color	X	X	X	X	X
ScrollBar.gradient	List		X			
ScrollBar.highlight	Color		X			

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
ScrollBar.maximumThumbSize	Dimension	X	X	X	X	X
ScrollBar.minimumThumbSize	Dimension	X	X	X	X	X
ScrollBar.shadow	Color		X			
ScrollBar.squareButtons	Boolean	X	X	X	X	X
ScrollBar.thumb	Color	X	X	X	X	X
ScrollBar.thumbDarkShadow	Color	X	X	X	X	X
ScrollBar.thumbHeight	Integer				X	X
ScrollBar.thumbHighlight	Color	X	X	X	X	X
ScrollBar.thumbShadow	Color	X	X	X	X	X
ScrollBar.track	Color	X	X	X	X	X
ScrollBar.trackForeground	Color			X		
ScrollBar.trackHighlight	Color	X	X	X	X	X
ScrollBar.trackHighlight➥ Foreground	Color			X		
ScrollBar.width	Integer	X	X	X	X	X
ScrollBarUI	String	X	X	X	X	X
ScrollPane.actionMap	ActionMap	X	X	X	X	X
ScrollPane.ancestorInputMap	InputMap	X	X	X	X	X
ScrollPane.ancestorInputMap. RightToLeft	InputMap	X	X	X	X	X
ScrollPane.background	Color	X	X	X	X	X
ScrollPane.border	Border	X	X	X	X	X
ScrollPane.font	Font	X	X	X	X	X
ScrollPane.foreground	Color	X	X	X	X	X
ScrollPane.viewportBorder	Border	X	X	X	X	X
ScrollPane.viewportBorderInsets	Insets				X	X
ScrollPaneUI	String	X	X	X	X	X
Separator.background	Color	X	X	X	X	X
Separator.foreground	Color	X	X	X	X	X
Separator.highlight[j]	Color	X	X	X	X	X
Separator.insets	Insets				X	
Separator.shadow[k]	Color	X	X	X	X	X
Separator.thickness	Integer				X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
SeparatorUI	String	X	X	X	X	X
Slider.actionMap	ActionMap	X	X	X	X	X
Slider.altTrackColor	Color		X			
Slider.background	Color	X	X	X	X	X
Slider.border	Border	X	X	X	X	X
Slider.darkShadow	Color		X			
Slider.focus	Color	X	X	X	X	X
Slider.focusGradient	List		X			
Slider.focusInputMap	InputMap	X	X	X	X	X
Slider.focusInputMap.RightToLeft	InputMap	X	X	X	X	X
Slider.focusInsets	Insets	X	X	X	X	X
Slider.foreground	Color	X	X	X	X	X
Slider.gradient	List		X			
Slider.highlight	Color	X	X	X	X	X
Slider.horizontalSize	Dimension	X	X	X	X	X
Slider.horizontalThumbIcon	Icon		X			
Slider.majorTickLength	Integer		X			
Slider.minimumHorizontalSize	Dimension	X	X	X	X	X
Slider.minimumVerticalSize	Dimension	X	X	X	X	X
Slider.paintThumbArrowShape	Boolean	X	X	X	X	X
Slider.paintValue	Boolean				X	X
Slider.shadow	Color	X	X	X	X	X
Slider.thumb	Color		X			
Slider.thumbHeight	Integer				X	X
Slider.thumbWidth	Integer				X	X
Slider.tickColor	Color	X	X	X	X	X
Slider.trackBorder	Border				X	X
Slider.trackWidth	Integer		X			
Slider.verticalSize	Dimension	X	X	X	X	X
Slider.verticalThumbIcon	Icon		X			
SliderUI	String	X	X	X	X	X
Spinner.actionMap	ActionMap	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
Spinner.ancestorInputMap	InputMap	X	X	X	X	X
Spinner.arrowButtonBorder	Border	X	X	X	X	X
Spinner.arrowButtonInsets	Insets	X	X	X	X	X
Spinner.arrowButtonSize	Dimension	X	X	X	X	X
Spinner.background	Color	X	X	X	X	X
Spinner.border	Border	X	X	X	X	X
Spinner.editorBorderPainted	Boolean	X	X	X	X	X
Spinner.font	Font	X	X	X	X	X
Spinner.foreground	Color	X	X	X	X	X
SpinnerUI	String	X	X	X	X	X
SplitPane.actionMap	ActionMap	X	X	X	X	X
SplitPane.activeThumb	Color	X				
SplitPane.ancestorInputMap	InputMap	X	X	X	X	X
SplitPane.background	Color	X	X	X	X	X
SplitPane.border	Border	X	X	X	X	X
SplitPane.centerOneTouchButtons	Boolean	X	X	X	X	X
SplitPane.darkShadow	Color	X	X	X	X	X
SplitPane.dividerFocusColor	Color		X			
SplitPane.dividerSize	Integer	X	X	X	X	X
SplitPane.highlight	Color	X	X	X	X	X
SplitPane.leftButtonText	String	X	X	X	X	X
SplitPane.oneTouchButtonOffset	Integer	X	X	X	X	X
SplitPane.oneTouchButtonSize	Integer	X	X	X	X	X
SplitPane.oneTouchButtonsOpaque	Boolean		X			
SplitPane.oneTouchExpandable	Boolean				X	X
SplitPane.oneTouchOffset	Integer				X	
SplitPane.rightButtonText	String	X	X	X	X	X
SplitPane.shadow	Color	X	X	X	X	X
SplitPane.size	Integer				X	X
SplitPane.supportsOneTouchButtons	Boolean	X	X	X	X	X
SplitPaneDivider.border	Border	X	X	X	X	X
SplitPaneDivider.draggingColor	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
SplitPaneDivider.oneTouchButton➥ Size	Integer				X	X
SplitPaneUI	String	X	X	X	X	X
StandardDialogUI	String	X	X	X	X	X
swing.boldMetal	Boolean		X			
swing.plaf.metal.controlFont	Font		X			
swing.plaf.metal.smallFont	Font		X			
swing.plaf.metal.systemFont	Font		X			
swing.plaf.metal.userFont	Font		X			
TabbedPane.actionMap	ActionMap	X	X	X	X	X
TabbedPane.ancestorInputMap	InputMap	X	X	X	X	X
TabbedPane.background	Color	X	X	X	X	X
TabbedPane.borderHightlightColor	Color		X			
TabbedPane.contentAreaColor	Color	X	X	X	X	X
TabbedPane.contentBorderInsets	Insets	X	X	X	X	X
TabbedPane.contentOpaque	Boolean	X	X	X	X	X
TabbedPane.darkShadow	Color	X	X	X	X	X
TabbedPane.focus	Color	X	X	X	X	X
TabbedPane.focusInputMap	InputMap	X	X	X	X	X
TabbedPane.font	Font	X	X	X	X	X
TabbedPane.foreground	Color	X	X	X	X	X
TabbedPane.highlight	Color	X	X	X	X	X
TabbedPane.light	Color	X	X	X	X	X
TabbedPane.opaque	Boolean	X	X	X	X	X
TabbedPane.selected	Color	X	X	X	X	X
TabbedPane.selectedForeground	Color	X	X	X	X	X
TabbedPane.selectedTabPadInsets	Insets	X	X	X	X	X
TabbedPane.selectHighlight	Color		X			
TabbedPane.selectionFollowsFocus	Boolean	X	X	X	X	X
TabbedPane.shadow	Color	X	X	X	X	X
TabbedPane.tabAreaBackground	Color	X	X	X	X	X
TabbedPane.tabAreaInsets	Insets	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
TabbedPane.tabInsets	Insets	X	X	X	X	X
TabbedPane.tabRunOverlay	Integer	X	X	X	X	X
TabbedPane.tabsOpaque	Boolean	X	X	X	X	X
TabbedPane.tabsOverlapBorder	Boolean	X	X	X	X	X
TabbedPane.textIconGap	Integer	X	X	X	X	X
TabbedPane.unselectedBackground	Color		X			
TabbedPane.unselectedTab➥ Background	Color	X				
TabbedPane.unselectedTab➥ Foreground	Color	X				
TabbedPane.unselectedTabHighlight	Color	X				
TabbedPane.unselectedTabShadow	Color	X				
TabbedPaneUI	String	X	X	X	X	X
Table.actionMap	ActionMap	X	X	X	X	X
Table.ancestorInputMap	InputMap	X	X	X	X	X
Table.ancestorInputMap. RightToLeft	InputMap	X	X	X	X	X
Table.background	Color	X	X	X	X	X
Table.darkShadow	Color			X		
Table.focusCellBackground	Color	X	X	X	X	X
Table.focusCellForeground	Color	X	X	X	X	X
Table.focusCellHighlightBorder	Border	X	X	X	X	X
Table.font	Font	X	X	X	X	X
Table.foreground	Color	X	X	X	X	X
Table.gridColor	Color	X	X	X	X	X
Table.highlight	Color			X		
Table.light	Color			X		
Table.rendererUseTableColors	Boolean				X	X
Table.rendererUseUIBorder	Boolean				X	X
Table.rowHeight	Integer				X	X
Table.scrollPaneBorder	Border	X	X	X	X	X
Table.selectionBackground	Color	X	X	X	X	X
Table.selectionForeground	Color	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
Table.shadow	Color			X		
TableHeader.background	Color	X	X	X	X	X
TableHeader.cellBorder	Border	X	X	X	X	X
TableHeader.font	Font	X	X	X	X	X
TableHeader.foreground	Color	X	X	X	X	X
TableHeaderUI	String	X	X	X	X	X
TableUI	String	X	X	X	X	X
text	Color	X	X	X	X	X
TextArea.actionMap	ActionMap	X	X	X	X	X
TextArea.background	Color	X	X	X	X	X
TextArea.border	Border	X	X	X	X	X
TextArea.caretAspectRatio	Number				X	
TextArea.caretBlinkRate	Integer	X	X	X	X	X
TextArea.caretForeground	Color	X	X	X	X	X
TextArea.focusInputMap	InputMap	X	X	X	X	X
TextArea.font	Font	X	X	X	X	X
TextArea.foreground	Color	X	X	X	X	X
TextArea.inactiveForeground	Color	X	X	X	X	X
TextArea.keyBindings	KeyBinding[ ]	X	X	X	X	X
TextArea.margin	Insets	X	X	X	X	X
TextArea.selectionBackground	Color	X	X	X	X	X
TextArea.selectionForeground	Color	X	X	X	X	X
TextAreaUI	String	X	X	X	X	X
TextField.actionMap	ActionMap	X	X	X	X	X
TextField.background	Color	X	X	X	X	X
TextField.border	Border	X	X	X	X	X
TextField.caretAspectRatio	Number				X	X
TextField.caretBlinkRate	Integer	X	X	X	X	X
TextField.caretForeground	Color	X	X	X	X	X
TextField.darkShadow	Color	X	X	X	X	X
TextField.disabledBackground	Color	X	X	X	X	X
TextField.focusInputMap	InputMap	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
TextField.font	Font	X	X	X	X	X
TextField.foreground	Color	X	X	X	X	X
TextField.highlight	Color	X	X	X	X	X
TextField.inactiveBackground	Color	X	X	X	X	X
TextField.inactiveForeground	Color	X	X	X	X	X
TextField.keyBindings	KeyBinding[ ]	X	X	X	X	X
TextField.light	Color	X	X	X	X	X
TextField.margin	Insets	X	X	X	X	X
TextField.selectionBackground	Color	X	X	X	X	X
TextField.selectionForeground	Color	X	X	X	X	X
TextField.shadow	Color	X	X	X	X	X
TextFieldUI	String	X	X	X	X	X
textHighlight	Color	X	X	X	X	X
textHighlightText	Color	X	X	X	X	X
textInactiveText	Color	X	X	X	X	X
TextPane.actionMap	ActionMap	X	X	X	X	X
TextPane.background	Color	X	X	X	X	X
TextPane.border	Border	X	X	X	X	X
TextPane.caretAspectRatio	Number				X	
TextPane.caretBlinkRate	Integer	X	X	X	X	X
TextPane.caretForeground	Color	X	X	X	X	X
TextPane.focusInputMap	InputMap	X	X	X	X	X
TextPane.font	Font	X	X	X	X	X
TextPane.foreground	Color	X	X	X	X	X
TextPane.inactiveForeground	Color	X	X	X	X	X
TextPane.keyBindings	KeyBinding[ ]	X	X	X	X	X
TextPane.margin	Insets	X	X	X	X	X
TextPane.selectionBackground	Color	X	X	X	X	X
TextPane.selectionForeground	Color	X	X	X	X	X
TextPaneUI	String	X	X	X	X	X
textText	Color	X	X	X	X	X
TitledBorder.border	Border	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
TitledBorder.font	Font	X	X	X	X	X
TitledBorder.titleColor	Color	X	X	X	X	X
ToggleButton.background	Color	X	X	X	X	X
ToggleButton.border	Border	X	X	X	X	X
ToggleButton.darkShadow	Color	X	X	X	X	X
ToggleButton.disabledText	Color		X			
ToggleButton.focus	Color		X	X		
ToggleButton.focusInputMap	InputMap	X	X	X	X	X
ToggleButton.font	Font	X	X	X	X	X
ToggleButton.foreground	Color	X	X	X	X	X
ToggleButton.gradient	List		X			
ToggleButton.highlight	Color	X	X	X	X	X
ToggleButton.light	Color	X	X	X	X	X
ToggleButton.margin	Insets	X	X	X	X	X
ToggleButton.select	Color	X	X			
ToggleButton.shadow	Color	X	X	X	X	X
ToggleButton.textIconGap	Integer	X	X	X	X	X
ToggleButton.textShiftOffset	Integer	X	X	X	X	X
ToggleButtonUI	String	X	X	X	X	X
ToolBar.actionMap	ActionMap	X	X	X	X	X
ToolBar.ancestorInputMap	InputMap	X	X	X	X	X
ToolBar.background	Color	X	X	X	X	X
ToolBar.border	Border	X	X	X	X	X
ToolBar.borderColor	Color		X			
ToolBar.darkShadow	Color	X	X	X	X	X
ToolBar.dockingBackground	Color	X	X	X	X	X
ToolBar.dockingForeground	Color	X	X	X	X	X
ToolBar.floatingBackground	Color	X	X	X	X	X
ToolBar.floatingForeground	Color	X	X	X	X	X
ToolBar.font	Font	X	X	X	X	X
ToolBar.foreground	Color	X	X	X	X	X
ToolBar.handleIcon	Icon				X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
ToolBar.highlight	Color	X	X	X	X	X
ToolBar.isRollover	Boolean	X	X	X	X	X
ToolBar.light	Color	X	X	X	X	X
ToolBar.nonrolloverBorder	Border	X	X	X	X	X
ToolBar.rolloverBorder	Border	X	X	X	X	X
ToolBar.separatorSize	Dimension	X	X	X	X	X
ToolBar.shadow	Color	X	X	X	X	X
ToolBarSeparatorUI	String	X	X	X	X	X
ToolBarUI	String	X	X	X	X	X
ToolTip.background	Color	X	X	X	X	X
ToolTip.backgroundInactive	Color	X	X	X	X	X
ToolTip.border	Border	X	X	X	X	X
ToolTip.borderInactive	Color	X	X	X	X	X
ToolTip.font	Font	X	X	X	X	X
ToolTip.foreground	Color	X	X	X	X	X
ToolTip.foregroundInactive	Color	X	X	X	X	X
ToolTip.hideAccelerator	Boolean		X			
ToolTipUI	String	X	X	X	X	X
Tree.actionMap	ActionMap	X	X	X	X	X
Tree.ancestorInputMap	InputMap	X	X	X	X	X
Tree.background	Color	X	X	X	X	X
Tree.changeSelectionWithFocus	Boolean	X	X	X	X	X
Tree.closedIcon	Icon	X	X	X	X	X
Tree.collapsedIcon	Icon	X	X	X	X	X
Tree.drawDashedFocusIndicator	Boolean			X		
Tree.drawHorizontalLines	Boolean				X	X
Tree.drawsFocusBorderAroundIcon	Boolean	X	X	X	X	X
Tree.drawVerticalLines	Boolean				X	X
Tree.editorBorder	Border	X	X	X	X	X
Tree.editorBorderSelectionColor	Color	X				
Tree.expandedIcon	Icon	X	X	X	X	X
Tree.expanderSize	Integer				X	

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
Tree.focusInputMap	InputMap	X	X	X	X	X
Tree.focusInputMap.RightToLeft	InputMap	X	X	X	X	X
Tree.font	Font	X	X	X	X	X
Tree.foreground	Color	X	X	X	X	X
Tree.hash	Color	X	X	X	X	X
Tree.iconBackground	Color	X				
Tree.iconForeground	Color	X				
Tree.iconHighlight	Color	X				
Tree.iconShadow	Color	X				
Tree.leafIcon	Icon	X	X	X	X	X
Tree.leftChildIndent	Integer	X	X	X	X	X
Tree.line	Color		X			
Tree.lineTypeDashed	Boolean	X	X	X	X	X
Tree.openIcon	Icon	X	X	X	X	X
Tree.padding	Integer				X	X
Tree.paintLines	Boolean	X	X	X	X	X
Tree.rendererUseTreeColors	Boolean				X	X
Tree.rightChildIndent	Integer	X	X	X	X	X
Tree.rowHeight	Integer	X	X	X	X	X
Tree.scrollsHorizontally➥ AndVertically	Boolean	X	X	X	X	X
Tree.scrollsOnExpand	Boolean	X	X	X	X	X
Tree.selectionBackground	Color	X	X	X	X	X
Tree.selectionBorderColor	Color	X	X	X	X	X
Tree.selectionForeground	Color	X	X	X	X	X
Tree.showsRootHandles	Boolean	X	X	X	X	X
Tree.textBackground	Color	X	X	X	X	X
Tree.textForeground	Color	X	X	X	X	X
Tree.timeFactor	Integer	X	X	X	X	X
TreeUI	String	X	X	X	X	X
Viewport.background	Color	X	X	X	X	X
Viewport.font	Font	X	X	X	X	X

UIResource Elements for the Predefined Look and Feel Classes (Continued)

Property String	Object Type	CDE/Motif	Metal	Windows	GTK	Synth
Viewport.foreground	Color	X	X	X	X	X
ViewportUI	String	X	X	X	X	X
white	Color				X	
win.ansiVar.font.height	Integer		X	X		
win.frame.captionFont.height	Integer		X	X		
win.menu.font.height	Integer		X	X		
win.tooltip.font.height	Integer		X	X		
window	Color	X	X	X	X	X
windowBorder	Color	X	X	X	X	X
windowText	Color	X	X	X	X	X

a. Lowercase "b" is correct.
b. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
c. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
d. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
e. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
f. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
g. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
h. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
i. Flattened ComponentInputMap pieces. Describes the InputMap, with every even number item being a String giving the KeyStroke as specified in KeyStroke.getKeyStroke(String) (or a KeyStroke), and every odd number item the Object used to determine the associated Action in an ActionMap.
j. Deprecated, do not use. Property still set and available though.
k. Deprecated, do not use. Property still set and available though.

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