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Beta 2

Package com.sun.kjava

Interface Summary

<i>DialogOwner</i>	A simple interface to be used by anything wishing to display a modal dialog.
<i>ScrollOwner</i>	Interface between something that scrolls and something that cares about that something that scrolls.

Class Summary

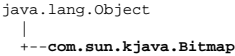
Bitmap	An object of this class represents a black and white bitmap.
Button	Button: a simple button user interface object.
Caret	Class Caret implements a caret (" ") for use as a marker for the current insertion point in a TextField .
CheckBox	A checkbox user interface object.
Database	This class serves as an interface to the PalmOS database manager.
DebugIO	
Dialog	A pop-up modal dialog that displays a title string, text box full of text, and a dismiss button.
Graphics	This class contains various methods for drawing on a display.
HelpDisplay	A simple, prepackaged "help" text user interface object.
IntVector	A simple expandable vector of integers, similar to <code>java.util.Vector</code> .
List	A class representing a list of Objects.
RadioButton	A two-state button meant as part of a group, only one of which can be "on" at one time.
RadioGroup	An object representing a group of RadioButtons .
ScrollTextBox	A scrolling TextBox object.
SelectScrollTextBox	
Slider	Slider: A graphical valuator object.
Spotlet	This class provides callbacks for event handling.
TextBox	A box displaying text on the screen.
TextField	This class provides a simple TextField .
Trigonometric	Fast integer trigonometric sin calculation
ValueSelector	An object that presents a user interface for integer value selection.
VerticalScrollBar	A vertical scroll bar user interface object.

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com.sun.kjava
Class Bitmap



public class **Bitmap**
extends java.lang.Object

An object of this class represents a black and white bitmap.

Constructor Summary	
Bitmap (short[] data)	
Constructor to create a bitmap.	
Bitmap (short width, byte[] pixels)	
Constructor defines the bitmap.	

Method Summary	
int	getRows () Return the number of rows in the bitmap.
int	getWidth () Return the width of the space in pixels used to display the bitmap.

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Bitmap

```
public Bitmap(short[] data)
```

Constructor to create a bitmap. The array is the exact representation of a bitmap in the Palm OS including the headers and flags.

Parameters:

data - The Palm OS representation of a bitmap.

Bitmap

```
public Bitmap(short width,  
               byte[] pixels)
```

Constructor defines the bitmap. The bits of a bitmap are given as an array of bytes, each byte defining 8 bits of the bitmap.

On the Palm OS, the width (in bytes) must be even. If a bitmap is constructed with an odd width, padding is automatically added. It is padded width that is given by a call to getWidth. The maximum width for a bitmap on this platform is currently 32.

Parameters:

width - the width of the bitmap in bytes.
pixels - the bits of the object.

Method Detail

getWidth

```
public int getWidth()
```

Return the width of the space in pixels used to display the bitmap. This will be a multiple of 16 and so may not correspond with the width specified when constructing the bitmap.

Returns:

the width of the space in pixels used to display the bitmap.

getRows

```
public int getRows()
```

Return the number of rows in the bitmap.

Returns:

the number of rows in the bitmap

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INNER FIELD CONSTR METHOD		FIELD CONSTR METHOD	

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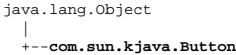
SUMMARY: INNER | FIELD | CONSTR | METHOD

FRAMES NO FRAMES

DETAIL: FIELD | CONSTR | METHOD

Palm API
Beta 2

com.sun.kjava
Class Button



public class **Button**
extends java.lang.Object

Button: a simple button user interface object. Note that this button causes actions to occur when it it pressed, not when it is released. Therefore it is currently impossible for a user to cancel a button selection once it has started! Bitmap buttons do not have a border drawn around them. If you want your bitmap button to have a border, include the border in the bitmap.

Field Summary	
static int	minWidth

Constructor Summary	
Button (Bitmap bitmap, int x, int y) Create a new Button object with graphical label.	
Button (java.lang.String s, int x, int y) Create a new Button object with a text label.	

Method Summary	
boolean	isEnabled () Is the Button enabled?
void	paint () Paint the Button on the global Graphics context.
boolean	pressed (int x, int y) Was the button pressed? If the coordinates are within the Button, give the user some feedback.
void	setEnabled (boolean state) Set whether the Button allows input (is "enabled").
void	setText (java.lang.String s) Set the Button's text label.

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

minWidth

public static final int **minWidth**

Constructor Detail

Button

```
public Button(java.lang.String s,
              int x,
              int y)
```

Create a new Button object with a text label.

Parameters:

- s - the button's text label
- x - the x coordinate of the button's location
- y - the y coordinate of the button's location

Button

```
public Button(Bitmap bitmap,
               int x,
               int y)
```

Create a new Button object with graphical label.

Parameters:

- s - the button's text label
- x - the x coordinate of the button's location
- y - the y coordinate of the button's location

Method Detail

setText

```
public void setText(java.lang.String s)
```

Set the Button's text label.

Parameters:

- s - the new label for the button.

setEnabled

```
public void setEnabled(boolean state)
```

Set whether the Button allows input (is "enabled").

Parameters:

- state - if true, Button allows input.

isEnabled

```
public boolean isEnabled()
```

Is the Button enabled?

Returns:

- true if the Button accepts input, false if not.

paint

```
public void paint()
```

Paint the Button on the global Graphics context. If the Button is not enabled, it draws in a "grayed out" style.

pressed

```
public boolean pressed(int x,
                       int y)
```

Was the button pressed? If the coordinates are within the Button, give the user some feedback.

Returns:

- true if the coordinates were within the bounds of the Button.

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SUMMARY: INNER | FIELD | CONSTR | METHOD

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Palm API

Beta 2

**com.sun.kjava
Class Caret**

```

java.lang.Object
|
+--java.lang.Thread
|
+---com.sun.kjava.Caret

```

```

public class Caret
extends java.lang.Thread

```

Class Caret implements a caret ("|") for use as a marker for the current insertion point in a TextField. (Caret should probably be a private class, since it has no use independent of TextField.)

Field Summary

boolean	blinking
boolean	stop

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

Constructor Summary

Caret(int delay, int x, int y)
Create a Caret at a position, blinking at a given rate.

Method Summary

void	drawCaret (int drawMode) Draw the Caret at its current position.
void	eraseCaret ()
void	run () Run: flash the Caret at the prescribed rate.
void	setPosition (int x, int y) Set the Caret's position.

Methods inherited from class java.lang.Thread

activeCount, currentThread, getPriority, isAlive, join, setPriority, sleep, start, toString, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Detail**blinking**public boolean **blinking****stop**public boolean **stop****Constructor Detail****Caret**

```

public Caret(int delay,
             int x,
             int y)

```

Create a Caret at a position, blinking at a given rate.

Parameters:

x - X coordinate of position

y - Y coordinate of position

delay - delay between blinks, in milliseconds

Method Detail

setPosition

```
public void setPosition(int x,
                        int y)
```

Set the Caret's position.
Parameters:
x - new X coordinate
y - new Y coordinate

eraseCaret

```
public void eraseCaret()
```

drawCaret

```
public void drawCaret(int drawMode)
```

Draw the Caret at its current position.
Parameters:
drawMode - mode in which to draw

run

```
public void run()
```

Run: flash the Caret at the prescribed rate.
Overrides:
run in class java.lang.Thread
Tags copied from class: java.lang.Thread
See Also:
Thread.start(), Runnable.run()

Package Class Tree Index Help

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Palm API

Beta 2

com.sun.kjava Class CheckBox

```
java.lang.Object
|
+--com.sun.kjava.CheckBox
```

public class **CheckBox**
extends java.lang.Object

A checkbox user interface object. A CheckBox object displays a check box next to a text label. It has two states, checked and unchecked.

Constructor Summary

CheckBox()	Create a new checkbox at an undefined position with no text label.
CheckBox(int x, int y, java.lang.String text)	Create a new checkbox at a given position with a text label.

Method Summary

void	handlePenDown (int x, int y) The user selected the CheckBox; invert its state.
void	paint() Paint the CheckBox.
boolean	pressed (int x, int y) Did the user's "press" fall within the CheckBox?
void	setLocation (int x, int y) Set the CheckBox's position.
void	setState (boolean state) Set the state and redraw to reflect it.
void	setText (java.lang.String text) Set the CheckBox's label.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Detail

CheckBox

```
public CheckBox()
```

Create a new checkbox at an undefined position with no text label.

CheckBox

```
public CheckBox(int x,  
                int y,  
                java.lang.String text)
```

Create a new checkbox at a given position with a text label.

Parameters:

x - the X coordinate of position.
y - the Y coordinate of position.
text - label of the CheckBox

Method Detail

setLocation

```
public void setLocation(int x,  
                        int y)
```

Set the CheckBox's position.

Parameters:

x - the X coordinate of position.
y - the Y coordinate of position.

setText

```
public void setText(java.lang.String text)
```

Set the CheckBox's label.

paint

```
public void paint()
```

Paint the CheckBox.

handlePenDown

```
public void handlePenDown(int x,  
                           int y)
```

The user selected the CheckBox; invert its state. If it was checked, set the state to unchecked, and *vice-versa*. This will cause the CheckBox to redraw itself.

pressed

```
public boolean pressed(int x,  
                       int y)
```

Did the user's "press" fall within the CheckBox?

Parameters:

x - the X coordinate of the user's press
y - the Y coordinate of the user's press

Returns:

true if (*x*, *y*) fall within bounds

setState

```
public void setState(boolean state)
```

Set the state and redraw to reflect it.

Parameters:

state - the new state

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DETAIL: FIELD | CONSTR | METHOD

*Palm API
Beta 2*

com.sun.kjava Class Database

```
java.lang.Object  
|  
+--com.sun.kjava.Database
```

```
public class Database  
extends java.lang.Object
```

This class serves as an interface to the PalmOS database manager. It allows the user to create and access PalmOS databases from KJava.

Field Summary

static int	ENDOFDATABASE End of database (last record indicator).
static int	READONLY Read-only mode.
static int	READWRITE Read and write mode.
static int	WRITEONLY Write-only mode.

Constructor Summary

Database (int typeID, int creatorID, int mode) Open a database.	
---	--

Method Summary	
boolean	addRecord (byte[] data) Add a new record to the end of the database.
void	close () Close the current database.
static boolean	create (int cardNo, java.lang.String name, int creatorID, int typeID, boolean resDB) Create a new database.
boolean	deleteRecord (int recordNumber) Delete an existing record.
int	getNumberOfRecords () Get the number of records in the database.
byte[]	getRecord (int recordNumber) Read a database record into a Java byte array object.
boolean	isOpen () Check if the database is open.
int	readRecordToBuffer (int recordNumber, int readOffset, int length, byte[] buffer, int writeOffset) Read record to a pre-allocated buffer instead of allocating a new bytearray each time.
boolean	setRecord (int recordNumber, byte[] data) Set the contents of a PalmOS database record.
int	writeRecordFromBuffer (int recordNumber, int writeOffset, int length, byte[] buffer, int readOffset) Set the contents of a database record.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

READONLY

```
public static final int READONLY
```

Read-only mode.

WRITEONLY

```
public static final int WRITEONLY
```

Write-only mode.

READWRITE

```
public static final int READWRITE
```

Read and write mode.

ENDOFDATABASE

```
public static final int ENDOFDATABASE
```

End of database (last record indicator).

Constructor Detail

Database

```
public Database(int typeID,
               int creatorID,
               int mode)
```

Open a database.

Method Detail

create

```
public static boolean create(int cardNo,
                           java.lang.String name,
                           int creatorID,
                           int typeID,
                           boolean resDB)
```

Create a new database.

isOpen

```
public boolean isOpen()
```

Check if the database is open.

getNumberOfRecords

```
public int getNumberOfRecords()
```

Get the number of records in the database.

getRecord

```
public byte[] getRecord(int recordNumber)
```

Read a database record into a Java byte array object. Remember that PalmOS database record numbers start from 0.

setRecord

```
public boolean setRecord(int recordNumber,  
                        byte[] data)
```

Set the contents of a PalmOS database record.

addRecord

```
public boolean addRecord(byte[] data)
```

Add a new record to the end of the database.

deleteRecord

```
public boolean deleteRecord(int recordNumber)
```

Delete an existing record.

readRecordToBuffer

```
public int readRecordToBuffer(int recordNumber,  
                             int readOffset,  
                             int length,  
                             byte[] buffer,  
                             int writeOffset)
```

Read record to a pre-allocated buffer instead of allocating a new bytearray each time. Also allow a record to be read partially if necessary. Currently unimplemented.

writeRecordFromBuffer

```
public int writeRecordFromBuffer(int recordNumber,
```

```
int writeOffset,  
int length,  
byte[] buffer,  
int readOffset)
```

Set the contents of a database record. Allows more complex data manipulation than setRecord. Currently unimplemented.

close

```
public void close()
```

Close the current database.

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DETAIL: FIELD | CONSTR | METHOD

***Palm API**
Beta 2***com.sun.kjava**
Class DebugIO

```
java.lang.Object
|
+--com.sun.kjava.DebugIO
```

```
public class DebugIO
extends java.lang.Object
```

Constructor Summary**DebugIO**()**Method Summary**static void **putchar**(char c)**Methods inherited from class java.lang.Object**`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`**Constructor Detail****DebugIO**

```
public DebugIO()
```

Method Detail**putchar**

```
public static void putchar(char c)
```

Package Class Tree Index Help**PREV CLASS** **NEXT CLASS****FRAMES** **NO FRAMES**SUMMARY:
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Palm API
Beta 2

com.sun.kjava

Class Dialog

```

java.lang.Object
|
+--com.sun.kjava.Spotlet
|
+--com.sun.kjava.Dialog
  
```

```

public class Dialog
extends Spotlet
  
```

A pop-up modal dialog that displays a title string, text box full of text, and a dismiss button.

Field Summary	
protected Button	button
protected Graphics	g
protected boolean	haveScroll
protected DialogOwner	owner
protected TextBox	tb
protected java.lang.String	text
protected java.lang.String	title

Fields inherited from class com.sun.kjava.Spotlet

CALCICON, KEY_HARD1, KEY_HARD2, KEY_HARD3, KEY_HARD4, KEY_POWER, MENUICON, NO_EVENT_OPTIONS, PAGEDOWN, PAGEUP, WANT_SYSTEM_KEYS

Constructor Summary

```

Dialog(DialogOwner o, java.lang.String t, java.lang.String str,
java.lang.String buttonText)
  Create a new Dialog of a fixed size.
  
```

Method Summary

void	dismissDialog() Dismiss the Dialog.
void	keyDown(int key) If we have a ScrollTextBox, then allow scrolling.
void	paint() Paint the Dialog.
void	penDown(int x, int y) If the user pressed the dismiss button, dismiss the Dialog.
void	penMove(int x, int y) If we have a ScrollTextBox, then allow scrolling.
void	showDialog() Show the Dialog: register it and paint it.

Methods inherited from class com.sun.kjava.Spotlet

beamReceive, beamSend, dispatch, getFlashID, penUp, register, register0, setPalmEventOptions, unknownEvent, unregister, unregister0

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

button

protected Button **button**

tb

protected TextBox **tb**

text

protected java.lang.String **text**

title

protected java.lang.String **title**

g

protected Graphics **g**

owner

protected DialogOwner **owner**

haveScroll

protected boolean **haveScroll**

Constructor Detail

Dialog

```
public Dialog(DialogOwner o,
              java.lang.String t,
              java.lang.String str,
              java.lang.String buttonText)
```

Create a new Dialog of a fixed size. Creates a TextBox 140x120 at position 10,10. The contents of the box is passed in the str parameter. A button is created which allows for dismissal of the Dialog. The text for the button is passed in buttonText. If the text overflows the text box, a ScrollTextBox is used to display it. The owner of the Dialog gets called through the DialogOwner interface dialogDismissed() method when the dialog is dismissed. The owner must then re-register the Spotlet that was running when the Dialog was created. It must also re-paint the screen as appropriate.

Parameters:

- o - the owner of this Dialog
- t - the title of this Dialog - used when the Dialog is dismissed

str - the contents of the TextBox
buttonText - the label of the button

Method Detail

paint

```
public void paint()
```

Paint the Dialog.

showDialog

```
public void showDialog()
```

Show the Dialog: register it and paint it.

dismissDialog

```
public void dismissDialog()
```

Dismiss the Dialog. Unregister it and alert the owner.

penDown

```
public void penDown(int x,
                    int y)
```

If the user pressed the dismiss button, dismiss the Dialog. If we have a ScrollTextBox, then allow scrolling.

Overrides:

penDown in class Spotlet

Parameters:

- x - the X coordinate of the user's press.
- y - the Y coordinate of the user's press.

penMove

```
public void penMove(int x,
                    int y)
```

If we have a ScrollTextBox, then allow scrolling.

Overrides:

penMove in class Spotlet

Parameters:

- x - the X coordinate of the user's press.
- y - the Y coordinate of the user's press.

keyDown

public void **keyDown**(int key)

If we have a ScrollTextBox, then allow scrolling.

Overrides:

keyDown in class Spotlet

Parameters:

key - the key pressed/entered by the user

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Palm API
Beta 2

com.sun.kjava Interface DialogOwner

public interface **DialogOwner**

A simple interface to be used by anything wishing to display a modal dialog.

See Also:
Dialog

Method Summary

void	dialogDismissed (java.lang.String title) The Dialog with title title has been dismissed.
------	---

Method Detail

dialogDismissed

public void **dialogDismissed**(java.lang.String title)

The Dialog with title title has been dismissed.

Parameters:

title - title of the Dialog that was dismissed.

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SUMMARY: INNER | FIELD | CONSTR | METHOD

FRAMES **NO FRAMES**

DETAIL: FIELD | CONSTR | METHOD

Palm API*Beta 2***com.sun.kjava**
Class Graphics

```

java.lang.Object
|
+--com.sun.kjava.Graphics

```

```

public class Graphics
extends java.lang.Object

```

This class contains various methods for drawing on a display. The coordinate system used is such that the points along horizontal axis increase in value from left to right and point along the vertical axis increase in value from top to bottom.

Field Summary	
static int	AND Region copy mode: The copied region is AND'ed with the destination.
static int	AND_NOT Region copy mode: The copied region is AND'ed with the inverted destination region.
static int	ERASE Erase mode.
static int	GRAY Gray drawing mode.
static int	INVERT Invert mode.
static int	NOT Region copy mode: The copied region is inverted and overwrites the destination.
static int	OFFSCREEN_WINDOW
static int	ONSCREEN_WINDOW
static int	OR Region copy mode: The copied region is OR'ed with the destination.
static int	OVERWRITE Region copy mode: The copied region overwrites the destination.
static int	PLAIN Plain drawing mode.

static int	RAISED Constant for a slightly raised border.
static int	SIMPLE Constant for a plain rectangle border.
static int	SOUND_ALARM System sound for the alarm.
static int	SOUND_CLICK System sound for a click.
static int	SOUND_CONFIRMATION System sound for confirmation.
static int	SOUND_ERROR System sound for error.
static int	SOUND_INFO System sound for info.
static int	SOUND_STARTUP System sound for startup.
static int	SOUND_WARNING System sound for warning.
static int	XOR Region copy mode: The copied region is XOR'ed with the destination.

Method Summary

static int	borderType (int cornerDiam, int shadow, int width) Constructs a border type.
static void	clearScreen () Clear the screen.
static void	copyOffScreenRegion (int left, int top, int width, int height, int dstX, int dstY, int mode, int srcWind, int dstWind) Copy a rectangular region from one place to another, possibly in different windows.
static void	copyRegion (int left, int top, int width, int height, int dstX, int dstY, int mode) Copy a rectangular region from one place to another.
static void	drawBitmap (int left, int top, Bitmap bitmap) Draw a bitmap.
static void	drawBorder (int left, int top, int width, int height, int mode, int frameType) Draw a rectangular border.

static void	drawLine (int srcX, int srcY, int dstX, int dstY, int mode) Draw a line.
static void	drawRectangle (int left, int top, int width, int height, int mode, int cornerDiam) Draw a solid rectangle.
static int	drawString (java.lang.String text, int left, int top) Draw a string at a given position.
static int	drawString (java.lang.String text, int left, int top, int mode) Draw a string at a given position.
static Graphics	getGraphics () There is only ever one Graphics object in the system, and this returns it.
static int	getHeight (java.lang.String s) Returns the height of a string in pixels.
static int	getWidth (java.lang.String s) Returns the width of a string in pixels.
static void	playSound (int sound) Play a system sound.
static void	resetDrawRegion () Reset the region in which drawing can be performed to be the whole screen.
static void	setDrawRegion (int left, int top, int width, int height) Set the region in which drawing can be performed.

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

SIMPLE

public static final int **SIMPLE**

Constant for a plain rectangle border.

RAISED

public static final int **RAISED**

Constant for a slightly raised border.

PLAIN

public static final int **PLAIN**

Plain drawing mode.

GRAY

public static final int **GRAY**

Gray drawing mode.

ERASE

public static final int **ERASE**

Erase mode.

INVERT

public static final int **INVERT**

Invert mode.

OVERWRITE

public static final int **OVERWRITE**

Region copy mode: The copied region overwrites the destination.

AND

public static final int **AND**

Region copy mode: The copied region is AND’ed with the destination.

AND_NOT

```
public static final int AND_NOT
```

Region copy mode: The copied region is AND'ed with the inverted destination region.

XOR

```
public static final int XOR
```

Region copy mode: The copied region is XOR'ed with the destination.

OR

```
public static final int OR
```

Region copy mode: The copied region is OR'ed with the destination.

NOT

```
public static final int NOT
```

Region copy mode: The copied region is inverted and overwrites the destination.

ONSCREEN_WINDOW

```
public static final int ONSCREEN_WINDOW
```

OFFSCREEN_WINDOW

```
public static final int OFFSCREEN_WINDOW
```

SOUND_INFO

```
public static final int SOUND_INFO
```

System sound for info.

SOUND_WARNING

```
public static final int SOUND_WARNING
```

System sound for warning.

SOUND_ERROR

```
public static final int SOUND_ERROR
```

System sound for error.

SOUND_STARTUP

```
public static final int SOUND_STARTUP
```

System sound for startup.

SOUND_ALARM

```
public static final int SOUND_ALARM
```

System sound for the alarm.

SOUND_CONFIRMATION

```
public static final int SOUND_CONFIRMATION
```

System sound for confirmation.

SOUND_CLICK

```
public static final int SOUND_CLICK
```

System sound for a click.

Method Detail

getGraphics

```
public static Graphics getGraphics()
```

There is only ever one Graphics object in the system, and this returns it.

Returns:

the single global Graphics context.

drawLine

```
public static void drawLine(int srcX,
                             int srcY,
                             int dstX,
                             int dstY,
                             int mode)
```

Draw a line.

Parameters:

`srcX` - the X coordinate of the starting point
`srcY` - the Y coordinate of the starting point
`dstX` - the X coordinate of the destination point
`dstY` - the Y coordinate of the destination point
`mode` - the drawing mode to use (one of `PLAIN`, `GRAY`, `ERASE` or `INSERT`).

drawRectangle

```
public static void drawRectangle(int left,
                                int top,
                                int width,
                                int height,
                                int mode,
                                int cornerDiam)
```

Draw a solid rectangle.

Parameters:

`left` - the x coordinate of the rectangle's top left corner
`top` - the y coordinate of the rectangle's top left corner
`width` - the width of the rectangle
`height` - the height of the rectangle
`mode` - the drawing mode to use (one of `PLAIN`, `GRAY`, `ERASE` or `INSERT`).
`cornerDiam` - the diameter of four imaginary circles used to form the rounded corners. An imaginary circle is placed within each corner tangent to the rectangle on two sides.

drawBorder

```
public static void drawBorder(int left,
                              int top,
                              int width,
                              int height,
                              int mode,
                              int frameType)
```

Draw a rectangular border. The border is drawn around the rectangle specified by the given dimensions.

Parameters:

`left` - the x coordinate of the rectangle's top left corner
`top` - the y coordinate of the rectangle's top left corner
`width` - the width of the rectangle
`height` - the height of the rectangle
`mode` - the drawing mode to use (one of `PLAIN`, `GRAY`, `ERASE` or `INSERT`).
`frameType` - one of `SIMPLE`, `RAISED` or a type constructed by a call to `borderType`.

borderType

```
public static int borderType(int cornerDiam,
                             int shadow,
                             int width)
```

Constructs a border type.

Parameters:

`cornerDiam` - the diameter of four imaginary circles used to form rounded corners. Must be in the range 0..38.
`shadow` - the width of a shadow. Must be in the range 0..3.
`width` - width of the border. Must be in the range 0..3.

Returns:

a value representing the specified type

drawString

```
public static int drawString(java.lang.String text,
                             int left,
                             int top,
                             int mode)
```

Draw a string at a given position. Will draw "null" if text is null.

Parameters:

`text` - the String to draw
`left` - the x coordinate of the top left bound of first character.
`top` - the y coordinate of the top left bound of first character.
`mode` - the drawing mode to use (one of `PLAIN`, `RAY`, `ERASE` or `INVERT`).

Returns:

right bound of last character drawn

drawString

```
public static int drawString(java.lang.String text,
                             int left,
                             int top)
```

Draw a string at a given position. This method is equivalent to `drawString(text, left, top, PLAIN)`.

Parameters:

`text` - the String to draw
`left` - the x coordinate of the top left bound of first character.
`top` - the y coordinate of the top left bound of first character.

Returns:

the x coordinate of the right bound of last character drawn

getWidth

```
public static int getWidth(java.lang.String s)
```

Returns the width of a string in pixels.

Parameters:

s - the String to measure

Returns:

the width of the given String in pixels

getHeight

```
public static int getHeight(java.lang.String s)
```

Returns the height of a string in pixels.

Parameters:

s - the String to measure

Returns:

the height of the given String in pixels

setDrawRegion

```
public static void setDrawRegion(int left,
                                  int top,
                                  int width,
                                  int height)
```

Set the region in which drawing can be performed. If the specified region is null then the region is set to be the entire window.

Parameters:

left - the x coordinate of the top left position of the region

left - the y coordinate of the top left position of the region

width - the width of the region

height - the height of the region

resetDrawRegion

```
public static void resetDrawRegion()
```

Reset the region in which drawing can be performed to be the whole screen.

copyRegion

```
public static void copyRegion(int left,
                               int top,
                               int width,
                               int height,
                               int dstX,
                               int dstY,
                               int mode)
```

Copy a rectangular region from one place to another.

Parameters:

left - the x coordinate of the region's top left corner

top - the y coordinate of the region's top left corner

width - the width of the region

height - the height of the region

dstX - the x coordinate of the point to which the region should be copied

dstY - the y coordinate of the point to which the region should be copied

mode - the copy mode (one of OVERWRITE, AND, AND_NOT, XOR, OR, INVERT)

copyOffScreenRegion

```
public static void copyOffScreenRegion(int left,
                                         int top,
                                         int width,
                                         int height,
                                         int dstX,
                                         int dstY,
                                         int mode,
                                         int srcWind,
                                         int dstWind)
```

Copy a rectangular region from one place to another, possibly in different windows. There is the usual ONSCREEN_WINDOW and a hidden OFFSCREEN_WINDOW of the same size. The OFFSCREEN_WINDOW is handy for storing bitmaps in game programs.

Parameters:

left - the x coordinate of the source region's top left corner

top - the y coordinate of the source region's top left corner

width - the width of the source region

height - the height of the source region

dstX - the x coordinate of the point to which the region should be copied in the destination

dstY - the y coordinate of the point to which the region should be copied in the destination

mode - the copy mode (one of OVERWRITE, AND, AND_NOT, XOR, OR, INVERT)

srcWind - either ONSCREEN_WINDOW or OFFSCREEN_WINDOW

dstWind - either ONSCREEN_WINDOW or OFFSCREEN_WINDOW

clearScreen

```
public static void clearScreen()
```

Clear the screen.

drawBitmap

```
public static void drawBitmap(int left,
                               int top,
                               Bitmap bitmap)
```

Draw a bitmap.

Parameters:

left - the x coordinate of the bitmap's top left corner

top - the y coordinate of the bitmap's top left corner

bitmap - the bitmap to be drawn

playSound

```
public static void playSound(int sound)
```

Play a system sound.

Parameters:

sound - one of the SOUND_xxx constants

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

Palm API
Beta 2

com.sun.kjava Class HelpDisplay

```
java.lang.Object
|
+--com.sun.kjava.Spotlet
|
+--com.sun.kjava.HelpDisplay
```

public class **HelpDisplay**
extends Spotlet

A simple, prepackaged "help" text user interface object.

Fields inherited from class com.sun.kjava.Spotlet

CALCICON, KEY_HARD1, KEY_HARD2, KEY_HARD3, KEY_HARD4, KEY_POWER, MENUICON, NO_EVENT_OPTIONS, PAGEDOWN, PAGEUP, WANT_SYSTEM_KEYS

Constructor Summary

HelpDisplay(java.lang.String hText, java.lang.String className, int eventOptions)
Create a new HelpDisplay.

Method Summary

void	keyDown (int keyCode) The user has pressed a key.
void	penDown (int x, int y) The pen has gone down.
void	penMove (int x, int y) The pen moved.

Methods inherited from class com.sun.kjava.Spotlet

```
beamReceive, beamSend, dispatch, getFlashID, penUp, register,
register0, setPalmEventOptions, unknownEvent, unregister,
unregister0
```

Methods inherited from class java.lang.Object

```
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait,
wait
```

Constructor Detail**HelpDisplay**

```
public HelpDisplay(java.lang.String hText,
                   java.lang.String className,
                   int eventOptions)
```

Create a new HelpDisplay.

Parameters:

hText - the text that's going to help the user
 className - the exact name of the class to create and run
 eventOptions - the event options we're interested in

Method Detail**penDown**

```
public void penDown(int x,
                   int y)
```

The pen has gone down. If the user pressed the "done" button, create and register the application named by className.

Overrides:

penDown in class Spotlet

Tags copied from class: Spotlet**Parameters:**

x - the x coordinate of the point at which the pen was placed
 y - the y coordinate of the point at which the pen was placed

penMove

```
public void penMove(int x,
                   int y)
```

The pen moved.

Overrides:

penMove in class Spotlet

Tags copied from class: Spotlet**Parameters:**

x - the x coordinate of the destination point of the move
 y - the y coordinate of the destination point of the move

keyDown

```
public void keyDown(int keyCode)
```

The user has pressed a key.

Overrides:

keyDown in class Spotlet

Tags copied from class: Spotlet**Parameters:**

keyCode - the code of the key the user entered

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
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Package Class Tree Index Help

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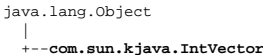
SUMMARY: INNER | FIELD | CONSTR | METHOD

FRAMES NO FRAMES

DETAIL: FIELD | CONSTR | METHOD

Palm API
Beta 2

com.sun.kjava
Class IntVector



public class **IntVector**
extends java.lang.Object

A simple expandable vector of integers, similar to java.util.Vector.

Constructor Summary	
IntVector() Create a new IntVector, and make it small to start.	
IntVector(int initSize) Create a new IntVector.	

Method Summary	
void	append(int i) Append an integer to the end, expanding the vector if necessary.
int	capacity() What is the total capacity of this IntVector?
void	ensureCapacity(int newCap) Ensure there's room for some number of entries by any means necessary.
void	removeAllElements() Mark the vector as containing no integers.
int	size() What is the size of this IntVector?
int	valueAt(int i) What is the value at a given index? N.B.

Methods inherited from class java.lang.Object
<code>equals</code> , <code>getClass</code> , <code>hashCode</code> , <code>notify</code> , <code>notifyAll</code> , <code>toString</code> , <code>wait</code> , <code>wait</code> , <code>wait</code>

Constructor Detail

IntVector

public **IntVector()**

Create a new IntVector, and make it small to start.

IntVector

public **IntVector(int initSize)**

Create a new IntVector.

Parameters:

initSize - the number of initial elements to allocate

Method Detail

valueAt

public int **valueAt(int i)**

What is the value at a given index? N.B. This does no bounds checking.

Parameters:

i - the index of the entry

Returns:

the integer at that index.

size

public int **size()**

What is the size of this IntVector?

Returns:

the number of integers stored

append

```
public void append(int i)
```

Append an integer to the end, expanding the vector if necessary.

Parameters:

i - the value of the new datum

removeAllElements

```
public void removeAllElements()
```

Mark the vector as containing no integers.

capacity

```
public int capacity()
```

What is the total capacity of this IntVector?

Returns:

the number of entries currently allocated space, not all of which may be occupied.

See Also:

size()

ensureCapacity

```
public void ensureCapacity(int newCap)
```

Ensure there's room for some number of entries by any means necessary.

Parameters:

newCap - the desired new capacity

Package Class Tree Index Help

PREV CLASS NEXT CLASS
SUMMARY: INNER | FIELD | CONSTR | METHOD
DETAIL: FIELD | CONSTR | METHOD

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Package Class Tree Index Help

PREV CLASS NEXT CLASS
SUMMARY: INNER | FIELD | CONSTR | METHOD

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DETAIL: FIELD | CONSTR | METHOD

Palm API
Beta 2

com.sun.kjava Class List

```
java.lang.Object  
|  
+--com.sun.kjava.List
```

public class **List**
extends java.lang.Object

A class representing a list of Objects. Resembles java.util.Vector.

Constructor Summary

List ()	Create a new List, and make it small to start.
List (int initSize)	Create a new List.

Method Summary

void	append (java.lang.Object obj) Append an Object to the end, expanding the vector if necessary.
int	capacity () /** What is the total capacity of this List?
java.lang.Object	elementAt (int i) What is the Object at a given index? N.B.
void	ensureCapacity (int newCap) Ensure there's room for some number of entries by any means necessary.
void	removeAllElements () Mark the vector as containing no Objects, and drop all references to the Objects previously contained.
boolean	setElementAt (java.lang.Object o, int pos) Set the indexed element to an Object.
int	size () What is the size of this List?

Methods inherited from class java.lang.Object
<code>equals</code> , <code>getClass</code> , <code>hashCode</code> , <code>notify</code> , <code>notifyAll</code> , <code>toString</code> , <code>wait</code> , <code>wait</code> , <code>wait</code>

Constructor Detail

List

```
public List()
```

Create a new List, and make it small to start.

List

```
public List(int initSize)
```

Create a new List.

Parameters:

`initSize` - the number of initial elements to allocate

Method Detail

elementAt

```
public java.lang.Object elementAt(int i)
```

What is the Object at a given index? N.B. This does no bounds checking.

Parameters:

`i` - the index of the entry

Returns:

the Object at that index.

size

```
public int size()
```

What is the size of this List?

Returns:

the number of Objects stored

append

```
public void append(java.lang.Object obj)
```

Append an Object to the end, expanding the vector if necessary.

Parameters:

`i` - the value of the new datum

removeAllElements

```
public void removeAllElements()
```

Mark the vector as containing no Objects, and drop all references to the Objects previously contained.

capacity

```
public int capacity()
```

/** What is the total capacity of this List?

Returns:

the number of entries currently allocated space, not all of which may be occupied.

See Also:

`size()`

ensureCapacity

```
public void ensureCapacity(int newCap)
```

Ensure there's room for some number of entries by any means necessary.

Parameters:

`newCap` - the desired new capacity

setElementAt

```
public boolean setElementAt(java.lang.Object o,
                             int pos)
```

Set the indexed element to an Object.

Note: this is a replacement operation - it is not an insertion into the list!

Parameters:

`o` - the Object to place in the List

`pos` - the index at which to place it.

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SUMMARY:

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DETAIL:

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INNER | FIELD | CONSTR | METHOD

DETAIL:

FIELD | CONSTR | METHOD

Palm API

Beta 2

com.sun.kjava

Class **RadioButton**

```

java.lang.Object
|
+--com.sun.kjava.RadioButton
        
```

public class **RadioButton**

extends java.lang.Object

A two-state button meant as part of a group, only one of which can be "on" at one time.

See Also:

RadioGroup

Constructor Summary	
RadioButton ()	Create a new RadioButton.
RadioButton (int x, int y, java.lang.String text)	Create a new RadioButton.

Method Summary	
java.lang.String	getText() Get the label of the button.
void	handlePenDown (int x, int y) The pen has gone down in the button.
boolean	isSelected() Is this RadioButton currently selected?
void	paint() Paint the RadioButton on the screen.
boolean	pressed (int x, int y) Did the user press inside the RadioButton?
void	setLocation (int x, int y) Set the position of the RadioButton.
void	setParent (RadioGroup rg) Set the parent RadioGroup of this button.
void	setState (boolean state) Set the state of the button.
void	setText (java.lang.String text) Set the label of the button.

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

RadioButton

```
public RadioButton()
```

Create a new RadioButton.

RadioButton

```
public RadioButton(int x,
                   int y,
                   java.lang.String text)
```

Create a new RadioButton.

Parameters:

x - the X coordinate of the RadioButton's position
y - the Y coordinate of the RadioButton's position
text - the label for the button

Method Detail

setLocation

```
public void setLocation(int x,
                       int y)
```

Set the position of the RadioButton.

Parameters:

x - the X coordinate of the RadioButton's position
y - the Y coordinate of the RadioButton's position

setText

```
public void setText(java.lang.String text)
```

Set the label of the button.

Parameters:

text - the new text of the label

getText

```
public java.lang.String getText()
```

Get the label of the button.

Returns:

the text of the label

paint

```
public void paint()
```

Paint the RadioButton on the screen.

handlePenDown

```
public void handlePenDown(int x,
                          int y)
```

The pen has gone down in the button. Handle making or removing the selection.

Parameters:

x - the X coordinate of the RadioButton's position
y - the Y coordinate of the RadioButton's position

pressed

```
public boolean pressed(int x,
                       int y)
```

Did the user press inside the RadioButton?

Parameters:

x - the X coordinate of the RadioButton's position
y - the Y coordinate of the RadioButton's position

Returns:

true if the coordinates are within the area, false otherwise.

setParent

```
public void setParent(RadioGroup rg)
```

Set the parent RadioGroup of this button.

Parameters:

rg - the parental RadioGroup

setState

```
public void setState(boolean state)
```

Set the state of the button.

Parameters:

state - the new state; true means "selected"

isSelected

```
public boolean isSelected()
```

Is this RadioButton currently selected?

Returns:

true if selected, false if not

Package Class Tree Index Help

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SUMMARY:		DETAIL:	
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Package Class Tree Index Help

PREV CLASS NEXT CLASS

SUMMARY: INNER | FIELD | CONSTR | METHOD

FRAMES NO FRAMES

DETAIL: FIELD | CONSTR | METHOD

Palm API
Beta 2

com.sun.kjava

Class RadioGroup

```
java.lang.Object
|
+--com.sun.kjava.RadioGroup
```

public class **RadioGroup**
extends java.lang.Object

An object representing a group of RadioButtons. At most one RadioButton in a RadioGroup can be selected at one time.

See Also:

RadioButton

Constructor Summary

RadioGroup (int numButtons) Create a new RadioGroup.	
--	--

Method Summary

void	add (RadioButton theButton) Add a RadioButton to the RadioGroup.
RadioButton	buttonAt (int i) Get the RadioButton at an index.
RadioButton	getSelected () Get the currently selected RadioButton.
boolean	hasSelection () Is any one of the RadioButtons in the group selected?
void	setSelected (RadioButton theButton) Set the currently-selected RadioButton.
int	size () How many RadioButtons in this group?

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

RadioGroup

public **RadioGroup**(int numButtons)

Create a new RadioGroup.

Parameters:

numButtons - the number of RadioButtons it will contain

Method Detail

add

public void **add**(RadioButton theButton)

Add a RadioButton to the RadioGroup.

Parameters:

theButton - the RadioButton to add

buttonAt

public RadioButton **buttonAt**(int i)

Get the RadioButton at an index.

Parameters:

i - the index of the RadioButton to return

Returns:

the requested RadioButton

setSelected

public void **setSelected**(RadioButton theButton)

Set the currently-selected RadioButton. Clear the old selection.

Parameters:

theButton - the RadioButton to select

getSelected

public RadioButton **getSelected**()

Get the currently selected RadioButton.

Returns:
the currently selected RadioButton

hasSelection

public boolean **hasSelection**()

Is any one of the RadioButtons in the group selected?

Returns:
true if one of the RadioButtons in the group is selected.

size

public int **size**()

How many RadioButtons in this group?

Returns:
the number of RadioButtons in the group

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

Palm API
Beta 2

com.sun.kjava Interface ScrollOwner

All Known Implementing Classes:
ScrollTextBox

public interface **ScrollOwner**

Interface between something that scrolls and something that cares about that something that scrolls.

Method Summary

void	setScrollValue (int value) Tell our owner where we've scrolled to.
------	--

Method Detail

setScrollValue

public void **setScrollValue**(int value)

Tell our owner where we've scrolled to.

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help

PREV CLASS NEXT CLASS

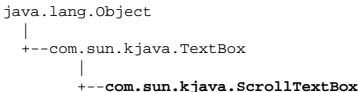
SUMMARY: INNER | FIELD | CONSTR | METHOD

FRAMES NO FRAMES

DETAIL: FIELD | CONSTR | METHOD

Palm API
Beta 2

com.sun.kjava
Class ScrollTextBox



Direct Known Subclasses:

SelectScrollTextBox

public class **ScrollTextBox**
extends `TextBox`
implements `ScrollOwner`

A scrolling `TextBox` object. You need to control this class from a registered `Spotlet`. In the `Spotlet` class, implement `penDown()`, `penMove()` and `keyDown()` to call the `handlePenDown()`, `handlePenMove()` and `handleKeyDown()` methods of this class.

Fields inherited from class com.sun.kjava.TextBox
<code>g</code> , <code>height</code> , <code>heightM</code> , <code>lineEnds</code> , <code>lineStarts</code> , <code>text</code> , <code>width</code> , <code>widthM</code> , <code>xPos</code> , <code>yPos</code>

Constructor Summary	
protected	ScrollTextBox ()
	ScrollTextBox (<code>java.lang.String t</code> , <code>int x</code> , <code>int y</code> , <code>int w</code> , <code>int h</code>) Create a new <code>ScrollTextBox</code> object.

Method Summary	
boolean	contains (<code>int x</code> , <code>int y</code>) Is this point inside the bounds of the object?
void	handleKeyDown (<code>int keyCode</code>) The user pressed a key.
void	handlePenDown (<code>int x</code> , <code>int y</code>) The pen has gone down at (x, y).
void	handlePenMove (<code>int x</code> , <code>int y</code>) The pen has moved at (x, y).
protected void	init () Initialize the object.
void	paint () Paint the <code>ScrollTextBox</code> .
void	setBounds (<code>int x</code> , <code>int y</code> , <code>int w</code> , <code>int h</code>) Reset the display bounds of the <code>ScrollTextBox</code> .
void	setScrollValue (<code>int val</code>) Set the current scroll value and repaint.
void	setText (<code>java.lang.String t</code>) Set the text.

Methods inherited from class com.sun.kjava.TextBox
<code>getNumLines</code>

Methods inherited from class java.lang.Object
<code>equals</code> , <code>getClass</code> , <code>hashCode</code> , <code>notify</code> , <code>notifyAll</code> , <code>toString</code> , <code>wait</code> , <code>wait</code> , <code>wait</code>

Constructor Detail

ScrollTextBox

protected **ScrollTextBox**()

ScrollTextBox

```
public ScrollTextBox(java.lang.String t,
                    int x,
                    int y,
                    int w,
                    int h)
```

Create a new ScrollTextBox object.

Parameters:

- t - the initial text
- x - the X coordinate of the ScrollTextBox's position
- y - the Y coordinate of the ScrollTextBox's position
- w - the width
- h - the height

Method Detail

setBounds

```
public void setBounds(int x,
                    int y,
                    int w,
                    int h)
```

Reset the display bounds of the ScrollTextBox.

Overrides:

setBounds in class TextBox

Parameters:

- x - the new X coordinate of the ScrollTextBox's position
- y - the new Y coordinate of the ScrollTextBox's position
- w - the new width
- h - the new height

setText

```
public void setText(java.lang.String t)
```

Set the text.

Overrides:

setText in class TextBox

Parameters:

- t - a String representing the new text.

init

```
protected void init()
```

Initialize the object.

contains

```
public boolean contains(int x,
                    int y)
```

Is this point inside the bounds of the object?

Parameters:

- x - the X coordinate of the position to test
- y - the Y coordinate of the position to test

Returns:

true of the point is inside our bounds

handlePenDown

```
public void handlePenDown(int x,
                    int y)
```

The pen has gone down at (x, y). Do the right thing.

Parameters:

- x - the X coordinate of the pen position
- y - the Y coordinate of the pen position

handlePenMove

```
public void handlePenMove(int x,
                    int y)
```

The pen has moved at (x, y). Do the right thing.

Parameters:

- x - the X coordinate of the pen position
- y - the Y coordinate of the pen position

handleKeyDown

```
public void handleKeyDown(int keyCode)
```

The user pressed a key. Do the right thing.

Parameters:

- keyCode - a code representing the key the user pressed

paint

```
public void paint()
```

Paint the ScrollTextBox.

Overrides:

paint in class TextBox

setScrollValue

```
public void setScrollValue(int val)
```

Set the current scroll value and repaint.

Specified by:

setScrollValue in interface ScrollOwner

Parameters:

val - the new scroll value.

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

Palm API
Beta 2

com.sun.kjava

Class SelectScrollTextBox

```
java.lang.Object
|
+--com.sun.kjava.TextBox
    |
    +--com.sun.kjava.ScrollTextBox
        |
        +--com.sun.kjava.SelectScrollTextBox
```

```
public class SelectScrollTextBox
extends ScrollTextBox
```

Field Summary

static int	LEADING
------------	----------------

Fields inherited from class com.sun.kjava.TextBox

g, height, heightM, lineEnds, lineStarts, text, width, widthM, xPos, yPos

Constructor Summary

SelectScrollTextBox(java.lang.String t, int x, int y, int w, int h)

Method Summary

java.lang.String	getSelection (int x, int y)
void	setText (java.lang.String t) Set the text.

Methods inherited from class com.sun.kjava.ScrollTextBox
contains, handleKeyDown, handlePenDown, handlePenMove, init, paint, setBounds, setScrollValue

Methods inherited from class com.sun.kjava.TextBox
getNumLines

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

LEADING

public static final int **LEADING**

Constructor Detail

SelectScrollTextBox

```
public SelectScrollTextBox(java.lang.String t,
                           int x,
                           int y,
                           int w,
                           int h)
```

Method Detail

getSelection

```
public java.lang.String getSelection(int x,
                                     int y)
```

setText

```
public void setText(java.lang.String t)
```

Description copied from class: ScrollTextBox

Set the text.

Overrides:

setText in class ScrollTextBox

Tags copied from class: ScrollTextBox

Parameters:

t - a String representing the new text.

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY:	DETAIL:		
INNER FIELD CONSTR METHOD	FIELD CONSTR METHOD		

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Palm API
Beta 2

com.sun.kjava

Class Slider

```
java.lang.Object
|
+--com.sun.kjava.Slider
```

```
public class Slider
extends java.lang.Object
```

Slider: A graphical valuator object. Allows user to select a value by sliding a marker on a scale. This class isn't very graceful about handling conditions where the width of the slider is less than the interval of the maximum and minimum values. It calculates a "skip" value in these cases to increment the value for each pixel on the screen, e.g. Slider s1 = new Slider(5, 100, 100, 0, 1000, 0) creates a slider 100 pixels wide to handle the interval 0->1000. It then treats each pixel as being 10 units, and the user can only generate values in multiples of 10.

Constructor Summary

Slider ()	Create a new Slider object.
slider (int x, int y, int w, int mn, int mx, int initVal)	Create a Slider object.

Method Summary

boolean	contains (int x, int y) Is this point within the Slider's bounds?
void	drawMarker (int drawStyle) Draw the Slider's marker.
void	handlePenDown (int x, int y) Deal with the fact that the pen went down.
void	handlePenMove (int x, int y) Deal with the fact that the pen moved.
void	paint () Draw the Slider.
void	setLocation (int x, int y) Set the position of the Slider.
void	setSizeRange (int w, int mn, int mx, int val) Reset the width, limits, and value of the Slider.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Detail

Slider

```
public Slider(int x,
              int y,
              int w,
              int mn,
              int mx,
              int initVal)
```

Create a Slider object.

Parameters:

x - the X coordinate of the Slider's position
 y - the Y coordinate of the Slider's position
 w - the width
 mn - the minimum value
 mx - the maximum value
 initVal - the initial value

Slider

```
public Slider()
```

Create a new Slider object.

Method Detail

setLocation

```
public void setLocation(int x,  
                        int y)
```

Set the position of the Slider.

Parameters:

- x - the new X coordinate
- y - the new Y coordinate

setSizeRange

```
public void setSizeRange(int w,  
                        int mn,  
                        int mx,  
                        int val)
```

Reset the width, limits, and value of the Slider.

Parameters:

- w - the new width
- mn - the new minimum value
- mx - the new maximum value
- val - the new current value

paint

```
public void paint()
```

Draw the Slider.

drawMarker

```
public void drawMarker(int drawStyle)
```

Draw the Slider's marker.

Parameters:

- drawStyle - the style in which to draw it.

handlePenMove

```
public void handlePenMove(int x,  
                          int y)
```

Deal with the fact that the pen moved.

Parameters:

- x - the X coordinate of the pen's new position
- y - the Y coordinate of the pen's new position

handlePenDown

```
public void handlePenDown(int x,  
                          int y)
```

Deal with the fact that the pen went down.

Parameters:

- x - the X coordinate of the pen's new position
- y - the Y coordinate of the pen's new position

contains

```
public boolean contains(int x,  
                      int y)
```

Is this point within the Slider's bounds?

Parameters:

- x - the X coordinate to test
- y - the Y coordinate to test

Returns:

- true if the point is in bounds, false otherwise

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help**PREV CLASS** **NEXT CLASS****SUMMARY:** INNER | FIELD | CONSTR | METHOD**FRAMES** **NO FRAMES****DETAIL:** FIELD | CONSTR | METHOD**Palm API***Beta 2***com.sun.kjava**
Class Spotlet

```

java.lang.Object
|
+--com.sun.kjava.Spotlet

```

Direct Known Subclasses:

Dialog, HelpDisplay

```

public class Spotlet
extends java.lang.Object

```

This class provides callbacks for event handling. Applications extend this class and override the relevant event handling methods. An application may use more than one Spotlet object, but at most one Spotlet can have the *focus* at any one time. That is, events will only trigger the callbacks of one Spotlet at any given time, the Spotlet with the current focus.

To become the focus, a Spotlet invokes the `register` method which also removes the focus from the previously registered Spotlet (if any).

Field Summary

static int	CALCICON Constant for the calculator icon.
static int	KEY_HARD1 Constants for the other Palm system "hard" keys.
static int	KEY_HARD2
static int	KEY_HARD3
static int	KEY_HARD4
static int	KEY_POWER
static int	MENUICON Constant for the menu icon.
static int	NO_EVENT_OPTIONS Constants for the eventOptions of register().
static int	PAGEDOWN
static int	PAGEUP Constants for the page up/down "hard" keys.
static int	WANT_SYSTEM_KEYS

Constructor Summary

Spotlet ()	
--------------------	--

Method Summary	
void	beamReceive (byte[] data) This method is used for receiving packets of data via infrared from other Palm devices.
static boolean	beamSend (byte[] data) This method is used for beaming data packets via infrared to another Palm device.
void	dispatch (int event, java.io.DataInputStream in)
static java.lang.String	getFlashID () This method is used to get the flashID of the Palm device.
void	keyDown (int keyCode) This method is invoked if the user presses either of the page up or page down hard keys, taps the calculator or menu icon, or enters a character (e.g.
void	penDown (int x, int y) This method is invoked if the user places the pen on the display.
void	penMove (int x, int y) This method is invoked if the user moves the pen over the display.
void	penUp (int x, int y) This method is invoked if the user removes the pen from the display.
void	register (int eventOptions) Register the event handlers of this object.
void	register0 (int eventOptions)
static void	setPalmEventOptions (int eventOptions)
void	unknownEvent (int event, java.io.DataInputStream in) Catchall routine
void	unregister () Unregister the event handlers of this object.
void	unregister0 ()

Methods inherited from class java.lang.Object
equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

PAGEUP

```
public static final int PAGEUP
```

Constants for the page up/down "hard" keys.

PAGEDOWN

```
public static final int PAGEDOWN
```

KEY_HARD1

```
public static final int KEY_HARD1
```

Constants for the other Palm system "hard" keys.

KEY_HARD2

```
public static final int KEY_HARD2
```

KEY_HARD3

```
public static final int KEY_HARD3
```

KEY_HARD4

```
public static final int KEY_HARD4
```

KEY_POWER

```
public static final int KEY_POWER
```

CALCICON

```
public static final int CALCICON
```

Constant for the calculator icon.

MENUICON

```
public static final int MENUICON
```

Constant for the menu icon.

NO_EVENT_OPTIONS

```
public static final int NO_EVENT_OPTIONS
```

Constants for the eventOptions of register().

WANT_SYSTEM_KEYS

```
public static final int WANT_SYSTEM_KEYS
```

Constructor Detail

Spotlet

```
public Spotlet()
```

Method Detail

dispatch

```
public void dispatch(int event,
                    java.io.DataInputStream in)
    throws java.io.IOException
```

unknownEvent

```
public void unknownEvent(int event,
                        java.io.DataInputStream in)
```

Catchall routine

register

```
public void register(int eventOptions)
```

Register the event handlers of this object. This effectively makes this Spotlet the *focus* for event handling. A side effect this is that all previously registered handlers (if any) are unregistered and the Spotlet to which they belong loses the focus.

Parameters:

eventOptions - one of NO_EVENT_OPTIONS or WANT_SYSTEM_KEYS

setPalmEventOptions

```
public static void setPalmEventOptions(int eventOptions)
```

register0

```
public void register0(int eventOptions)
```

unregister

```
public void unregister()
```

Unregister the event handlers of this object. It is only necessary to use this method when not transferring the *focus* from this Spotlet to another one via a subsequent call to `register`. If this Spotlet does not currently have the focus, this method does nothing.

unregister0

```
public void unregister0()
```

penDown

```
public void penDown(int x,
                   int y)
```

This method is invoked if the user places the pen on the display.

Parameters:

x - the x coordinate of the point at which the pen was placed
y - the y coordinate of the point at which the pen was placed

penUp

```
public void penUp(int x,
                 int y)
```

This method is invoked if the user removes the pen from the display.

Parameters:

x - the x coordinate of the point from which the pen was removed
y - the y coordinate of the point from which the pen was removed

penMove

```
public void penMove(int x,
                   int y)
```

This method is invoked if the user moves the pen over the display.

Parameters:

- x - the x coordinate of the destination point of the move
- y - the y coordinate of the destination point of the move

keyDown

```
public void keyDown(int keyCode)
```

This method is invoked if the user presses either of the page up or page down hard keys, taps the calculator or menu icon, or enters a character (e.g. via Graffiti). If it is one of the hard key presses, then it will match one of the corresponding constants defined in this class.

Parameters:

- keyCode - the code of the key the user entered

beamReceive

```
public void beamReceive(byte[] data)
```

This method is used for receiving packets of data via infrared from other Palm devices. The data that is read is received in a byte array that is allocated automatically by the virtual machine.

beamSend

```
public static boolean beamSend(byte[] data)
```

This method is used for beaming data packets via infrared to another Palm device. **IMPORTANT:** Unlike the methods above, this method is not an event handler. Rather, you call this method explicitly to beam data to another device. The other device must have registered a beamReceive handler in its current Spotlet to receive data.

Returns:

- true if beaming succeeded, false otherwise.

getFlashID

```
public static java.lang.String getFlashID()
```

This method is used to get the flashID of the Palm device. **IMPORTANT:** Unlike the methods above, this method is not an event handler.

Returns:

- a String containing the flashID.

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help

PREV CLASS NEXT CLASS

SUMMARY: INNER | FIELD | CONSTR | METHOD

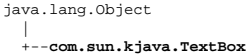
FRAMES NO FRAMES

DETAIL: FIELD | CONSTR | METHOD

Palm API

Beta 2

com.sun.kjava
Class TextBox



Direct Known Subclasses:
ScrollTextBox

public class **TextBox**
extends java.lang.Object

A box displaying text on the screen. This class flows the text in the box. It doesn't break words, and therefore isn't graceful handling words larger than the width of the box.

Field Summary	
protected Graphics	g
protected int	height
protected static int	heightM
protected IntVector	lineEnds
protected IntVector	lineStarts
protected java.lang.String	text
protected int	width
protected static int	widthM
protected int	xPos
protected int	yPos

Constructor Summary

TextBox ()	Create a new TextBox object.
TextBox (java.lang.String t, int x, int y, int w, int h)	Create a new TextBox object.

Method Summary

int	getNumLines () How many lines of text does the TextBox currently hold?
void	paint () Paint the TextBox on the screen.
void	setBounds (int x, int y, int w, int h) Reset the display bounds of the TextBox.
void	setText (java.lang.String t) Set the text.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

text

protected java.lang.String **text**

lineStarts

protected IntVector **lineStarts**

lineEnds

protected IntVector **lineEnds**

xPos

protected int **xPos**

yPos

protected int **yPos**

width

protected int **width**

height

protected int **height**

g

protected Graphics **g**

widthM

protected static int **widthM**

heightM

protected static int **heightM**

Constructor Detail

TextBox

public **TextBox**()

Create a new TextBox object.

TextBox

public **TextBox**(java.lang.String t,
int x,
int y,
int w,
int h)

Create a new TextBox object.

Parameters:

- t - the initial text
- x - the X coordinate of the ScrollTextBox's position
- y - the Y coordinate of the ScrollTextBox's position
- w - the width
- h - the height

Method Detail

getNumLines

public int **getNumLines**()

How many lines of text does the TextBox currently hold?

Returns:

the number of lines of text contained

setText

public void **setText**(java.lang.String t)

Set the text.

Parameters:

- t - a String representing the new text.

setBounds

public void **setBounds**(int x,
int y,
int w,
int h)

Reset the display bounds of the TextBox.

Parameters:

- x - the new X coordinate of the ScrollTextBox's position
- y - the new Y coordinate of the ScrollTextBox's position
- w - the new width
- h - the new height

paint

public void **paint**()

Paint the TextBox on the screen.

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PREV CLASS

NEXT CLASS

FRAMES

NO FRAMES

SUMMARY:

INNER | FIELD | CONSTR | METHOD

DETAIL:

FIELD | CONSTR | METHOD

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PREV CLASS

NEXT CLASS

FRAMES

NO FRAMES

SUMMARY:

INNER | FIELD | CONSTR | METHOD

DETAIL:

FIELD | CONSTR | METHOD

com.sun.kjava

Class TextField

```

java.lang.Object
|
+--com.sun.kjava.TextField

```

public class **TextField**

extends java.lang.Object

This class provides a simple TextField. It creates a thread for the caret to blink, accepts key input (including delete and backspace) and allows for only upper case entry. At present there is no support for Pen selection at all. It needs to be used in conjunction with a Spotlet, as this class does not extend Spotlet and therefore has no event handling itself. You need to get the Spotlet keyDown() method to call this class's handleKeyDown() method. After construction, to get the field "working" call setFocus() this will start the caret. Call loseFocus() to stop the caret when it's all over. *

Constructor Summary

TextField(java.lang.String ttext, int x, int y, int w, int h)

Create a new TextField

Method Summary	
java.lang.String	getText () Gets the text entered into the textfield
void	handleKeyDown (int key) Should be called by Spotlet.keyDown().
boolean	hasFocus () Returns whether or not the textfield has focus
void	killCaret () Stops the caret thread.
void	loseFocus () Stops the caret blinking.
void	paint ()
boolean	pressed (int x, int y) Returns whether or not the x,y position is inside the textfield
void	setFocus () Give the textfield "focus".
void	setText (java.lang.String txt) Sets the text in the textfield.
void	setUpperCase (boolean flag) Set whether or not the textfield should convert everything to upper case

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

TextField

```
public TextField(java.lang.String ttext,
                int x,
                int y,
                int w,
                int h)
```

Create a new TextField

Parameters:

ttext - The title (label) for the text field
x - x position (upper left)

y - y position (upper left)
w - width (including label)
h - height

Method Detail

setUpperCase

```
public void setUpperCase(boolean flag)
```

Set whether or not the textfield should convert everything to upper case

Parameters:

flag - if true then convert chars to upper case

paint

```
public void paint()
```

killCaret

```
public void killCaret()
```

Stops the caret thread.

setFocus

```
public void setFocus()
```

Give the textfield "focus". The registered Spotlet actually has focus. This method kicks off the caret thread to get the caret to blink.

loseFocus

```
public void loseFocus()
```

Stops the caret blinking.

See Also:

setFocus ()

setText

```
public void setText(java.lang.String txt)
```

Sets the text in the textfield. Use this to pre-set (or clear) the value displayed in the textfield.

getText

```
public java.lang.String getText()
```

Gets the text entered into the textfield

Returns:

String containing the user's entry

hasFocus

```
public boolean hasFocus()
```

Returns whether or not the textfield has focus

See Also:

`setFocus()`, `loseFocus()`

pressed

```
public boolean pressed(int x,
                       int y)
```

Returns whether or not the x,y position is inside the textfield

See Also:

`setFocus()`, `loseFocus()`

handleKeyDown

```
public void handleKeyDown(int key)
```

Should be called by `Spotlet.keyDown()`. Currently this handles backspace (0x08) and delete (0x7f) as backwards delete. Does upper case conversion if necessary.

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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Package Class Tree Index Help

PREV CLASS	NEXT CLASS
SUMMARY: INNER FIELD CONSTR METHOD	

FRAMES	NO FRAMES
DETAIL: FIELD CONSTR METHOD	

Palm API
Beta 2

com.sun.kjava

Class Trigonometric

```
java.lang.Object
|
+--com.sun.kjava.Trigonometric
```

```
public class Trigonometric
extends java.lang.Object
```

Fast integer trigonometric sin calculation

Constructor Summary

Trigonometric()	
------------------------	--

Method Summary

static int	multiCos (int multiplier, int cos)
static int	multiSin (int multiplier, int sin) Rapid sin and cos functions.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Constructor Detail

Trigonometric

```
public Trigonometric()
```

Method Detail

multiSin

```
public static int multiSin(int multiplier,
                           int sin)
```

Rapid sin and cos functions. Note that you must supply multiplier in addition to the (decimal) angle parameter, or otherwise the result is always 0 or 1.

multiCos

```
public static int multiCos(int multiplier,
                           int cos)
```

Package Class Tree Index Help

PREV CLASS NEXT CLASS
SUMMARY: INNER | FIELD | CONSTR | METHOD
DETAIL: FIELD | CONSTR | METHOD

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Package Class Tree Index Help

PREV CLASS NEXT CLASS
SUMMARY: INNER | FIELD | CONSTR | METHOD
DETAIL: FIELD | CONSTR | METHOD

Palm API
Beta 2

com.sun.kjava
Class ValueSelector

```
java.lang.Object
|
+--com.sun.kjava.ValueSelector
```

public class ValueSelector
extends java.lang.Object

An object that presents a user interface for integer value selection.

It contains three Buttons:

- A decrement ("-") Button
- An increment ("+") Button
- A random value ("?") Button

Constructor Summary

ValueSelector(java.lang.String label, int min, int max, int init, int x, int y)
Create a new ValueSelector.

Method Summary

int	getValue () What's the current value?
void	paint () Paint the ValueSelector.
boolean	pressed (int x, int y) If one of the Buttons was pressed, have it deal with it.
void	setValue (int value) Set the current value.

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

ValueSelector

```
public ValueSelector(java.lang.String label,
                    int min,
                    int max,
                    int init,
                    int x,
                    int y)
```

Create a new ValueSelector.

- Parameters:**
- label - the label for the ValueSelector
 - min - minimum value to allow
 - max - maximum value to allow
 - init - initial value
 - x - the X coordinate of our position
 - y - the Y coordinate of our position

Method Detail

paint

```
public void paint()
```

Paint the ValueSelector.

getValue

```
public int getValue()
```

- What's the current value?
- Returns:**
- the current value

setValue

```
public void setValue(int value)
```

- Set the current value.
- Parameters:**
- value - the value to set

pressed

```
public boolean pressed(int x,
                      int y)
```

If one of the Buttons was pressed, have it deal with it.

- Parameters:**
- x - the X coordinate of the user's press
 - y - the Y coordinate of the user's press

- Returns:**
- true if the position was handled by one of the Buttons

Package Class Tree Index Help

PREV CLASS	NEXT CLASS	FRAMES	NO FRAMES
SUMMARY: INNER FIELD CONSTR METHOD	DETAIL: FIELD CONSTR METHOD		

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[FRAMES](#) [NO FRAMES](#)
[DETAIL](#): [FIELD](#) | [CONSTR](#) | [METHOD](#)
Palm API
Beta 2
com.sun.kjava**Class VerticalScrollBar**

```

java.lang.Object
|
+--com.sun.kjava.VerticalScrollBar

```

```

public class VerticalScrollBar
extends java.lang.Object

```

A vertical scroll bar user interface object.

Field Summary

static int	SCROLL_BAR_WIDTH
------------	-------------------------

Constructor Summary

VerticalScrollBar (ScrollOwner so)	
Create a new VerticalScrollBar and associate it with an owner.	
VerticalScrollBar (ScrollOwner so, int x, int y, int h, int min, int max, int initVal)	
Create a new VerticalScrollBar and associate it with an owner.	

Method Summary

boolean	contains (int x, int y) Does the scroll bar contain the point in question?
void	handleKeyDown (int keyCode) The user pressed a key.
void	handlePenDown (int x, int y) The pen went down somewhere.
void	handlePenMove (int x, int y) Deal with the fact that the pen moved.
protected void	init (int x, int y, int h, int min, int max, int initVal) Initialize the scroll bar.
void	paint () Paint the VerticalScrollBar.
void	setBounds (int x, int y, int h, int min, int max, int initVal) Set the scroll bar's bounds.

Methods inherited from class java.lang.Object

`equals`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Field Detail**SCROLL_BAR_WIDTH**

```
public static int SCROLL_BAR_WIDTH
```

Constructor Detail**VerticalScrollBar**

```
public VerticalScrollBar(ScrollOwner so)
```

Create a new VerticalScrollBar and associate it with an owner.

Parameters:

`so` - the ScrollOwner that owns this scroll bar.

VerticalScrollBar

```
public VerticalScrollBar(ScrollOwner so,
                        int x,
                        int y,
                        int h,
                        int min,
                        int max,
                        int initVal)
```

Create a new VerticalScrollBar and associate it with an owner.

Parameters:

so - the ScrollOwner that owns this scroll bar.
 x - the X coordinate of the scroll bar
 y - the Y coordinate of the scroll bar
 h - the height of the scroll bar
 min - the minimum value allowed
 max - the maximum value allowed
 initVal - the initial value

Method Detail

setBounds

```
public void setBounds(int x,
                      int y,
                      int h,
                      int min,
                      int max,
                      int initVal)
```

Set the scroll bar's bounds.

Parameters:

x - the X coordinate of the scroll bar
 y - the Y coordinate of the scroll bar
 h - the height of the scroll bar
 min - the minimum value allowed
 max - the maximum value allowed
 initVal - the initial value

init

```
protected void init(int x,
                    int y,
                    int h,
                    int min,
                    int max,
                    int initVal)
```

Initialize the scroll bar.

Parameters:

x - the X coordinate of the scroll bar
 y - the Y coordinate of the scroll bar
 h - the height of the scroll bar
 min - the minimum value allowed
 max - the maximum value allowed
 initVal - the initial value

contains

```
public boolean contains(int x,
                       int y)
```

Does the scroll bar contain the point in question?

Parameters:

x - the X coordinate to test
 y - the Y coordinate to test

Returns:

true if the point is within the scroll bar's bounds

handlePenMove

```
public void handlePenMove(int x,
                          int y)
```

Deal with the fact that the pen moved.

Parameters:

x - the X coordinate of the pen's position
 y - the Y coordinate of the pen's position

handleKeyDown

```
public void handleKeyDown(int keyCode)
```

The user pressed a key. Deal with it.

Parameters:

keyCode - the code of the key the user pressed

handlePenDown

```
public void handlePenDown(int x,
                          int y)
```

The pen went down somewhere. Deal with it.

Parameters:

x - the X coordinate of the pen's position
 y - the Y coordinate of the pen's position

paint

public void paint()

Paint the VerticalScrollBar.

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NEXT CLASS

FRAMES

NO FRAMES

SUMMARY:
INNER | FIELD | CONSTR | METHOD

DETAIL:
FIELD | CONSTR | METHOD

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FRAMES

NO FRAMES

Palm API
Beta 2

A B C D E F G H I K L M N O P R S T U V W X Y

A

- add(RadioButton)** - Method in class com.sun.kjava.RadioGroup
Add a RadioButton to the RadioGroup.
- addRecord(byte[])** - Method in class com.sun.kjava.Database
Add a new record to the end of the database.
- AND** - Static variable in class com.sun.kjava.Graphics
Region copy mode: The copied region is AND'ed with the destination.
- AND_NOT** - Static variable in class com.sun.kjava.Graphics
Region copy mode: The copied region is AND'ed with the inverted destination region.
- append(int)** - Method in class com.sun.kjava.IntVector
Append an integer to the end, expanding the vector if necessary.
- append(Object)** - Method in class com.sun.kjava.List
Append an Object to the end, expanding the vector if necessary.

B

- beamReceive(byte[])** - Method in class com.sun.kjava.Spotlet
This method is used for receiving packets of data via infrared from other Palm devices.
- beamSend(byte[])** - Static method in class com.sun.kjava.Spotlet
This method is used for beaming data packets via infrared to another Palm device.
- Bitmap** - class com.sun.kjava.Bitmap.
An object of this class represents a black and white bitmap.
- Bitmap(short[])** - Constructor for class com.sun.kjava.Bitmap
Constructor to create a bitmap.
- Bitmap(short, byte[])** - Constructor for class com.sun.kjava.Bitmap
Constructor defines the bitmap.
- blinking** - Variable in class com.sun.kjava.Caret
- borderType(int, int, int)** - Static method in class com.sun.kjava.Graphics
Constructs a border type.
- button** - Variable in class com.sun.kjava.Dialog
- Button** - class com.sun.kjava.Button.
Button: a simple button user interface object.
- Button(Bitmap, int, int)** - Constructor for class com.sun.kjava.Button
Create a new Button object with graphical label.
- Button(String, int, int)** - Constructor for class com.sun.kjava.Button
Create a new Button object with a text label.
- buttonAt(int)** - Method in class com.sun.kjava.RadioGroup
Get the RadioButton at an index.

C

CALCICON - Static variable in class com.sun.kjava.Spotlet
Constant for the calculator icon.

capacity() - Method in class com.sun.kjava.List
/** What is the total capacity of this List?

capacity() - Method in class com.sun.kjava.IntVector
What is the total capacity of this IntVector?

Caret - class com.sun.kjava.Caret.
Class Caret implements a caret ("|") for use as a marker for the current insertion point in a TextField.

Caret(int, int, int) - Constructor for class com.sun.kjava.Caret
Create a Caret at a position, blinking at a given rate.

CheckBox - class com.sun.kjava.CheckBox.
A checkbox user interface object.

CheckBox() - Constructor for class com.sun.kjava.CheckBox
Create a new checkbox at an undefined position with no text label.

CheckBox(int, int, String) - Constructor for class com.sun.kjava.CheckBox
Create a new checkbox at a given position with a text label.

clearScreen() - Static method in class com.sun.kjava.Graphics
Clear the screen.

close() - Method in class com.sun.kjava.Database
Close the current database.

com.sun.kjava - package com.sun.kjava

contains(int, int) - Method in class com.sun.kjava.ScrollTextBox
Is this point inside the bounds of the object?

contains(int, int) - Method in class com.sun.kjava.VerticalScrollBar
Does the scroll bar contain the point in question?

contains(int, int) - Method in class com.sun.kjava.Slider
Is this point within the Slider's bounds?

copyOffScreenRegion(int, int, int, int, int, int, int, int, int) - Static method in class com.sun.kjava.Graphics
Copy a rectangular region from one place to another, possibly in different windows.

copyRegion(int, int, int, int, int, int, int) - Static method in class com.sun.kjava.Graphics
Copy a rectangular region from one place to another.

create(int, String, int, int, boolean) - Static method in class com.sun.kjava.Database
Create a new database.

D

Database - class com.sun.kjava.Database.
This class serves as an interface to the PalmOS database manager.

Database(int, int, int) - Constructor for class com.sun.kjava.Database
Open a database.

DebugIO - class com.sun.kjava.DebugIO.

DebugIO() - Constructor for class com.sun.kjava.DebugIO

deleteRecord(int) - Method in class com.sun.kjava.Database
Delete an existing record.

Dialog - class com.sun.kjava.Dialog.
A pop-up modal dialog that displays a title string, text box full of text, and a dismiss button.

Dialog(DialogOwner, String, String, String) - Constructor for class com.sun.kjava.Dialog
Create a new Dialog of a fixed size.

dialogDismissed(String) - Method in interface com.sun.kjava.DialogOwner
The Dialog with title `title` has been dismissed.

DialogOwner - interface com.sun.kjava.DialogOwner.
A simple interface to be used by anything wishing to display a modal dialog.

dismissDialog() - Method in class com.sun.kjava.Dialog
Dismiss the Dialog.

dispatch(int, DataInputStream) - Method in class com.sun.kjava.Spotlet

drawBitmap(int, int, Bitmap) - Static method in class com.sun.kjava.Graphics
Draw a bitmap.

drawBorder(int, int, int, int, int, int) - Static method in class com.sun.kjava.Graphics
Draw a rectangular border.

drawCaret(int) - Method in class com.sun.kjava.Caret
Draw the Caret at its current position.

drawLine(int, int, int, int, int) - Static method in class com.sun.kjava.Graphics
Draw a line.

drawMarker(int) - Method in class com.sun.kjava.Slider
Draw the Slider's marker.

drawRectangle(int, int, int, int, int) - Static method in class com.sun.kjava.Graphics
Draw a solid rectangle.

drawString(String, int, int) - Static method in class com.sun.kjava.Graphics
Draw a string at a given position.

drawString(String, int, int, int) - Static method in class com.sun.kjava.Graphics
Draw a string at a given position.

E

elementAt(int) - Method in class com.sun.kjava.List
What is the Object at a given index? N.B.

ENDOFDATABASE - Static variable in class com.sun.kjava.Database
End of database (last record indicator).

ensureCapacity(int) - Method in class com.sun.kjava.List
Ensure there's room for some number of entries by any means necessary.

ensureCapacity(int) - Method in class com.sun.kjava.IntVector
Ensure there's room for some number of entries by any means necessary.

ERASE - Static variable in class com.sun.kjava.Graphics
Erase mode.

eraseCaret() - Method in class com.sun.kjava.Caret

G

g - Variable in class com.sun.kjava.TextBox

g - Variable in class com.sun.kjava.Dialog

getFlashID() - Static method in class com.sun.kjava.Spotlet
This method is used to get the flashID of the Palm device.

getGraphics() - Static method in class com.sun.kjava.Graphics
There is only ever one Graphics object in the system, and this returns it.

getHeight(String) - Static method in class com.sun.kjava.Graphics
Returns the height of a string in pixels.

getNumberOfRecords() - Method in class com.sun.kjava.Database
Get the number of records in the database.

getNumLines() - Method in class com.sun.kjava.TextBox
How many lines of text does the TextBox currently hold?

getRecord(int) - Method in class com.sun.kjava.Database
Read a database record into a Java byte array object.

getRows() - Method in class com.sun.kjava.Bitmap
Return the number of rows in the bitmap.

getSelected() - Method in class com.sun.kjava.RadioGroup
Get the currently selected RadioButton.

getSelection(int, int) - Method in class com.sun.kjava.SelectScrollTextBox

getText() - Method in class com.sun.kjava.RadioButton
Get the label of the button.

getText() - Method in class com.sun.kjava.TextField
Gets the text entered into the textfield

getValue() - Method in class com.sun.kjava.ValueSelector
What's the current value?

getWidth() - Method in class com.sun.kjava.Bitmap
Return the width of the space in pixels used to display the bitmap.

getWidth(String) - Static method in class com.sun.kjava.Graphics
Returns the width of a string in pixels.

Graphics - class com.sun.kjava.Graphics.
This class contains various methods for drawing on a display.

GRAY - Static variable in class com.sun.kjava.Graphics
Gray drawing mode.

H

handleKeyDown(int) - Method in class com.sun.kjava.ScrollTextBox
The user pressed a key.

handleKeyDown(int) - Method in class com.sun.kjava.VerticalScrollBar
The user pressed a key.

handleKeyDown(int) - Method in class com.sun.kjava.TextField
Should be called by Spotlet.keyDown().

handlePenDown(int, int) - Method in class com.sun.kjava.ScrollTextBox
The pen has gone down at (x, y).

handlePenDown(int, int) - Method in class com.sun.kjava.CheckBox
The user selected the CheckBox; invert its state.

handlePenDown(int, int) - Method in class com.sun.kjava.RadioButton
The pen has gone down in the button.

handlePenDown(int, int) - Method in class com.sun.kjava.VerticalScrollBar
The pen went down somewhere.

handlePenDown(int, int) - Method in class com.sun.kjava.Slider
Deal with the fact that the pen went down.

handlePenMove(int, int) - Method in class com.sun.kjava.ScrollTextBox
The pen has moved at (x, y).

handlePenMove(int, int) - Method in class com.sun.kjava.VerticalScrollBar
Deal with the fact that the pen moved.

handlePenMove(int, int) - Method in class com.sun.kjava.Slider
Deal with the fact that the pen moved.

hasFocus() - Method in class com.sun.kjava.TextField
Returns whether or not the textfield has focus

hasSelection() - Method in class com.sun.kjava.RadioGroup
Is any one of the RadioButtons in the group selected?

haveScroll - Variable in class com.sun.kjava.Dialog

height - Variable in class com.sun.kjava.TextBox

heightM - Static variable in class com.sun.kjava.TextBox

HelpDisplay - class com.sun.kjava.HelpDisplay.
A simple, prepackaged "help" text user interface object.

HelpDisplay(String, String, int) - Constructor for class com.sun.kjava.HelpDisplay
Create a new HelpDisplay.

I

init() - Method in class com.sun.kjava.ScrollTextBox
Initialize the object.

init(int, int, int, int, int, int) - Method in class com.sun.kjava.VerticalScrollBar
Initialize the scroll bar.

IntVector - class com.sun.kjava.IntVector.
A simple expandable vector of integers, similar to java.util.Vector.

IntVector() - Constructor for class com.sun.kjava.IntVector
Create a new IntVector, and make it small to start.

IntVector(int) - Constructor for class com.sun.kjava.IntVector
Create a new IntVector.

INVERT - Static variable in class com.sun.kjava.Graphics
Invert mode.

isEnabled() - Method in class com.sun.kjava.Button
Is the Button enabled?

isOpen() - Method in class com.sun.kjava.Database
Check if the database is open.

isSelected() - Method in class com.sun.kjava.RadioButton
Is this RadioButton currently selected?

K

KEY_HARD1 - Static variable in class com.sun.kjava.Spotlet
Constants for the other Palm system "hard" keys.

KEY_HARD2 - Static variable in class com.sun.kjava.Spotlet

KEY_HARD3 - Static variable in class com.sun.kjava.Spotlet

KEY_HARD4 - Static variable in class com.sun.kjava.Spotlet

KEY_POWER - Static variable in class com.sun.kjava.Spotlet

keyDown(int) - Method in class com.sun.kjava.Spotlet
This method is invoked if the user presses either of the page up or page down hard keys, taps the calculator or menu icon, or enters a character (e.g.

keyDown(int) - Method in class com.sun.kjava.Dialog
If we have a ScrollTextBox, then allow scrolling.

keyDown(int) - Method in class com.sun.kjava.HelpDisplay
The user has pressed a key.

killCaret() - Method in class com.sun.kjava.TextField
Stops the caret thread.

L

LEADING - Static variable in class com.sun.kjava.SelectScrollTextBox

lineEnds - Variable in class com.sun.kjava.TextBox

lineStarts - Variable in class com.sun.kjava.TextBox

List - class com.sun.kjava.List.
A class representing a list of Objects.

List() - Constructor for class com.sun.kjava.List
Create a new List, and make it small to start.

List(int) - Constructor for class com.sun.kjava.List
Create a new List.

loseFocus() - Method in class com.sun.kjava.TextField
Stops the caret blinking.

M

MENUICON - Static variable in class com.sun.kjava.Spotlet
Constant for the menu icon.

minWidth - Static variable in class com.sun.kjava.Button

multiCos(int, int) - Static method in class com.sun.kjava.Trigonometric

multiSin(int, int) - Static method in class com.sun.kjava.Trigonometric
Rapid sin and cos functions.

N

NO_EVENT_OPTIONS - Static variable in class com.sun.kjava.Spotlet
Constants for the eventOptions of register().

NOT - Static variable in class com.sun.kjava.Graphics
Region copy mode: The copied region is inverted and overwrites the destination.

O

OFFSCREEN_WINDOW - Static variable in class com.sun.kjava.Graphics

ONSCREEN_WINDOW - Static variable in class com.sun.kjava.Graphics

OR - Static variable in class com.sun.kjava.Graphics
Region copy mode: The copied region is OR'ed with the destination.

OVERWRITE - Static variable in class com.sun.kjava.Graphics
Region copy mode: The copied region overwrites the destination.

owner - Variable in class com.sun.kjava.Dialog

P

PAGEDOWN - Static variable in class com.sun.kjava.Spotlet

PAGEUP - Static variable in class com.sun.kjava.Spotlet
Constants for the page up/down "hard" keys.

paint() - Method in class com.sun.kjava.TextBox
Paint the TextBox on the screen.

paint() - Method in class com.sun.kjava.ScrollTextBox
Paint the ScrollTextBox.

paint() - Method in class com.sun.kjava.CheckBox
Paint the CheckBox.

paint() - Method in class com.sun.kjava.Button
Paint the Button on the global Graphics context.

paint() - Method in class com.sun.kjava.RadioButton
Paint the RadioButton on the screen.

paint() - Method in class com.sun.kjava.ValueSelector
Paint the ValueSelector.

paint() - Method in class com.sun.kjava.VerticalScrollBar
Paint the VerticalScrollBar.

paint() - Method in class com.sun.kjava.Dialog
Paint the Dialog.

paint() - Method in class com.sun.kjava.TextField

paint() - Method in class com.sun.kjava.Slider
Draw the Slider.

penDown(int, int) - Method in class com.sun.kjava.Spotlet
This method is invoked if the user places the pen on the display.

penDown(int, int) - Method in class com.sun.kjava.Dialog
If the user pressed the dismiss button, dismiss the Dialog.

penDown(int, int) - Method in class com.sun.kjava.HelpDisplay
The pen has gone down.

penMove(int, int) - Method in class com.sun.kjava.Spotlet
This method is invoked if the user moves the pen over the display.

penMove(int, int) - Method in class com.sun.kjava.Dialog
If we have a ScrollTextBox, then allow scrolling.

penMove(int, int) - Method in class com.sun.kjava.HelpDisplay
The pen moved.

penUp(int, int) - Method in class com.sun.kjava.Spotlet
This method is invoked if the user removes the pen from the display.

PLAIN - Static variable in class com.sun.kjava.Graphics
Plain drawing mode.

playSound(int) - Static method in class com.sun.kjava.Graphics
Play a system sound.

pressed(int, int) - Method in class com.sun.kjava.CheckBox
Did the user's "press" fall within the CheckBox?

pressed(int, int) - Method in class com.sun.kjava.Button
Was the button pressed? If the coordinates are within the Button, give the user some feedback.

pressed(int, int) - Method in class com.sun.kjava.RadioButton
Did the user press inside the RadioButton?

pressed(int, int) - Method in class com.sun.kjava.ValueSelector
If one of the Buttons was pressed, have it deal with it.

pressed(int, int) - Method in class com.sun.kjava.TextField
Returns whether or not the x,y position is inside the textfield

putchar(char) - Static method in class com.sun.kjava.DebugIO

R

RadioButton - class com.sun.kjava.RadioButton.
A two-state button meant as part of a group, only one of which can be "on" at one time.

RadioButton() - Constructor for class com.sun.kjava.RadioButton
Create a new RadioButton.

RadioButton(int, int, String) - Constructor for class com.sun.kjava.RadioButton
Create a new RadioButton.

RadioGroup - class com.sun.kjava.RadioGroup.
An object representing a group of RadioButtons.

RadioGroup(int) - Constructor for class com.sun.kjava.RadioGroup
Create a new RadioGroup.

RAISED - Static variable in class com.sun.kjava.Graphics
Constant for a slightly raised border.

READONLY - Static variable in class com.sun.kjava.Database
Read-only mode.

readRecordToBuffer(int, int, int, byte[], int) - Method in class com.sun.kjava.Database
Read record to a pre-allocated buffer instead of allocating a new bytearray each time.

READWRITE - Static variable in class com.sun.kjava.Database
Read and write mode.

register(int) - Method in class com.sun.kjava.Spotlet
Register the event handlers of this object.

register0(int) - Method in class com.sun.kjava.Spotlet

removeAllElements() - Method in class com.sun.kjava.List
Mark the vector as containing no Objects, and drop all references to the Objects previously contained.

removeAllElements() - Method in class com.sun.kjava.IntVector
Mark the vector as containing no integers.

resetDrawRegion() - Static method in class com.sun.kjava.Graphics
Reset the region in which drawing can be performed to be the whole screen.

run() - Method in class com.sun.kjava.Caret
Run: flash the Caret at the prescribed rate.

S

SCROLL_BAR_WIDTH - Static variable in class com.sun.kjava.VerticalScrollBar

ScrollOwner - interface com.sun.kjava.ScrollOwner.
Interface between something that scrolls and something that cares about that something that scrolls.

ScrollTextBox - class com.sun.kjava.ScrollTextBox.
A scrolling TextBox object.

ScrollTextBox() - Constructor for class com.sun.kjava.ScrollTextBox

ScrollTextBox(String, int, int, int, int) - Constructor for class com.sun.kjava.ScrollTextBox
Create a new ScrollTextBox object.

SelectScrollTextBox - class com.sun.kjava.SelectScrollTextBox.

SelectScrollTextBox(String, int, int, int, int) - Constructor for class com.sun.kjava.SelectScrollTextBox

setBounds(int, int, int, int) - Method in class com.sun.kjava.TextBox
Reset the display bounds of the TextBox.

setBounds(int, int, int, int) - Method in class com.sun.kjava.ScrollTextBox
Reset the display bounds of the ScrollTextBox.

setBounds(int, int, int, int, int, int) - Method in class com.sun.kjava.VerticalScrollBar
Set the scroll bar's bounds.

setDrawRegion(int, int, int, int) - Static method in class com.sun.kjava.Graphics
Set the region in which drawing can be performed.

setElementAt(Object, int) - Method in class com.sun.kjava.List
Set the indexed element to an Object.

setEnabled(boolean) - Method in class com.sun.kjava.Button
Set whether the Button allows input (is "enabled").

setFocus() - Method in class com.sun.kjava.TextField
Give the textfield "focus".

setLocation(int, int) - Method in class com.sun.kjava.CheckBox
Set the CheckBox's position.

setLocation(int, int) - Method in class com.sun.kjava.RadioButton
Set the position of the RadioButton.

setLocation(int, int) - Method in class com.sun.kjava.Slider
Set the position of the Slider.

setPalmEventOptions(int) - Static method in class com.sun.kjava.Spotlet

setParent(RadioGroup) - Method in class com.sun.kjava.RadioButton
Set the parent RadioGroup of this button.

setPosition(int, int) - Method in class com.sun.kjava.Caret
Set the Caret's position.

setRecord(int, byte[]) - Method in class com.sun.kjava.Database
Set the contents of a PalmOS database record.

setScrollValue(int) - Method in class com.sun.kjava.ScrollTextBox
Set the current scroll value and repaint.

setScrollValue(int) - Method in interface com.sun.kjava.ScrollOwner
Tell our owner where we've scrolled to.

setSelected(RadioButton) - Method in class com.sun.kjava.RadioGroup
Set the currently-selected RadioButton.

setSizeRange(int, int, int, int) - Method in class com.sun.kjava.Slider
Reset the width, limits, and value of the Slider.

setState(boolean) - Method in class com.sun.kjava.CheckBox
Set the state and redraw to reflect it.

setState(boolean) - Method in class com.sun.kjava.RadioButton
Set the state of the button.

setText(String) - Method in class com.sun.kjava.TextBox
Set the text.

setText(String) - Method in class com.sun.kjava.ScrollTextBox
Set the text.

setText(String) - Method in class com.sun.kjava.SelectScrollTextBox

setText(String) - Method in class com.sun.kjava.CheckBox
Set the CheckBox's label.

setText(String) - Method in class com.sun.kjava.Button
Set the Button's text label.

setText(String) - Method in class com.sun.kjava.RadioButton
Set the label of the button.

setText(String) - Method in class com.sun.kjava.TextField
Sets the text in the textfield.

setUpperCase(boolean) - Method in class com.sun.kjava.TextField
Set whether or not the textfield should convert everything to upper case

setValue(int) - Method in class com.sun.kjava.ValueSelector
Set the current value.

showDialog() - Method in class com.sun.kjava.Dialog
Show the Dialog: register it and paint it.

SIMPLE - Static variable in class com.sun.kjava.Graphics
Constant for a plain rectangle border.

size() - Method in class com.sun.kjava.RadioGroup
How many RadioButtons in this group?

size() - Method in class com.sun.kjava.List
What is the size of this List?

size() - Method in class com.sun.kjava.IntVector
What is the size of this IntVector?

Slider - class com.sun.kjava.Slider.
Slider: A graphical valuator object.

Slider() - Constructor for class com.sun.kjava.Slider
Create a new Slider object.

Slider(int, int, int, int, int) - Constructor for class com.sun.kjava.Slider
Create a Slider object.

SOUND_ALARM - Static variable in class com.sun.kjava.Graphics
System sound for the alarm.

SOUND_CLICK - Static variable in class com.sun.kjava.Graphics
System sound for a click.

SOUND_CONFIRMATION - Static variable in class com.sun.kjava.Graphics
System sound for confirmation.

SOUND_ERROR - Static variable in class com.sun.kjava.Graphics
System sound for error.

SOUND_INFO - Static variable in class com.sun.kjava.Graphics
System sound for info.

SOUND_STARTUP - Static variable in class com.sun.kjava.Graphics
System sound for startup.

SOUND_WARNING - Static variable in class com.sun.kjava.Graphics
System sound for warning.

Spotlet - class com.sun.kjava.Spotlet.
This class provides callbacks for event handling.

Spotlet() - Constructor for class com.sun.kjava.Spotlet

stop - Variable in class com.sun.kjava.Caret

T

tb - Variable in class com.sun.kjava.Dialog

text - Variable in class com.sun.kjava.TextBox

text - Variable in class com.sun.kjava.Dialog

TextBox - class com.sun.kjava.TextBox.
A box displaying text on the screen.

TextBox() - Constructor for class com.sun.kjava.TextBox
Create a new TextBox object.

TextBox(String, int, int, int, int) - Constructor for class com.sun.kjava.TextBox
Create a new TextBox object.

TextField - class com.sun.kjava.TextField.
This class provides a simple TextField.

TextField(String, int, int, int, int) - Constructor for class com.sun.kjava.TextField
Create a new TextField

title - Variable in class com.sun.kjava.Dialog

Trigonometric - class com.sun.kjava.Trigonometric.
Fast integer trigonometric sin calculation

Trigonometric() - Constructor for class com.sun.kjava.Trigonometric

U

unknownEvent(int, DataInputStream) - Method in class com.sun.kjava.Spotlet
Catchall routine

unregister() - Method in class com.sun.kjava.Spotlet
Unregister the event handlers of this object.

unregister0() - Method in class com.sun.kjava.Spotlet

V

valueAt(int) - Method in class com.sun.kjava.IntVector
What is the value at a given index? N.B.

ValueSelector - class com.sun.kjava.ValueSelector.
An object that presents a user interface for integer value selection.

ValueSelector(String, int, int, int, int, int, int) - Constructor for class com.sun.kjava.ValueSelector
Create a new ValueSelector.

VerticalScrollBar - class com.sun.kjava.VerticalScrollBar.
A vertical scroll bar user interface object.

VerticalScrollBar(ScrollOwner) - Constructor for class com.sun.kjava.VerticalScrollBar
Create a new VerticalScrollBar and associate it with an owner.

VerticalScrollBar(ScrollOwner, int, int, int, int, int, int) - Constructor for class com.sun.kjava.VerticalScrollBar
Create a new VerticalScrollBar and associate it with an owner.

W

WANT_SYSTEM_KEYS - Static variable in class com.sun.kjava.Spotlet

width - Variable in class com.sun.kjava.TextBox

widthM - Static variable in class com.sun.kjava.TextBox

WRITEONLY - Static variable in class com.sun.kjava.Database
Write-only mode.

writeRecordFromBuffer(int, int, int, byte[], int) - Method in class com.sun.kjava.Database
Set the contents of a database record.

X

XOR - Static variable in class com.sun.kjava.Graphics
Region copy mode: The copied region is XOR'ed with the destination.

xPos - Variable in class com.sun.kjava.TextBox

Y

yPos - Variable in class com.sun.kjava.TextBox

A B C D E G H I K L M N O P R S T U V W X Y

Submit a bug or feature

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