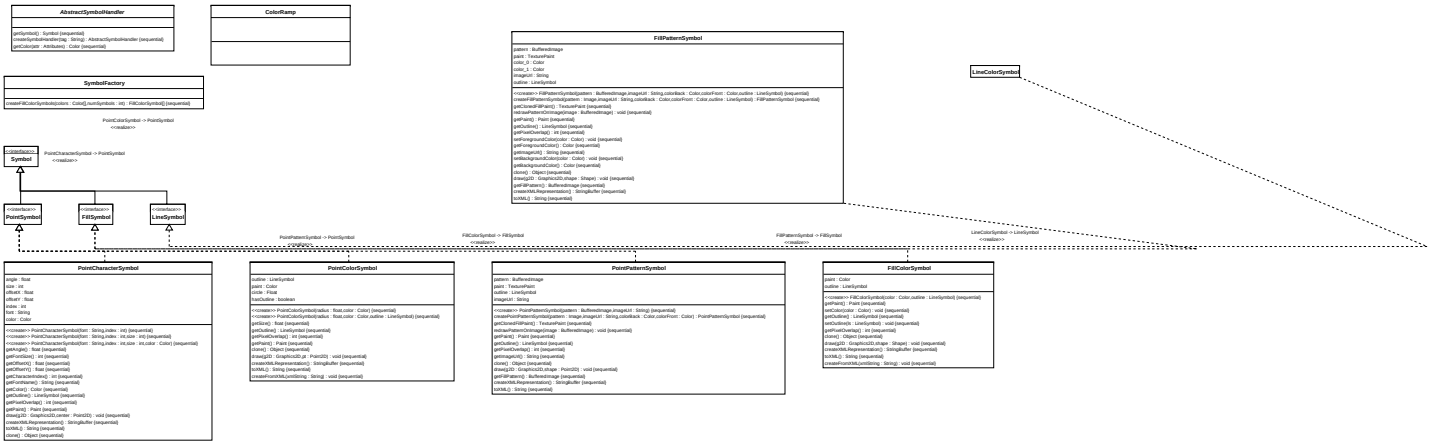
AbstractSymbolHandler
getSymbol() : Symbol [sequential]
createSymbolHandler(tag : String) : AbstractSymbolHandler [sequential]
getColor(attr : Attributes) : Color [sequential]
ColorRamp
SymbolFactory
createFillColorSymbols(colors : Color[],numSymbols : int) : FillColorSymbol[] [sequential]
PointColorSymbol -> PointSymbol
<<realize>>
<<interface>>
Symbol
PointCharacterSymbol -> PointSymbol
<<realize>>
<<interface>>
PointSymbol
<<interface>>
FillSymbol
<<interface>>
LineSymbol
FillPatternSymbol
pattern : BufferedImage
paint : TexturePaint
color_1 : Color
color_s : Color
imageUrl : String
outline : LineSymbol
<<create>> FillPatternSymbol(pattern : BufferedImage,imageUrl : String,colorBack : Color,colorFront : Color,outline : LineSymbol) [sequential]
createFillPatternSymbol(pattern : Image,imageUrl : String,colorBack : Color,colorFront : Color,outline : LineSymbol) : FillPatternSymbol [sequential]
getClonedFillPaint() : TexturePaint [sequential]
mirrorPatternOnImage(image : BufferedImage) : void [sequential]
getPaint() : Paint [sequential]
getOutline() : LineSymbol [sequential]
getPixelOverlap() : int [sequential]
setForegroundColor(color : Color) : void [sequential]
getForegroundColor() : Color [sequential]
getImageUrl() : String [sequential]
setBackgroundColor(color : Color) : void [sequential]
getBackgroundColor() : Color [sequential]
clone() : Object [sequential]
draw(g2D : Graphics2D,shape : Shape) : void [sequential]
getFillPattern() : BufferedImage [sequential]
createXMLRepresentation() : StringBuffer [sequential]
toXML() : String [sequential]
LineColorSymbol
PointPatternSymbol -> PointSymbol
<<realize>>
FillColorSymbol -> FillSymbol
<<realize>>
FillPatternSymbol -> FillSymbol
<<realize>>
LineColorSymbol -> LineSymbol
<<realize>>
PointCharacterSymbol
angle : float
size : int
offsetX : float
offsetY : float
index : int
font : String
color : Color
<<create>> PointCharacterSymbol(font : String,index : int) [sequential]
<<create>> PointCharacterSymbol(font : String,index : int,size : int) [sequential]
<<create>> PointCharacterSymbol(font : String,index : int,size : int,color : Color) [sequential]
getFont() : String [sequential]
getFontSize() : int [sequential]
getOffsetX() : float [sequential]
getOffsetY() : float [sequential]
getCharacterIndex() : int [sequential]
getFontName() : String [sequential]
getColor() : Color [sequential]
getOutline() : LineSymbol [sequential]
getPixelOverlap() : int [sequential]
getPaint() : Paint [sequential]
draw(g2D : Graphics2D,center : Point2D) : void [sequential]
createXMLRepresentation() : StringBuffer [sequential]
toXML() : String [sequential]
clone() : Object [sequential]
PointColorSymbol
outline : LineSymbol
paint : Color
circle : Float
hasOutline : boolean
<<create>> PointColorSymbol(radius : float,color : Color) [sequential]
<<create>> PointColorSymbol(radius : float,color : Color,outline : LineSymbol) [sequential]
getStroke() : float [sequential]
getOutline() : LineSymbol [sequential]
getPixelOverlap() : int [sequential]
getPaint() : Paint [sequential]
clone() : Object [sequential]
draw(g2D : Graphics2D,p : Point2D) : void [sequential]
createXMLRepresentation() : StringBuffer [sequential]
toXML() : String [sequential]
createFromXML(xmlString : String) : void [sequential]
PointPatternSymbol
pattern : BufferedImage
paint : TexturePaint
outline : LineSymbol
imageUrl : String
<<create>> PointPatternSymbol(pattern : BufferedImage,imageUrl : String) [sequential]
createPointPatternSymbol(pattern : Image,imageUrl : String,colorBack : Color,colorFront : Color) : PointPatternSymbol [sequential]
getClonedFillPaint() : TexturePaint [sequential]
mirrorPatternOnImage(image : BufferedImage) : void [sequential]
getPaint() : Paint [sequential]
getOutline() : LineSymbol [sequential]
getPixelOverlap() : int [sequential]
getImageUrl() : String [sequential]
clone() : Object [sequential]
draw(g2D : Graphics2D,shape : Point2D) : void [sequential]
getFillPattern() : BufferedImage [sequential]
createXMLRepresentation() : StringBuffer [sequential]
toXML() : String [sequential]
FillColorSymbol
paint : Color
outline : LineSymbol
<<create>> FillColorSymbol(color : Color,outline : LineSymbol) [sequential]
getPaint() : Paint [sequential]
setColor(color : Color) : void [sequential]
getOutline() : LineSymbol [sequential]
setOutline(ls : LineSymbol) : void [sequential]
getPixelOverlap() : int [sequential]
clone() : Object [sequential]
draw(g2D : Graphics2D,shape : Shape) : void [sequential]
createXMLRepresentation() : StringBuffer [sequential]
toXML() : String [sequential]
createFromXML(xmlString : String) : void [sequential]