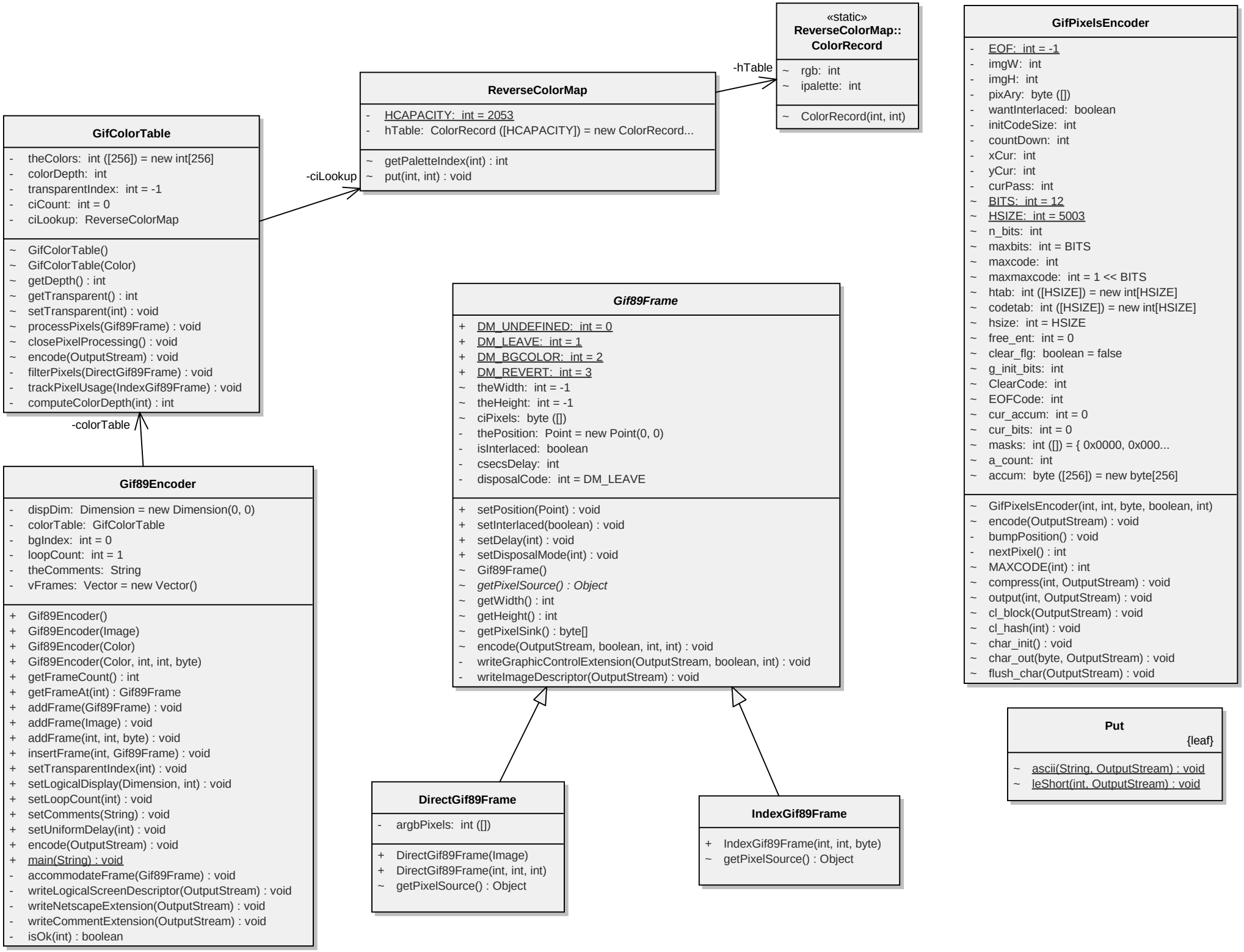
«static»
ReverseColorMap::
ColorRecord
~ rgb: int
~ ipalette: int
~ ColorRecord(int, int)
-hTable
ReverseColorMap
- HCAPACITY: int = 2053
- hTable: ColorRecord ([HCAPACITY]) = new ColorRecord...
~ getPaletteIndex(int) : int
~ put(int, int) : void
-ciLookup
GifPixelsEncoder
- EOF: int = -1
- imgW: int
- imgH: int
- pixAry: byte ([])
- wantInterlaced: boolean
- initCodeSize: int
- countDown: int
- xCur: int
- yCur: int
- curPass: int
~ BITS: int = 12
~ HSIZE: int = 5003
~ n_bits: int
~ maxbits: int = BITS
~ maxcode: int
~ maxmaxcode: int = 1 << BITS
~ htab: int ([HSIZE]) = new int[HSIZE]
~ codetab: int ([HSIZE]) = new int[HSIZE]
~ hsize: int = HSIZE
~ free_ent: int = 0
~ clear_flg: boolean = false
~ g_init_bits: int
~ ClearCode: int
~ EOFCode: int
~ cur_accum: int = 0
~ cur_bits: int = 0
~ masks: int ([]) = { 0x0000, 0x000...
~ a_count: int
~ accum: byte ([256]) = new byte[256]
~ GifPixelsEncoder(int, int, byte, boolean, int)
~ encode(OutputStream) : void
- bumpPosition() : void
- nextPixel() : int
~ MAXCODE(int) : int
~ compress(int, OutputStream) : void
~ output(int, OutputStream) : void
~ cl_block(OutputStream) : void
~ cl_hash(int) : void
~ char_init() : void
~ char_out(byte, OutputStream) : void
~ flush_char(OutputStream) : void
GifColorTable
- theColors: int ([256]) = new int[256]
- colorDepth: int
- transparentIndex: int = -1
- ciCount: int = 0
- ciLookup: ReverseColorMap
~ GifColorTable()
~ GifColorTable(Color)
~ getDepth() : int
~ getTransparent() : int
~ setTransparent(int) : void
~ processPixels(Gif89Frame) : void
~ closePixelProcessing() : void
~ encode(OutputStream) : void
- filterPixels(DirectGif89Frame) : void
- trackPixelUsage(IndexGif89Frame) : void
- computeColorDepth(int) : int
-colorTable
Gif89Encoder
- dispDim: Dimension = new Dimension(0, 0)
- colorTable: GifColorTable
- bgIndex: int = 0
- loopCount: int = 1
- theComments: String
- vFrames: Vector = new Vector()
+ Gif89Encoder()
+ Gif89Encoder(Image)
+ Gif89Encoder(Color)
+ Gif89Encoder(Color, int, int, byte)
+ getFrameCount() : int
+ getFrameAt(int) : Gif89Frame
+ addFrame(Gif89Frame) : void
+ addFrame(Image) : void
+ addFrame(int, int, byte) : void
+ insertFrame(int, Gif89Frame) : void
+ setTransparentIndex(int) : void
+ setLogicalDisplay(Dimension, int) : void
+ setLoopCount(int) : void
+ setComments(String) : void
+ setUniformDelay(int) : void
+ encode(OutputStream) : void
+ main(String) : void
- accommodateFrame(Gif89Frame) : void
- writeLogicalScreenDescriptor(OutputStream) : void
- writeNetscapeExtension(OutputStream) : void
- writeCommentExtension(OutputStream) : void
- isOk(int) : boolean
Gif89Frame
+ DM_UNDEFINED: int = 0
+ DM_LEAVE: int = 1
+ DM_BGCOLOR: int = 2
+ DM_REVERT: int = 3
~ theWidth: int = -1
~ theHeight: int = -1
~ ciPixels: byte ([])
- thePosition: Point = new Point(0, 0)
- isInterlaced: boolean
- csecsDelay: int
- disposalCode: int = DM_LEAVE
+ setPosition(Point) : void
+ setInterlaced(boolean) : void
+ setDelay(int) : void
+ setDisposalMode(int) : void
~ Gif89Frame()
~ getPixelSource() : Object
~ getWidth() : int
~ getHeight() : int
~ getPixelSink() : byte[]
~ encode(OutputStream, boolean, int, int) : void
- writeGraphicControlExtension(OutputStream, boolean, int) : void
- writeImageDescriptor(OutputStream) : void
DirectGif89Frame
- argbPixels: int ([])
+ DirectGif89Frame(Image)
+ DirectGif89Frame(int, int, int)
~ getPixelSource() : Object
IndexGif89Frame
+ IndexGif89Frame(int, int, byte)
~ getPixelSource() : Object
Put
{leaf}
~ ascii(String, OutputStream) : void
~ leShort(int, OutputStream) : void