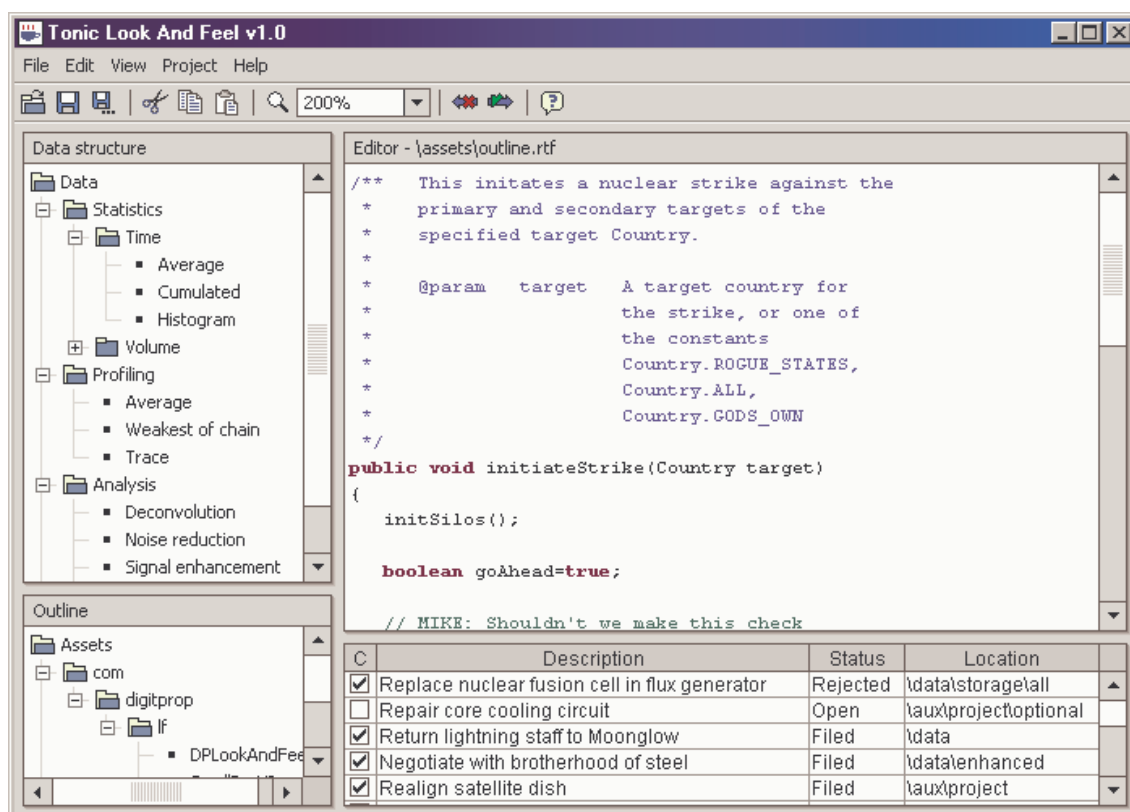


Regensburg, Germany - October 2004

This document describes the usage of the Tonic Look and Feel 1.0.5, the document version is 1.0.5. This document and the Tonic Look and Feel are copyrighted 2003 by Markus Fischer. Please read the license for the Tonic Look and Feel at the end of this document carefully.

Tonic Look And Feel

The Tonic Look and Feel is a pluggable Look and Feel for Swing, written in Java. It is free, Open Source software, published under the GNU Lesser General Public License. It provides a unified, professional and clean visual appearance for all available Swing elements. This is how the demo application for Tonic looks:



As you can see from this screenshot, Tonic is a no-nonsense, down-to-business look and feel, which lends itself well to the usage in business applications. It makes it easy to produce clean and efficient-looking Swing applications. As the psychological impact of the graphical user interface on the perception of the quality of a piece of software as a whole is tremendous, Tonic will help you to increase the user satisfaction.

Setup

Download Tonic as a JAR file from

<http://www.digitprop.com/java/toniclf.jar>

JAR files are compressed archive files which contain a set of Java classes, in this case all classes necessary to use Tonic. Save the file toniclf.jar somewhere in your local file system.

To use Tonic in your own applications, you have to add the file to the classpath. You can do that by appending the path to the file to the command line option for the java command:

```
java -cp ...;.../toniclf.jar MyClass
```

To use Tonic in your application, you have to programmatically tell Java that you want to use a different look and feel than the default. Import the tonic package:

```
import com.digitprop.tonic.*;
```

Then add to the main() method of your main class the following code fragment:

```
try
{
    UIManager.setLookAndFeel(new TonicLookAndFeel());
}
catch(UnsupportedLookAndFeelException e)
{
    e.printStackTrace();
}
```

This code registers the look and feel with the user interface manager. All Swing components will now retrieve their look and feel from the Tonic classes. The new instance of the TonicLookAndFeel class contains code which binds the Tonic GUI classes to the Swing components.

That's practically all you have to do to use the Tonic look and feel in your applications. The usage of the Swing components remains the same, and you can use previous code unchanged.

The demo application

There is a second JAR file available, containing a demo application for Tonic. This demo application does not have any particular functionality besides showing all Swing components to demonstrate the visual appearance of Tonic. This file can be found at

```
http://www.digitprop.com/java/tonicdemo.zip
```

Unzip this file into a directory of your choice. The ZIP file contains all classes for the demo application, both as source code and as compiled class files. You can start the demo application just as any other Java application, but please do not forget to include the toniclf.jar in your class path:

```
java -cp .;toniclf.jar com.digitprop.tonicdemo.TonicDemo
```

Please note that for the above command to work, the file toniclf.jar must be in the same directory as the class files for the demo.

You can see from the source code of the demo that it is a standard Swing application with the only difference being that it set the Tonic look and feel as the standard look and feel in the main class (as described above under 'Setup').

JTabbedPane

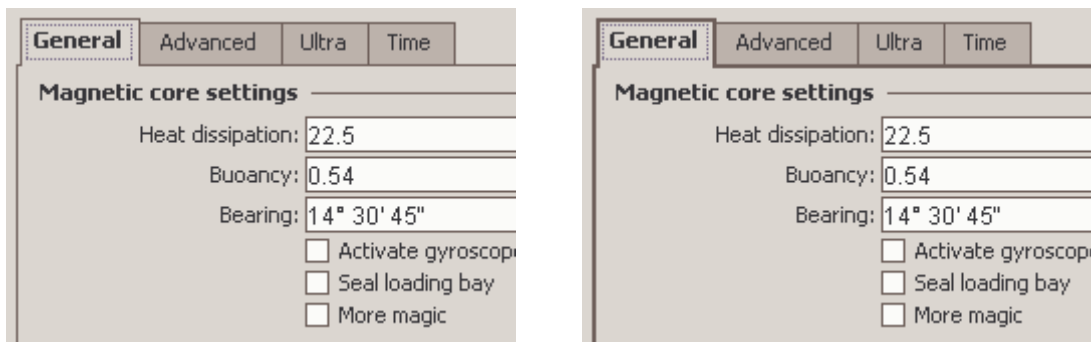
Tonic can optionally render a JTabbedPane so that the highlighted tab is painted with a 2-pixel border instead of the standard 1-pixel border. This increases the attention of the user to the active tab, but looks a bit awkward. Therefore this behaviour is optional. To activate it,

you have to set a parameter in the `UIDefaults`. You do that after you have set the look and feel, like this:

```
try
{
    UIManager.setLookAndFeel(new TonicLookAndFeel());
}
catch(UnsupportedLookAndFeelException e)
{
    e.printStackTrace();
}

UIDefaults defaults = UIManager.getDefaults();
defaults.put(
    "TabbedPane.thickBorders",
    new Boolean(true));
```

The key `"TabbedPane.thickBorders"` is recognized by the Tonic look and feel, but not by others. Here is what the `JTabbedPane` looks like with and without this option:

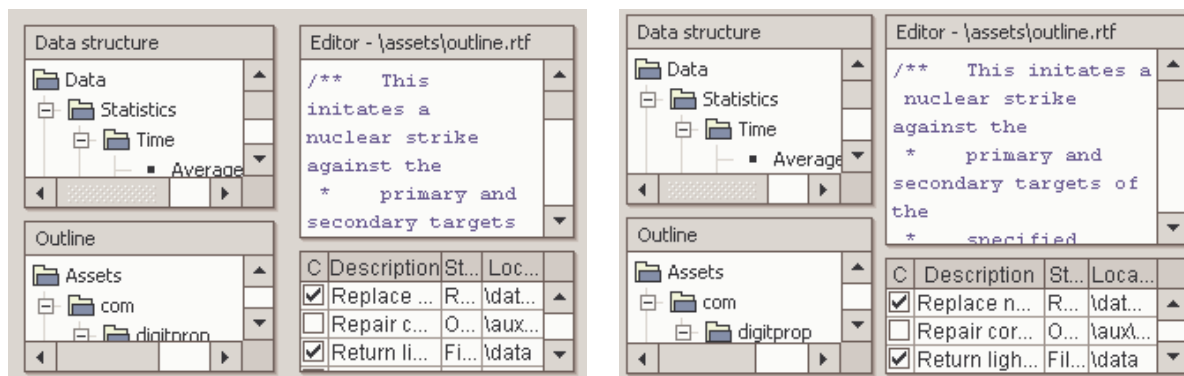


JSplitPane

The Metal `JSplitPane` comes with a bar between the two panels. This bar has a bumped look, and usually does not work very well with any borders the two contained panels may already possess.

Tonic replaces this splitbar with an empty bar, and adds a special border to both contained components, *if* they are a subclass of `JComponent` and do not have any border yet. Otherwise, i.e. if they have a border, Tonic keeps that border.

The border Tonic adds is an instance of the `SplitPaneContentBorder` class, which comes with the Tonic look and feel. That class provides a shadowed, raised look to the bordered components. However, for nested `JSplitPanes` you have to set an empty border for the inner `JSplitPanes` in order to prevent that they get their default border. With Tonic, `JSplitPanes` have a default border with an additional width of 5 pixels at the left and top, and 2 pixels at the right and bottom. In that way, a `JSplitPane` with two contained panels with a `SplitPaneContentBorder` looks balanced. With nested `JSplitPanes`, the borders of the nested split panes add up, leading to too large border widths:



To the left, you see the wrong setup with the two vertical JSplitPanes having the default borders. To the right, the two vertical JSplitPanes have empty borders. You can set empty borders with this command:

```
left.setBorder(BorderFactory.createEmptyBorder(0, 0, 0, 0));
```

Tonic icons

The Tonic look and feel comes with a few default icons, which fit the visual appearance of the Tonic components. These icons can be retrieved from the TonicLookAndFeel class with the `getTonicIcon()` method:

```
public static ImageIcon getTonicIcon(String key);
```

This is a list of available keys, and their corresponding icons:

copy	cut	help	layout
open	pagewidth	paste	printer
redo	save	saveas	standardview
undo	zoom		

Each icon has a size of 16 x 16 pixels, and has a transparent background. You do not *have* to use these icons, but they are provided for your convenience. If you have created matching icons, I would be happy to include them with the Tonic look and feel. Feel free to send them to info@digitprop.com.

Tonic-compliant JFrame titlebars and borders

Since J2SE 1.4.x, it is possible for a look and feel to draw the titlebars and borders of JFrames and JDialogs. This is supported by Tonic, therefore you can have JFrames which have a completely consistent Tonic look, as opposed to the default look of the title bar coming from the underlying operating system.

To enable this feature, you have to call these methods early in your application (before the instantiation of any JFrame):

```
JFrame.setDefaultLookAndFeelDecorated(true);
JDialog.setDefaultLookAndFeelDecorated(true);
```

Please note that prior to 1.4.x, this feature was not available, so be careful not to destroy downward compatibility where required.

History

This section lists the Tonic versions and the updated features for each version.

1. Version 1.0.0

Initial release

2. Version 1.0.1

Added mouse wheel support. Changed colors of JScrollBar: Now the scrollbar thumb is white, not the track (which confused users as it made the track more prominent than the thumb). Slightly improved JFileChooser layout. New button design (less blocky), which blends in better with the rest of the UI. Added missing 'Error' icon for JOptionPane dialogs.

3. Version 1.0.2

Fixed a bug for the icons of JInternalFrames. Before the fix, an attempt to set a custom icon via JInternalFrame.setFrameIcon(Icon) would fail - the icon would be displayed when the frame was iconified, but not in the normal / maximized state. Now, setting a custom icon works as expected.

4. Version 1.0.3

The width of JButtons with text labels (as opposed to icons) was set to be at least 75 pixels. The intention behind this was to give buttons with small text labels a unified and more balanced look. However, as this interferes with a number of possible applications, this limitation has been removed. If you want to have a fixed button width, you can now set it by calling JButton.setPreferredSize(). This is done in the JDialog used in the demo.

Added support for Tonic-compliant JFrame and JDialog title bars. To make use of this feature, you have to call

```
JFrame.setDefaultLookAndFeelDecorated(true);  
JDialog.setDefaultLookAndFeelDecorated(true);
```

This apparently does not work with WebStart, although the demo has this feature enabled. To make it work, you have to download the demo ZIP file, unpack it, and start the demo locally.

5. Version 1.0.4

The Tonic-compliant title bars did not work correctly in the previous version - if they were activated, JFrames could not be moved by dragging the title bar, and restoring a maximized window did not work. This was corrected in this version.

Added support for vertical toolbars; previously toolbars would have a horizontal layout of the contained components, regardless of their orientation.

6. Version 1.0.5

Fixed a transparency bug (appears in Metal as well): When a custom icon with transparency is set for a JFrame, the transparent areas are painted in a different color than the rest of the title bar. This bug has been fixed, and transparent icons will merge with the color gradient of the titlebar now.

Added one touch buttons to JSplitPane. The split pane divider size is adjusted to accommodate the buttons when the splitpane is oneTouchExpandable. The width/height of the divider can be set in the UIManager constants: "SplitPane.dividerSize" is for splitpanes

without buttons, and "SplitPane.oneTouchDividerSize" is for those with buttons. Note that by default a JSplitPane is not oneTouchExpandable.

Fixed a bug in JComboBox: If the combo box is editable, a request to receive the focus would not give the focus to the editor textfield.

Added the option to set the standard font. To do so, call the static method

```
TonicLookAndFeel.setStandardFont(Font font)
```

Please note that you have to call this method *before* you set Tonic as the LookAndFeel via the UIManager.

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Version 2.1, February 1999

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That's all there is to it!

Contacting the author

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