

Interface `java.awt.image.ImageObserver`

public interface **ImageObserver**
extends [Object](#)

An asynchronous update interface for receiving notifications about Image information as the Image is constructed.

Version:

1.14 09/08/95

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Variable Index

o **ALLBITS**

A static image which was previously drawn is now complete and can be drawn again in its final form.

o **ERROR**

An image which was being tracked asynchronously has encountered an error.

o **FRAMEBITS**

Another complete frame of a multi-frame image which was previously drawn is now available to be drawn again.

o **HEIGHT**

The height of the base image is now available and can be taken from the height argument to the `imageUpdate` callback method.

o **PROPERTIES**

The properties of the image are now available.

o **SOMEBITS**

More pixels needed for drawing a scaled variation of the image are available.

o **WIDTH**

The width of the base image is now available and can be taken from the width argument to the `imageUpdate` callback method.

Method Index

o **imageUpdate**(Image, int, int, int, int, int)

This method is called when information about an image which was previously requested using an asynchronous interface becomes available.

Variables

o WIDTH

```
public final static int WIDTH
```

The width of the base image is now available and can be taken from the width argument to the `imageUpdate` callback method.

See Also:

[getWidth](#), [imageUpdate](#)

o HEIGHT

```
public final static int HEIGHT
```

The height of the base image is now available and can be taken from the height argument to the `imageUpdate` callback method.

See Also:

[getHeight](#), [imageUpdate](#)

o PROPERTIES

```
public final static int PROPERTIES
```

The properties of the image are now available.

See Also:

[getProperty](#), [imageUpdate](#)

o SOMEBITS

```
public final static int SOMEBITS
```

More pixels needed for drawing a scaled variation of the image are available. The bounding box of the new pixels can be taken from the x, y, width, and height arguments to the `imageUpdate` callback method.

See Also:

[drawImage](#), [imageUpdate](#)

o FRAMEBITS

```
public final static int FRAMEBITS
```

Another complete frame of a multi-frame image which was previously drawn is now available to be drawn again. The x, y, width, and height arguments to the `imageUpdate` callback method should be ignored.

See Also:

[drawImage](#), [imageUpdate](#)

o ALLBITS

```
public final static int ALLBITS
```

A static image which was previously drawn is now complete and can be drawn again in its final form. The x, y, width, and height arguments to the `imageUpdate` callback method should be ignored.

See Also:

[drawImage](#), [imageUpdate](#)

o **ERROR**

```
public final static int ERROR
```

An image which was being tracked asynchronously has encountered an error. No further information will become available and drawing the image will fail.

See Also:

[imageUpdate](#)

Methods

o **imageUpdate**

```
public abstract boolean imageUpdate(Image img,  
                                     int infoflags,  
                                     int x,  
                                     int y,  
                                     int width,  
                                     int height)
```

This method is called when information about an image which was previously requested using an asynchronous interface becomes available. Asynchronous interfaces are method calls such as `getWidth(ImageObserver)` and `drawImage(img, x, y, ImageObserver)` which take an `ImageObserver` object as an argument. Those methods register the caller as interested either in information about the overall image itself (in the case of `getWidth(ImageObserver)`) or about an output version of an image (in the case of the `drawImage(img, x, y, [w, h,] ImageObserver)` call). This method should return true if further updates are needed or false if the required information has been acquired. The image which was being tracked is passed in using the `img` argument. Various constants are combined to form the `infoflags` argument which indicates what information about the image is now available. The interpretation of the `x`, `y`, `width`, and `height` arguments depends on the contents of the `infoflags` argument.

See Also:

[getWidth](#), [getHeight](#), [drawImage](#)