

# Package: JavaGD (via r-universe)

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**Version** 0.5-3

**Title** Java Graphics Device

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**Depends** R (>= 2.4.0)

**Imports** rJava (>= 0.5-0), grDevices, graphics

**Description** Graphics device routing all graphics commands to a Java program. The actual functionality of the JavaGD depends on the Java-side implementation. Simple AWT and Swing implementations are included.

**License** GPL-2 | GPL-3

**SystemRequirements** GNU make and Java JDK 1.2 or higher

**URL** <https://www.rforge.net/JavaGD/>

**BugReports** <https://github.com/s-u/JavaGD/issues>

**Repository** <https://s-u.r-universe.dev>

**RemoteUrl** <https://github.com/s-u/javagd>

**RemoteRef** HEAD

**RemoteSha** 6c38a5d17ae131f128ea2b94bd659e3f2e1b3ace

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JavaGD

*Create a new Java graphics device*

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**Description**

JavaGD initializes a new Java graphics device and creates a new window.

**Usage**

```
JavaGD(name="JavaGD", width=400, height=300, ps=12)
```

**Arguments**

name	Name of the device
width	Initial width of the window (usually in pixels, but the actual interpretation depends on the Java implementation)
height	Initial height of the window
ps	Initial point size

**Value**

Currently the return value is implementation dependent, mostly just the return code as returned by the low-level C function

**Examples**

```
## Not run:  
JavaGD()  
  
## End(Not run)
```

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