Java FX

Switching Scenes:

Scene game = new Scene(FXMLLoader.*load*(getClass().getResource("Game.fxml")));  
Stage initializer = (Stage) ((javafx.scene.Node) event.getSource()).getScene().getWindow();  
initializer.setScene(game);  
initializer.show();

Initializing right after scene execution:

public class MapController implements Initializable

@Override  
public void initialize(URL fxmlFileLocation, ResourceBundle resources)