Java FX on ARM

Inhaltsverzeichnis

1 Tries

1.1 Discontinue oracle

https://jaxenter.de/ende-javafx-embedded-13340

http://mail.openjdk.java.net/pipermail/openjfx-dev/2015-January/016570.html

1.2 Download sources

Main text

https://wiki.openjdk.java.net/display/OpenJFX/OpenJFX+on+the+Raspberry+Pi

Link for 8
https://jdk8.java.net/download.html

gives
jdk-8u102-ea-bin-b02-linux-arm-vfp-hflt-11_apr_2016.tar.gz
and
javafx_samples-8u102-ea-b02-windows-11_apr_2016.zip
javafx_samples-8u102-ea-b02-linux-11_apr_2016.zip

does not run fx
Platform link:
http://www.oracle.com/technetwork/java/javase/certconfig-2095354.html

Link for 9

https://jdk9.java.net/
https://jdk9.java.net/download/
gives
jdk-9-ea+113_linux-arm32-vfp-hflt_bin.tar.gz
and
javafx-9_linux-x86_demo.zip

does not run fx
Platform link:
https://jdk9.java.net/jdk9_supported_platforms.html

1.3 Old fx hint by oracle

https://docs.oracle.com/javase/8/embedded/develop-apps-platforms/headful.htm

Included packages
javafx.animation Animation
javafx.application Lifecycle
javafx.beans JavaFX beans
javafx.beans.binding JavaFX bean property binding
javafx.beans.property Read-only and read-write bean properties
javafx.beans.value Observable and writable values
javafx.collections JavaFX observable collections
javafx.concurrent Threading classes
javafx.css Styleable properties
javafx.event Event handling
javafx.geometry 2D and 3D
javafx.scene Scene graph core
javafx.scene.canvas Immediate mode rendering
javafx.scene.effect Visual effects
javafx.scene.image Loading and displaying images
javafx.scene.input Input events
javafx.scene.layout Scene layout
javafx.scene.paint Colors and gradients
javafx.scene.shape 2D and 3D shapes
javafx.scene.text Text rendering and metrics
javafx.scene.transform 2D and 3D transformations
javafx.stage Windowing
javafx.util Utilities
javafx.util.converter String converters

javafx.fxml FXML
javafx.scene.chart Charts
javafx.scene.control UI controls
javafx.scene.control.cell Cells for UI controls

JavaFX Packages not Available in Oracle Java SE Embedded

javafx.beans.property.adapter Integration with JavaBeans
javafx.embed.swing Integration with the Swing API
javafx.embed.swt Integration with the SWT API
javafx.print Printing
javafx.scene.media Media playback
javafx.scene.web Web content

netscape.javascript JavaScript integration

The Magic switch:

-Djavafx.platform=directfb

1.4 other sources ObenJDK build

Communiti build list

https://wiki.openjdk.java.net/display/OpenJFX/Community+Builds

1.4.1 gluon

http://gluonhq.com/gluon-supports-javafx-embedded-binary-builds-now-available/

http://gluonhq.com/open-source/javafxports/downloads/

http://108.61.191.178/

Combine try

chrishocodes and OpenJDK 8

Files

openjfx-8-sdk-overlay-linux-armv6hf.zip
jdk-8u102-ea-bin-b02-linux-arm-vfp-hflt-11_apr_2016.tar.gz

2 Appendix

2.1 Links

http://fxexperience.com/

http://www.oracle.com/technetwork/articles/java/raspberrypi-1704896.html

https://docs.oracle.com/javase/8/embedded/release-notes/

nich der richtige
https://docs.oracle.com/javase/8/embedded/develop-apps-platforms/javafx.htm

thats it
https://docs.oracle.com/javase/8/embedded/develop-apps-platforms/headful.htm

3 Mail

JavaFX and JDK for ARM

Kevin Rushforth kevin.rushforth at oracle.com

Wed Jan 28 22:00:21 UTC 2015

- Previous message: AcceleratedScreen
- Next message: JavaFX and JDK for ARM
- **Messages sorted by:** [date] [thread] [subject] [author]

Many of you have been asking about the status of JavaFX in Linux/ARM embedded platforms. Starting with 8u33, JavaFX has been removed from both Oracle JDK for ARM and Oracle Java SE Embedded. [1]

This is a resource trade off within Oracle. Included in that difficult trade off decision was the ongoing investment needed to properly support FX in a world where so much the hardware is not standardized -- it really is difficult to have enough hardware and testing resources committed to support FX on ARM. It is important to understand that when we say support, we are not talking about just "running" on a device like the Raspberry PI -- but providing support for paying customers that are almost certainly going to be using hardware that is customized for their embedded product.

This does not mean that FX is going away on other platforms, and hopefully does not mean we will be disappearing from ARM completely.

The core JavaFX team will continue working on the ARM port as resources permit, hopefully with involvement of members of the OpenJFX community. We have continued to demonstrate this commitment with the moving all of the JavaFX sources to OpenJFX, and maintaining an up to date OpenJFX Wiki which includes detailed articles on building for ARM.

We will continue to do what we can to make it easier to build and overlay OpenJFX on top of the ARM JDKs.

We hope to arrange for a external build of OpenJFX for ARM so that more people will be able to easily obtain a current build.

Most of the FX source code is shared across all ports, and we will continue to do regular internal builds of linux-armv6hf to ensure that it runs. We will continue to maintain the Monocle glass platform in any case, as we use it for some of our dektop unit tests.

We have received a lot of help from the community -- particularly for iOS and Android. Now we hope we can work together to keep Linux ARM viable and interesting.

-- Kevin Rushforth and David Hill

[1] For more information on the decision, I refer you to the following statement from Dalibor Topic and Donald Smith that Dalibor posted to the Raspberry Pi forum.

http://www.raspberrypi.org/forums/viewtopic.php?f=81&t=97367&p=678791#p678791

Apologies for the terse release note regarding this change to the Oracle JDK for ARM and Oracle Java SE Embedded products. Clearly this change should have come with more context.

Starting with Oracle JDK for ARM 8u33 and Oracle Java SE Embedded 8u33, JavaFX Embedded, a port of JavaFX 8 which was only available on Linux/ARM platforms, is not supported, and has been removed from these downloads.

The complete source code for JavaFX Embedded has been contributed to the OpenJFX open source project in the OpenJDK community under the GPL v2 with Classpath exception license. JavaFX development has been done in the OpenJDK open source community for some time now, enabling JavaFX developers to contribute back their changes to the source code, and produce their own OpenJFX binaries for their target platforms under their own responsibility.

JavaFX continues to be provided as a fully supported part of the Oracle JDK 8 product on x86 platforms (Windows, Linux, Mac).

- Previous message: AcceleratedScreen
- Next message: JavaFX and JDK for ARM
- **Messages sorted by:** [date] [thread] [subject] [author]

More information about the openjfx-dev mailing list