JavaFX instructions

JavaFX Documentation Link: https://openjfx.io/openjfx-docs/

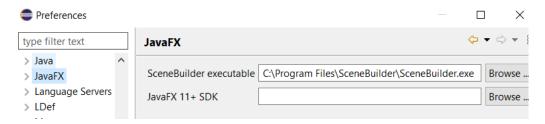
Section 1: Required Installations and set-up:

To work with JavaFX, you have to install the following tools:

- 1. JavaFX plugin (Only for Eclipse, IntelliJ comes with the plugin)
 - a. From eclipse "Help Menu" □ Eclipse Marketplace" □ Search for javafx □ Install e(fx)clipse following the instruction.
 - b. You need to restart after installation.

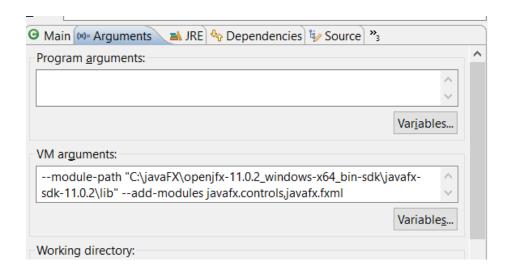
2. JavaFx SDK

- a. Download from "https://gluonhq.com/products/javafx/"
- b. extract to a folder.
- c. Configure: (For Eclipse only) (For IntelliJ it will be configured on project basis, which is shown later)
 - i. Go to Window (Menu) □ Preference □ Java □ Build Path □ User Library
 - ii. Click "New" (button) □ Enter a Name for the library □Add External Jars □ Go to the "lib" folder of Java FX installed folder and add all jar files.
- 3. Install and Configure Scenebuilder
 - a. Install from https://gluonhq.com/products/scene-builder/#download
 - b. Configure (for eclipse) by clicking Window□Preferences□ Select JavaFX item□Add SceneBuilder executable file location.
 - i. (For IntelliJ it will be configured on project basis, which is shown later)



Section 2: Create and Run JavaFX Project

			w introductory tutorials here:
	For Eclipse: https://www.youtube.com/watch?v=j-wJRm6lmOg (With Scenebuilder) https://www.youtube.com/watch?v=nz8P528uGjk (without scenenbuilder)		
Fo	r Int	elliJ:	
<u>ht</u>	https://www.youtube.com/watch?v=Ope4icw6bVk (Without Scenebuilder)		
<u>ht</u>	tps:/	//www.yo	outube.com/watch?v=ZfaPMLdgJxQ (Scenebuilder + Event)
Steps	:		
1.	Cr	eate Ja	vaFx project from File menu. (<mark>Only available if the plug-in is installed – item</mark>
	1	under "F	Required Installation" section)
2.	Ad	dd javaF	Ex SDK as user library. (Will not be available if you have not installed item 2
	ur	ider "Re	quired Installation" section)
	a.	Eclipse	e:
		i.	Window □ Preference □ Java □ Build Path □ User Library OR
			Right click on Project \square Build Path \square Add Library \square User Library
		ii.	Select Java Fx if available OR
			New □ Enter a Name for the library □Add External Jars □ Go to the " lib " folder of Java FX installed folder and add all jar files.
	b.	IntelliJ	
		i.	File \Box Project Structure \Box click '+' \Box select java \Box Browse to the lib folder of JavaFX SDK. \Box Click OK buttons in the "Choose Modules" pop-up window.
3.	Add VM Arguments under "Run Configuration" a. Eclipse		
	u .	Access Config	s "Run Configuration" from Run menu or right click Run As Run as Run as
	modu	ıle-path	"\pathto javafx-sdk-11\lib"add-modules javafx.controls,javafx.fxml



b. IntelliJ

Add VM Arguments under "Run Configuration"

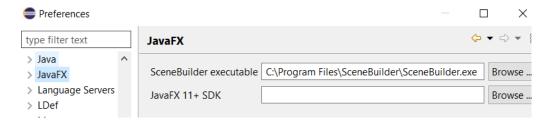
Run □ edit configuration □ VM options

If VM option is not available click "Modify Option ☐ Add VM options"

4. Run the project

With SceneBuilder

- 5. Add a new FXML file.
- 6. Configure Scenebuilder (Will not be available if you have not installed item 3 under "Required Installation" section)
 - a. Eclipse
 Click Window□Preferences□ Select JavaFX item□Add SceneBuilder
 executable file location.



b. IntelliJ

Click File Settings □ Expand "Language & Frameworks" □ Select JavaFX □ Path to ScenenBuilder (should include the .exe file as well)

Or

Right click an fxml file □ Open In Scenebuilder □ Select the Scenebuilder.exe

- 7. Right click on the fxml file and click "Open with/In SceneBuilder"
- 8. Follow the steps of the tutorials at the beginning of this section.

More tutorials

javaFX tutorial (concepts): https://www.youtube.com/watch?v=j1wauUbMJ3w

javFX stage - https://www.youtube.com/watch?v=As7TEjgJ3Ao

javFx event handling- https://www.youtube.com/watch?v=opLZZ8UCcTY

Known Issue

- 1) Might have version conflicts. Download and install the latest versions of everything.
- 2) If you are having issues with creating/opening FXML documents, follow the steps mentioned in the link below (a screenshot of the section is also added below).

https://stackoverflow.com/guestions/74758570/cant-create-new-fxml-file-in-eclipse

