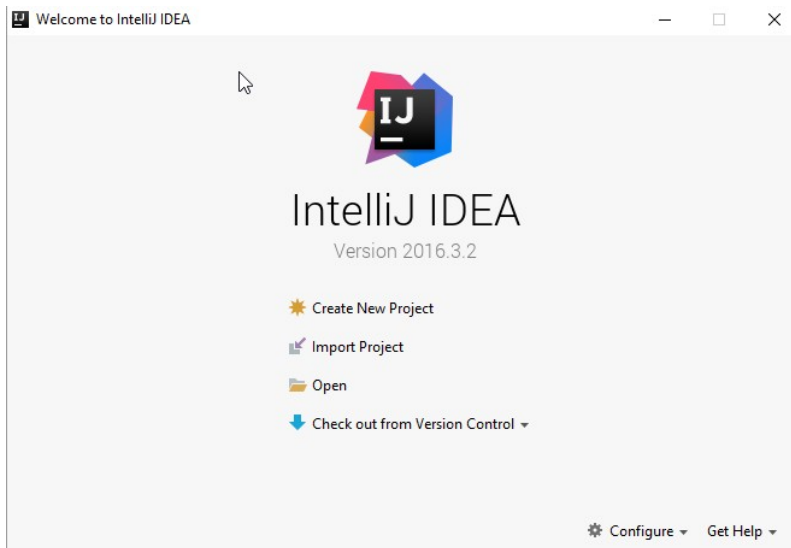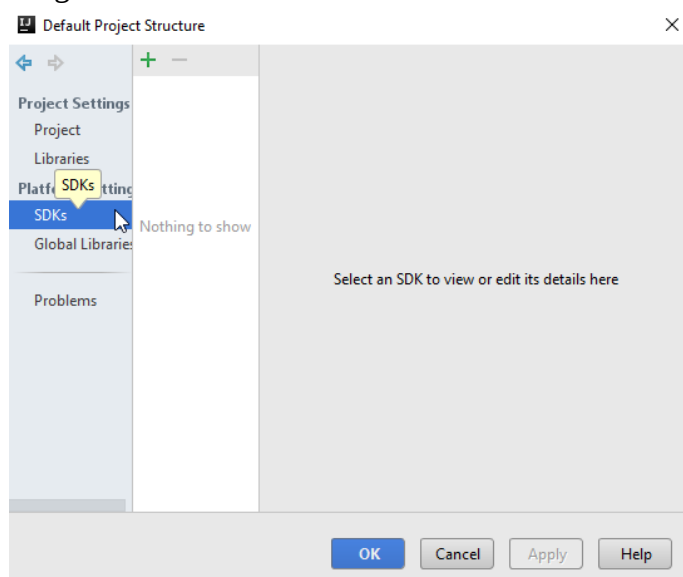**IntelliJ: Configuring JDK 1.8 and Scene Builder**

IntelliJ comes with its own version of the JDK, but it is not sufficient for use with JavaFX. In order to create GUI programs with JavaFX and Scene Builder, IntelliJ must be configured to find them. These are instructions (on Windows) for doing so.
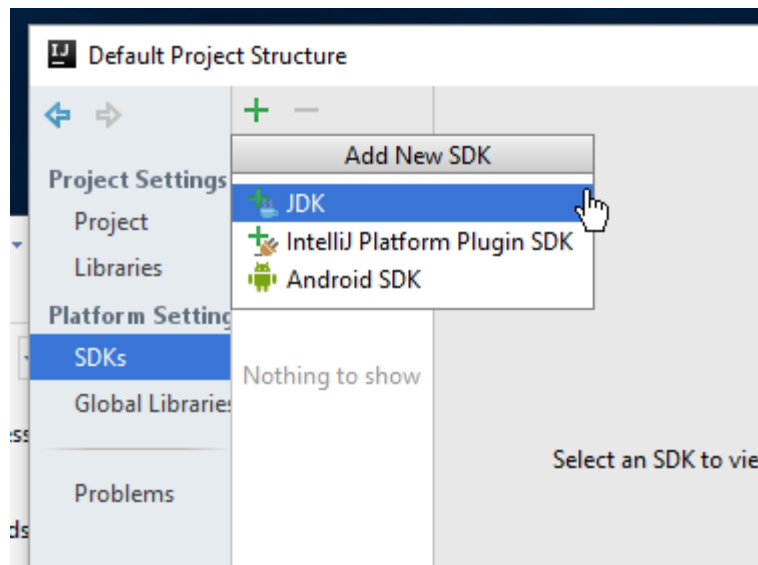
Configuring JDK 1.8
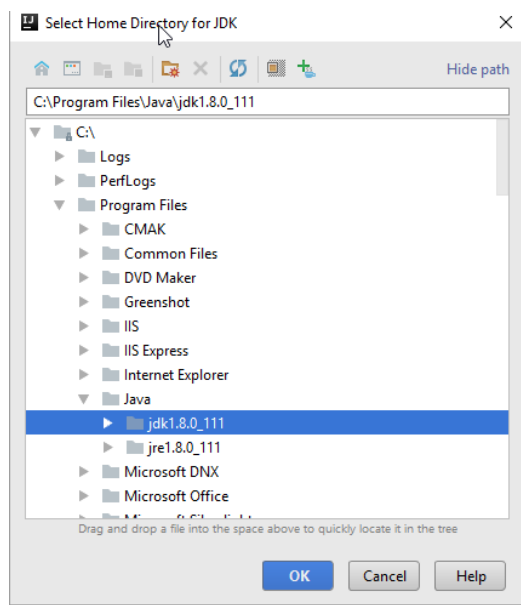
On the IntelliJ Welcome screen

press "Ctrl+Alt+Shift S" to open the Default Project Structure dialog, then click **SDKs** under Platform Settings.
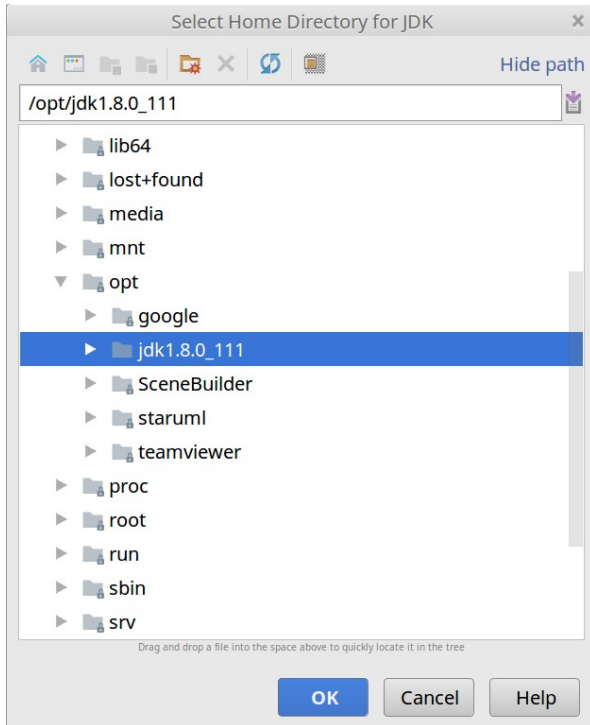
Click the green + button and then click JDK.

In the Select Home Directory for JDK dialog, navigate to the directory in which you installed the JDK 1.8. This screenshot show its location on my Windows 10 system

Note that on my Windows box, I have both a JRE (Java Runtime Environment) and a JDK (Java Developer's Kit.) The former is used to RUN Java programs, the latter is used to DEVELOP Java programs. You MUST have a JDK.
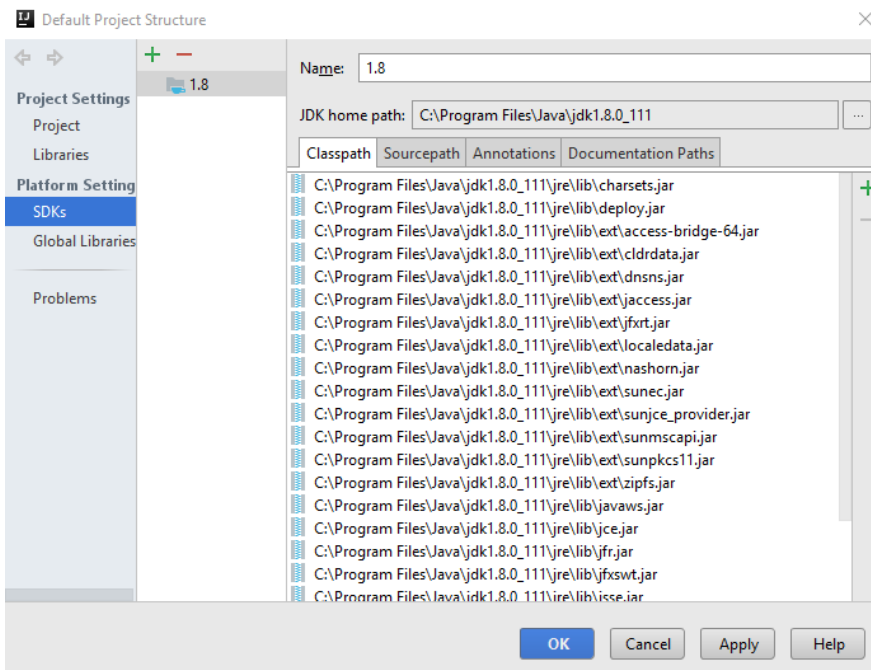
On my Linux box, I have installed the JDK in **/opt**.

I do not know where it would be if you installed it on a Mac. If someone would send me a screenshot I'll update this document.
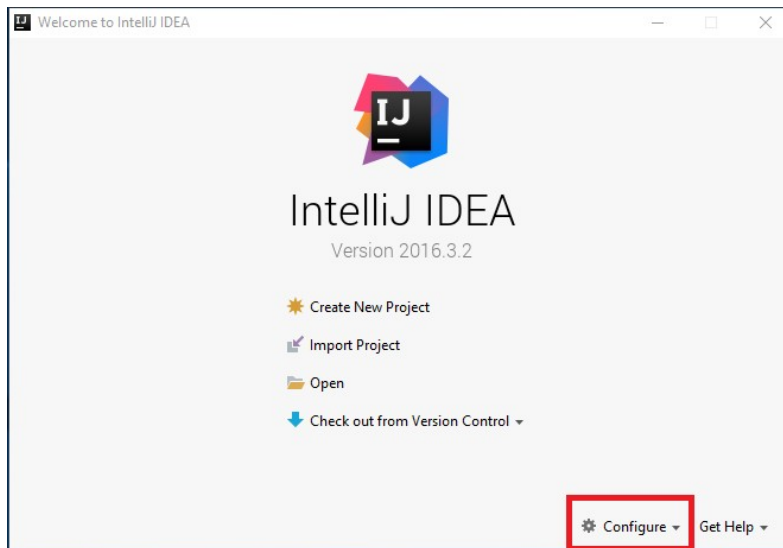
Make your selection and click OK.

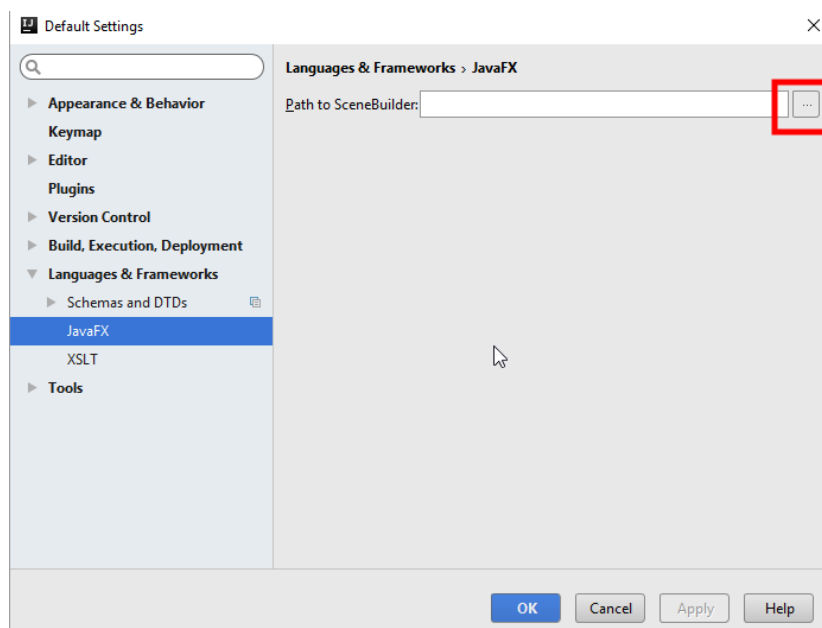You should now see a populated list of files in the JDK. Click OK.

Configuring Scene Builder
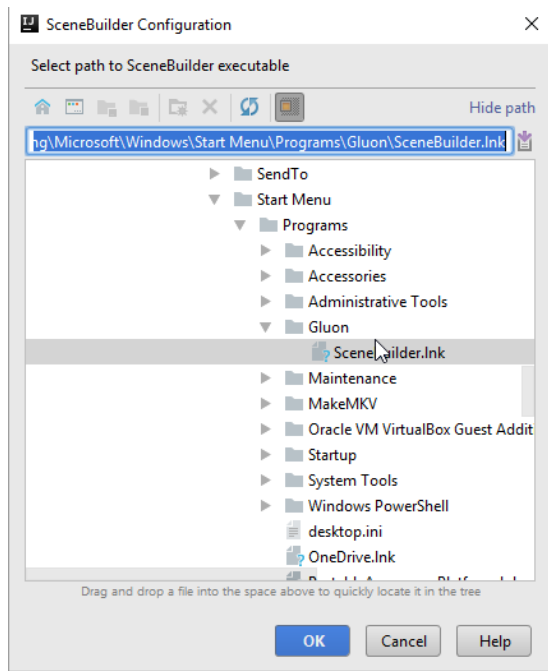
Open the click **Configure** at the bottom right.

Expand the Languages & Frameworks item and select JavaFX. In the Scene Builder entry, click the **…** (these are called "elipses") and navigate to the folder where SceneBuilder is installed.

On my Windows 10 System, the path is

C:\Users\seank\AppData\Roaming\Microsoft\Windows\Start Menu\Programs\Gluon\SceneBuilder.lnk

On my Linux system, the path is **/opt/SceneBuilder/SceneBuilder**. Again, I don't know where it would be installed on a Mac. Please let me know and I'll update the document.

Click OK, and then OK again. You should now be properly configured to use JDK 1.8 and Scene Builder 2.0.