Instructions for your scenes

\*\*Before changing stuff just run the app to see how it works its pretty simple I have it set to template on the loading vacation type just so you can see.\*\*

1. First copy the template.fxml and paste it back into view package that will let you rename it. Rename it whatever menu button was called +Scroll Ex: CruiseScroll.fxml
2. Next copy the templateController.java and paste it back into controller package that will let you rename it. Rename it whatever you feel appropriate. Ex: CruiseScrollController.java
3. Next copy the template.css and paste it back into application package that will let you rename it. Rename it whatever you feel appropriate. Ex: Cruise.css
4. Lets get everything talking to one another now that we renamed it.
   1. Your FXML file line 12 go far right to fx:controller=*"controller.TemplateController"* change to whatever you renamed your controller to on step 2.
   2. Open MenuController and go to lines 41-44 and remove the comments (that is why step 1 naming was important), then either delete or comment out line 43(that was just for the template to run).
   3. Open your FXML with scenebuilder. We will now link your css file from step 3. Click on your anchor pane and go to Properties in the right top corner. Close to the bottom will say Stylesheets and have something written in it. Change the part that says template to whatever you named yours in step 3.
5. Everything should now be talking to each other in your files. So now we will work in your Controller from step 2:
   1. To add you destinations and flight prices go down to initialize function and insert your data into lines 396-400.
   2. Download the images you want as .jpg and save them in the pictures folder for the project, they all must have different names and be .jpg. This is important cause they must all be the same type or we’d have to go do direct path naming instead of what you called it for all of them can get nasty fast.
   3. To add you hotel name, price, Info and image go to your controller and go to function vacationDestMade line 153, you will add the information for each hotel to line 169-173, that’s for destination 1. First part will be hotel name, part 2 will be hotel price, three will be your info about the place (whatever you want to add like what it’s close to maybe free breakfast whatever, I did port calls.) part 4 will be that name of the image (from 5b) you want to appear when they select this place. Right now it says question cause I threw a question mark picture in there you might have saw that when it was running in template. Now do the same for all other hotels on the following lines for their own respected destination (line 179-183; 189-193; 199-203; 209-213). Part 3 might be long I threw in some\n to break up the lines when it shows in the app. Play around with it till you find a length you like
   4. To add activities prices go to function updateButtonPressed, lines 226, 229, 232, …253 that’s where you add your prices.
6. now we will work in your FXML from step 1:
   1. To change the label at the top that says “Vacation Type” go to FXML line 57 and change it to whatever you want yours to say
   2. To add activities names to your check boxes go to lines 79-88; text=*"CHECKBOX"* looks like that change CHECKBOX to whatever you want yours to say.
7. Lastly go play with the css file pick your colors and stuff.
8. If something is missing or not working let me know or go play around with it, have fun.

Ok cool I think that’s it, if you have any questions just let me know.