

FAZER Download do JAVA de acordo com o Sistema Operacional.

<https://www.oracle.com/technetwork/pt/java/javase/downloads/jdk8-downloads-2133151.html>

Instalar de acordo com o SO. Exemplo: Para executar no Windows, use

[jdk-8u221-windows-x64.exe](#)

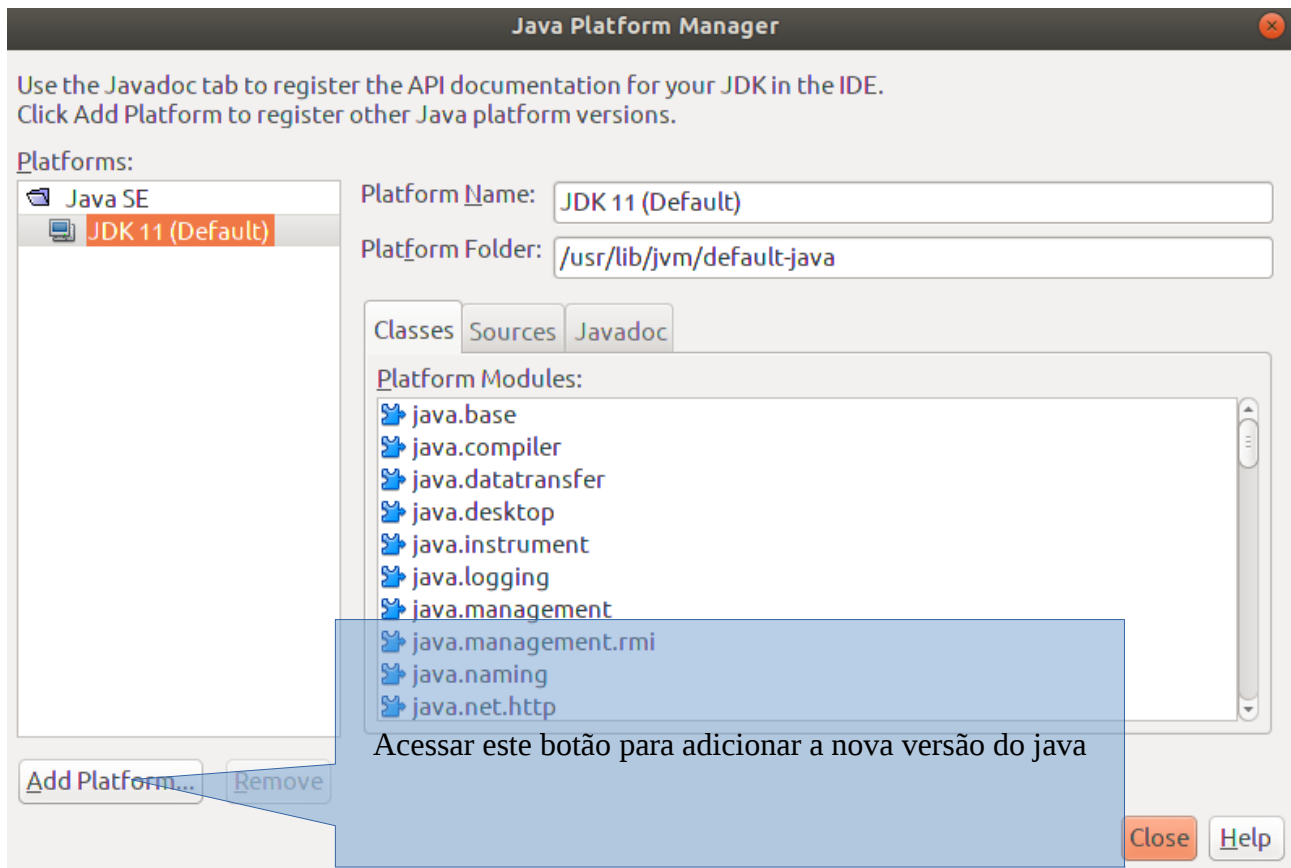
Para instalar no LINUX, descomprima o arquivo

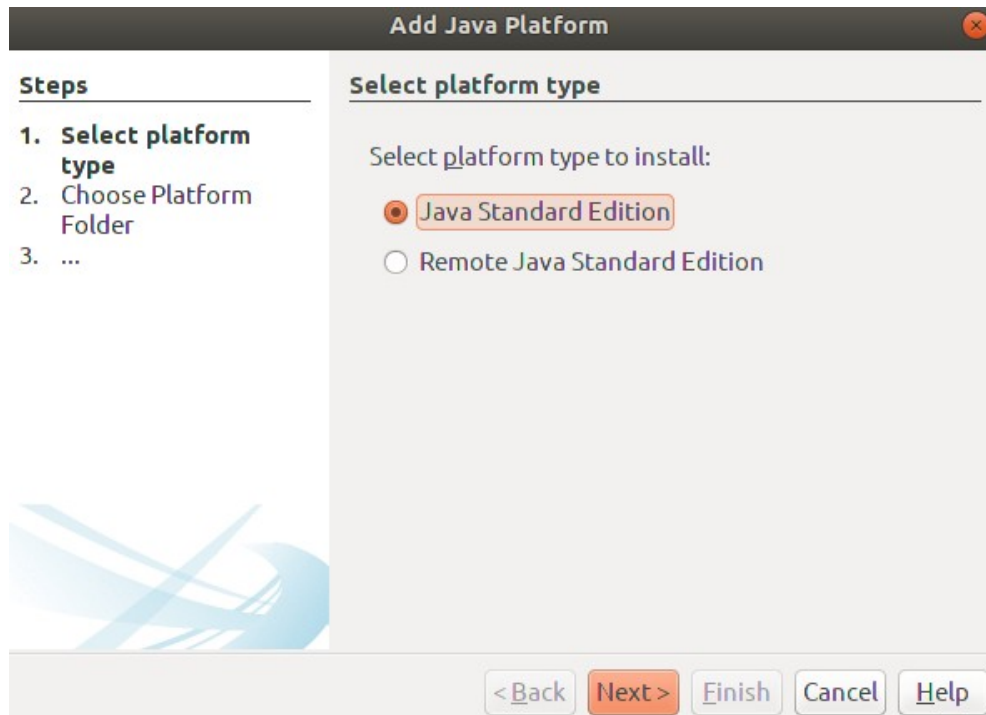
[jdk-8u221-linux-x64.tar.gz](#)

Usando

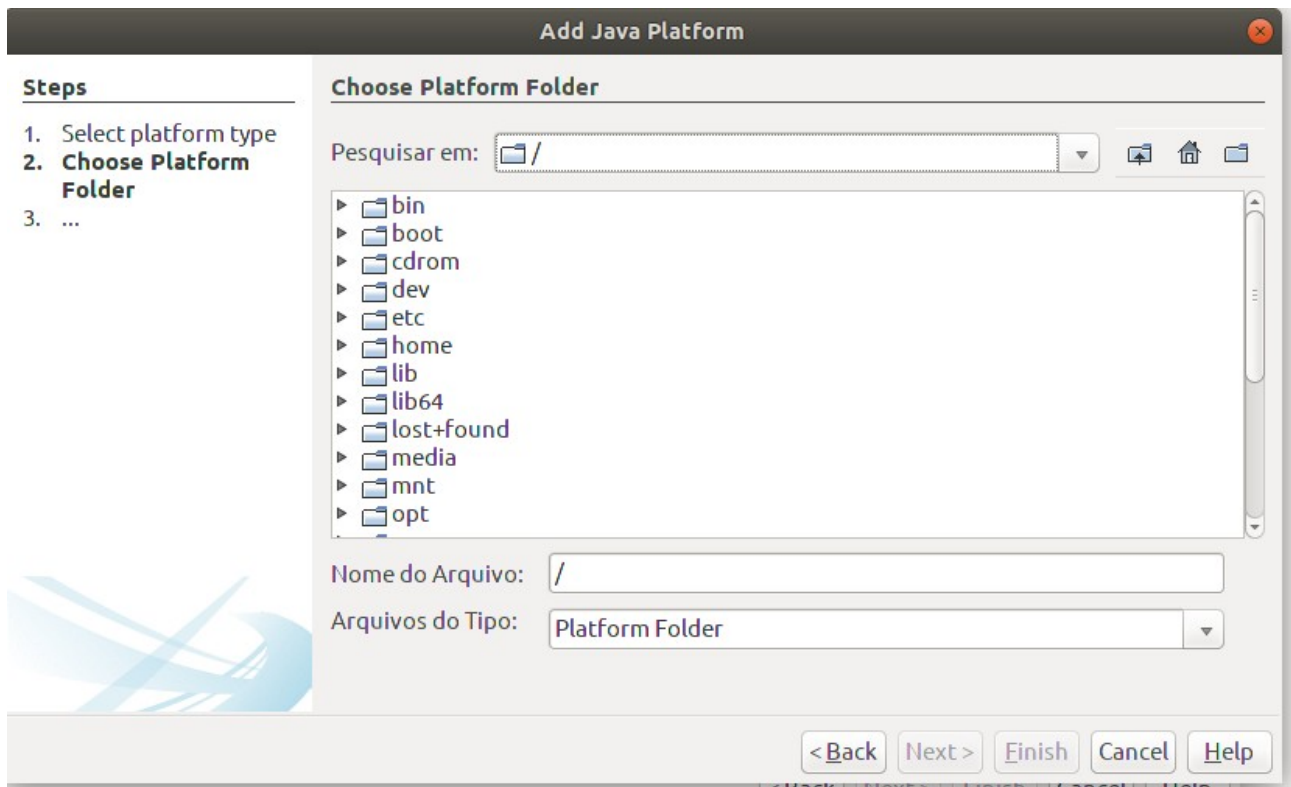
```
tar -zxvf jdk-8u221-linux-x64.tar.gz
```

Depois entre no NETBEANS e clique no botão “Manage Platform”

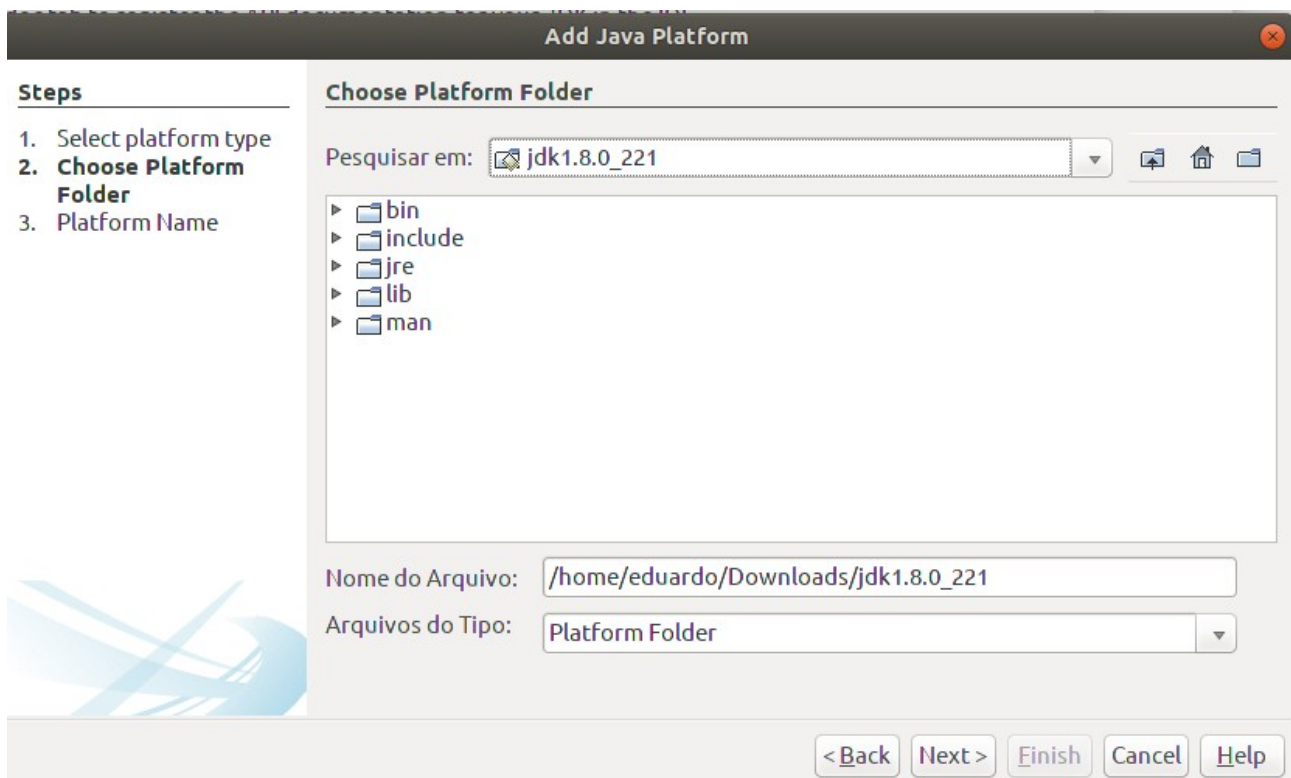




Clicar em “NEXT” e...

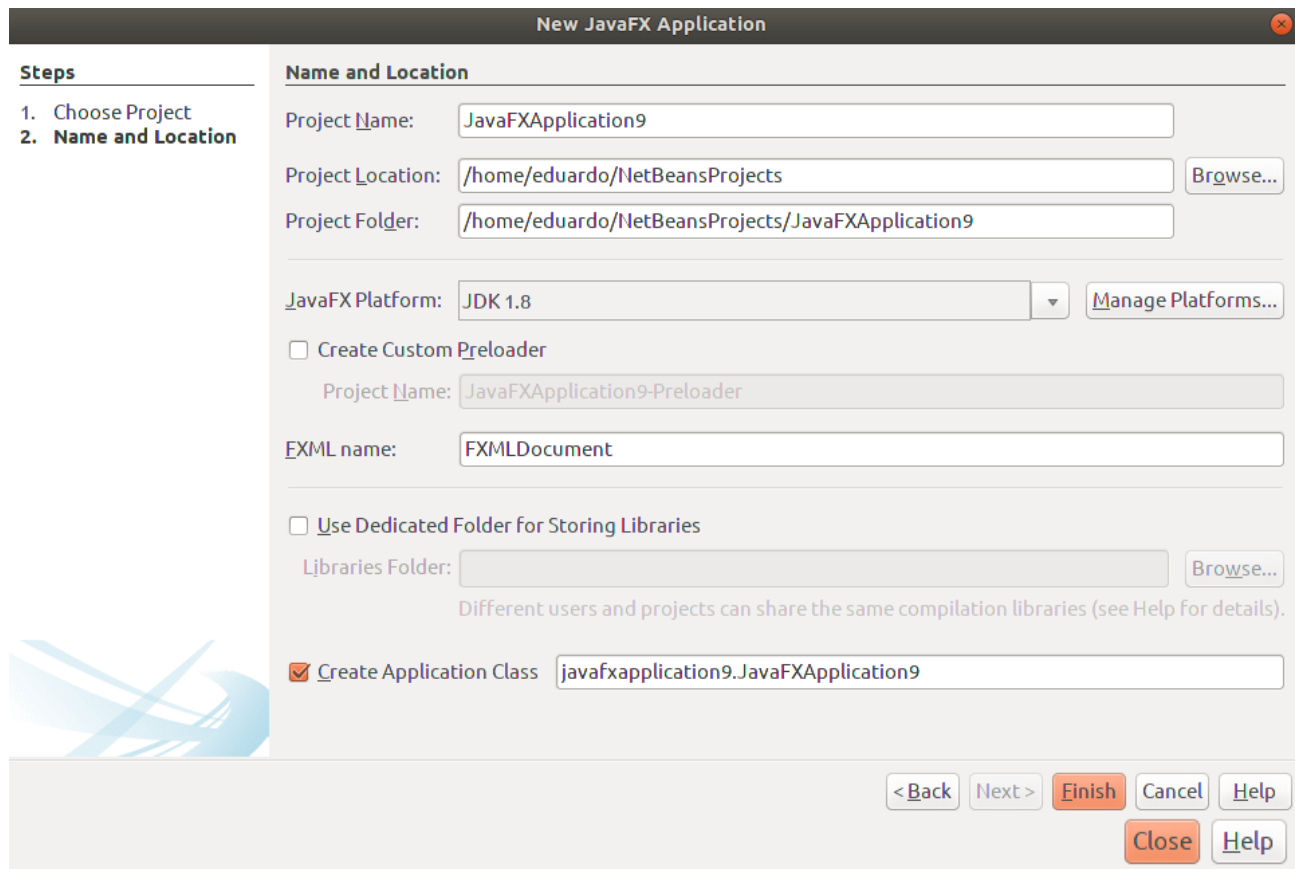


Escolher a pasta onde está o JDK e depois escolher o JDK 8 para Plataforma JAVA FX.



Pronto! A partir de agora, pode-se executar o JAVA FX com o SCENE BUILDER corretamente!

Para criar um novo projeto, procurar por JavaFX FXML Application e escolher em Java Platform o JDK 1.8



The image shows a 'New JavaFX Application' dialog box with a dark title bar and a close button. It is divided into two main sections: 'Steps' and 'Name and Location'. The 'Steps' section on the left lists '1. Choose Project' and '2. Name and Location', with the second step being the active one. The 'Name and Location' section contains several input fields and checkboxes. The 'Project Name' field is filled with 'JavaFXApplication9'. The 'Project Location' field is filled with '/home/eduardo/NetBeansProjects' and has a 'Browse...' button to its right. The 'Project Folder' field is filled with '/home/eduardo/NetBeansProjects/JavaFXApplication9'. The 'JavaFX Platform' dropdown menu is set to 'JDK 1.8' and has a 'Manage Platforms...' button to its right. There is an unchecked checkbox for 'Create Custom Preloader' with a 'Project Name' field containing 'JavaFXApplication9-Preloader'. The 'FXML name' field is filled with 'FXMLDocument'. There is an unchecked checkbox for 'Use Dedicated Folder for Storing Libraries' with a 'Libraries Folder' field and a 'Browse...' button. Below this is a note: 'Different users and projects can share the same compilation libraries (see Help for details)'. At the bottom, there is a checked checkbox for 'Create Application Class' with a text field containing 'javafxapplication9.JavaFXApplication9'. The bottom right corner features a row of buttons: '< Back', 'Next >', 'Finish' (highlighted in orange), 'Cancel', and 'Help'. Below these are 'Close' and 'Help' buttons.

Steps

1. Choose Project
2. **Name and Location**

Name and Location

Project **N**ame:

Project **L**ocation:

Project **F**older:

JavaFX Platform:

☐ Create Custom **P**reloader

Project **N**ame:

FXML name:

☐ **U**se Dedicated Folder for Storing Libraries

Libraries Folder:

Different users and projects can share the same compilation libraries (see Help for details).

☒ **C**reate Application Class

< **B**ack Next > **F**inish Cancel **H**elp

Close **H**elp