<?xml version="1.0" encoding="UTF-8"?>  
  
<?import javafx.scene.control.\*?>  
<?import javafx.scene.layout.\*?>  
<?import javafx.scene.text.\*?>  
  
<GridPane fx:id="rootGridPane" style="-fx-background-color: #DDF7F0;" xmlns="http://javafx.com/javafx/16" xmlns:fx="http://javafx.com/fxml/1" fx:controller="com.example.demo2.Controller">  
 <columnConstraints>  
 <ColumnConstraints />  
 <ColumnConstraints maxWidth="340.4" minWidth="179.4" prefWidth="196.0" />  
 </columnConstraints>  
 <rowConstraints>  
 <RowConstraints minHeight="10.0" prefHeight="25.0" />  
 <RowConstraints />  
 </rowConstraints>  
 <children>  
 <Pane fx:id="myPane" GridPane.columnSpan="2" />  
 <Pane fx:id="insertedDiscsPane" prefHeight="400.0" prefWidth="200.0" GridPane.rowIndex="1" />  
 <VBox style="-fx-background-color: #2B3B4C;" GridPane.columnIndex="1" GridPane.rowIndex="1">  
 <children>  
 <Pane prefHeight="288.0" prefWidth="199.0">  
 <children>  
 <TextField fx:id="t1" layoutX="20.0" layoutY="36.0" promptText="Enter Player One Name" />  
 <Label fx:id="playerNameLabel" alignment="CENTER" layoutY="144.0" prefHeight="36.0" prefWidth="180.0" text="Player One" textFill="#faf6f6">  
 <font>  
 <Font name="System Bold" size="25.0" />  
 </font>  
 </Label>  
 <Label alignment="CENTER" layoutX="1.0" layoutY="187.0" prefHeight="36.0" prefWidth="180.0" text="Turn" textFill="#f4f3f3">  
 <font>  
 <Font size="25.0" />  
 </font>  
 </Label>  
 <TextField fx:id="t2" layoutX="20.0" layoutY="70.0" promptText="Enter Player Two Name" />  
 <Button fx:id="b1" layoutX="18.0" layoutY="106.0" mnemonicParsing="false" prefHeight="25.0" prefWidth="149.0" text="Set Names" />  
 </children></Pane>  
 <Region prefHeight="69.0" prefWidth="346.0" />  
 </children>  
 </VBox>  
 </children>  
</GridPane>