Software needed for JavaFX

1. JavaFX SDK 13

- Download JavaFX SDK from

    Windows http://gluonhq.com/download/javafx-13.0.1-sdk-windows/

    Mac http://gluonhq.com/download/javafx-13.0.1-sdk-mac/

- Copy the downloaded zip file to **C:** drive
- Unzip JavaFX SDK zip under in **C:** drive (this will create a folder named **C:\javafx-sdk-13.0.1**).

2. Scene Builder for Java 11

- Download and install Scene Builder for Java 11:

Windows https://gluonhq.com/products/scene-builder/thanks/?dl=/download/scene-builder-11-windows-x64/

Mac https://gluonhq.com/products/scene-builder/thanks/?dl=/download/scene-builder-11-mac/

3. Creating JavaFX User Library

- Choose **Windows → Preferences → Java → Build Path → User Libraries**, and
- Create **New…** name it **JavaFX**
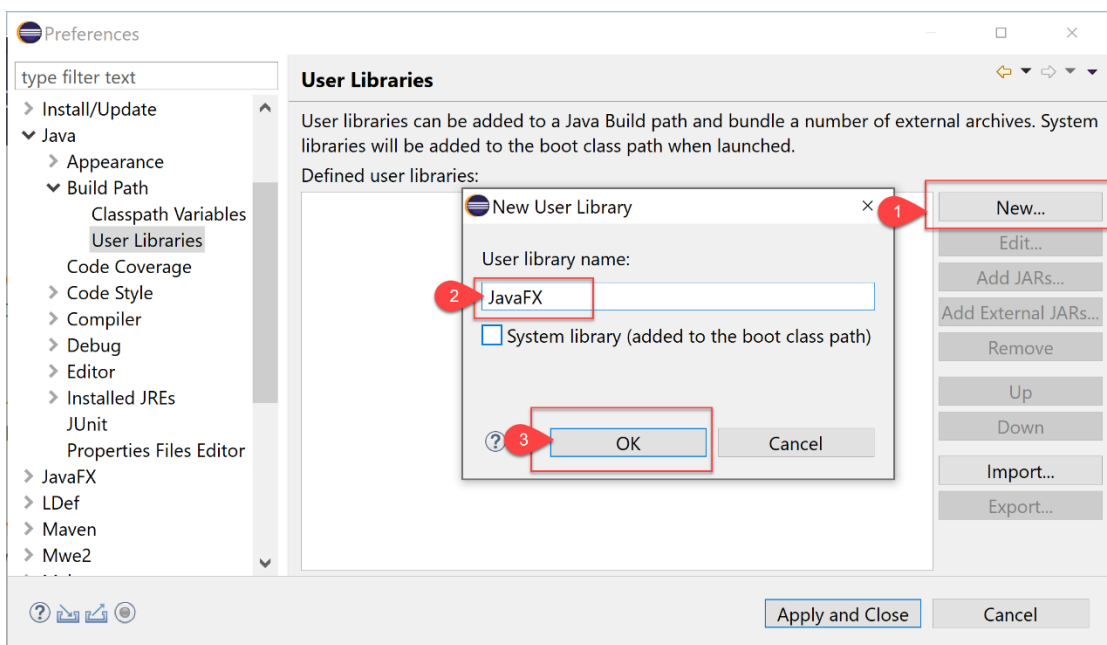
- **Add External JARS…** then **browse to C:\javafx-sdk-13.0.1\lib** and select all the .jar files (8 files) and click open. Then Apply and close.
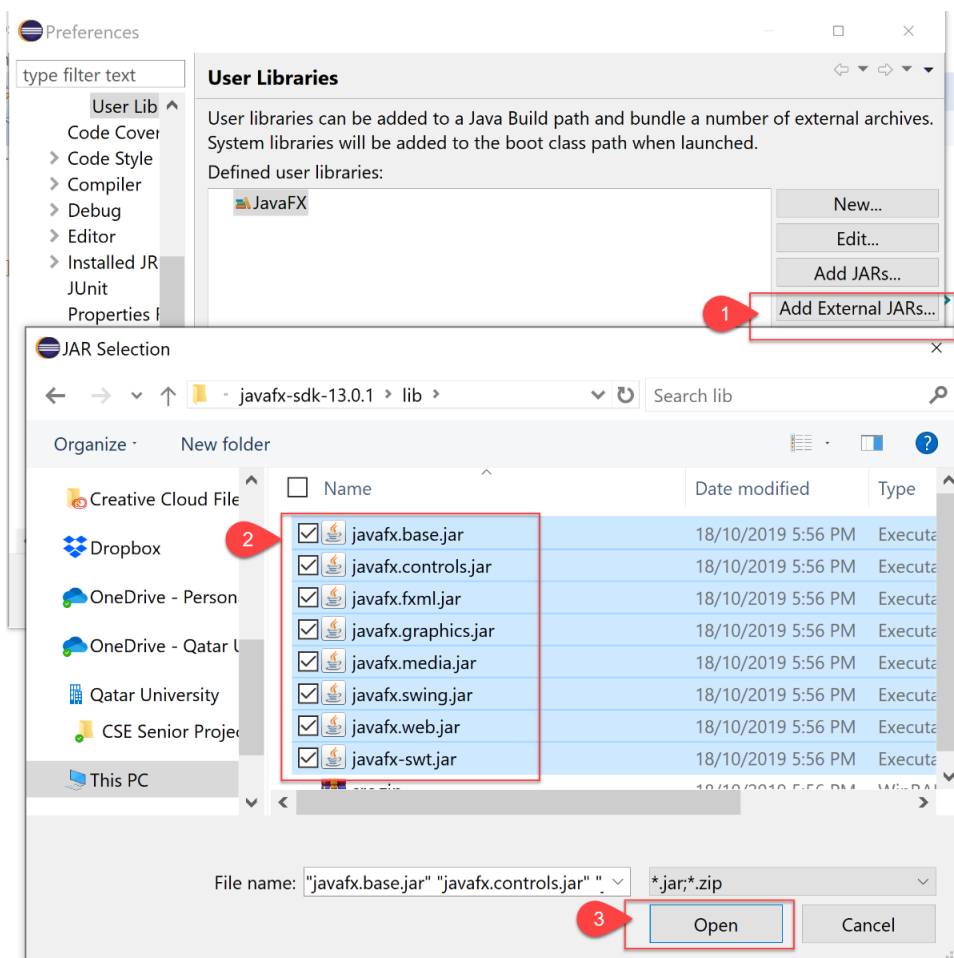
4. Configure PATH_TO_FX in Eclipse

- Create a string substitution variable **PATH_TO_FX** in Eclipse.
  Go to `**Preferences->Run/Debug->String Substitution**`, create a String Substitution named `**PATH_TO_FX**` and set its value to the JavaFX 13 lib: **C:\javafx-sdk-13.0.1\lib**
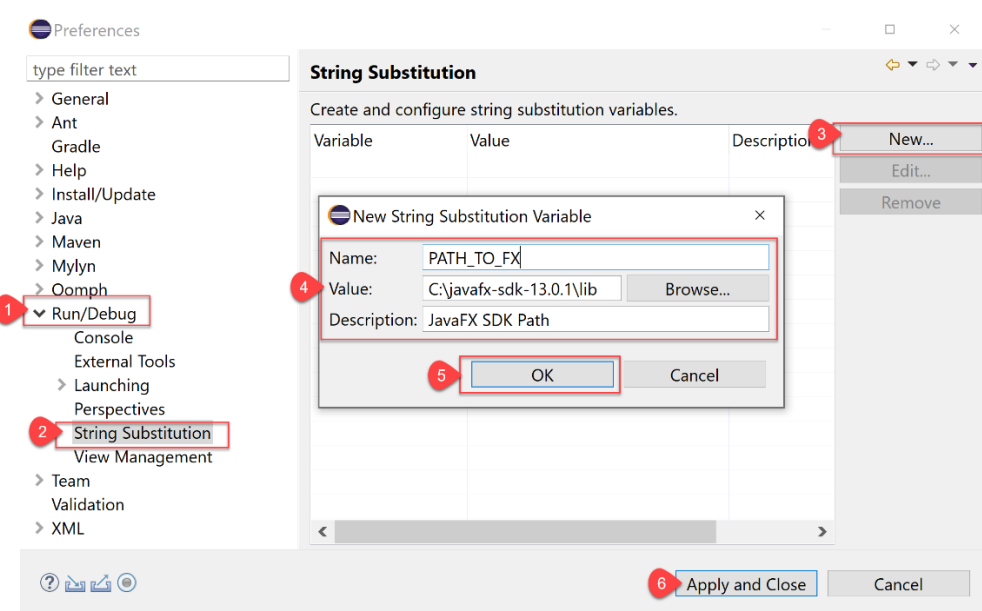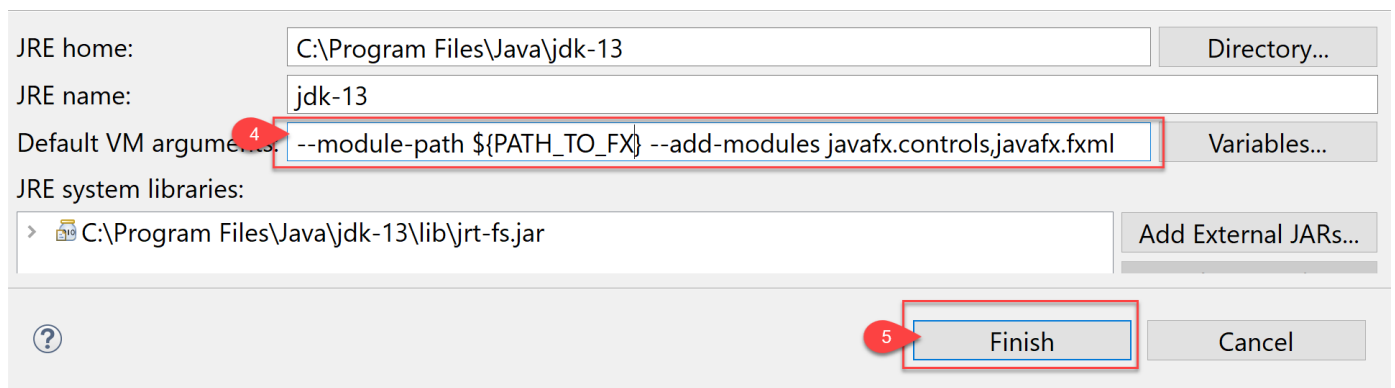
- Edit JRE for SDK 13 under Preferences → Java → Installed JREs → **Select the JRE and set the Default VM arguments to**:

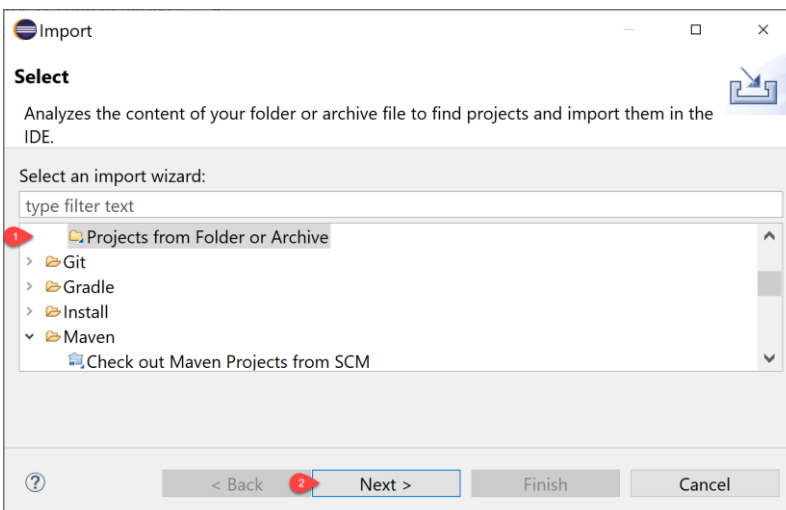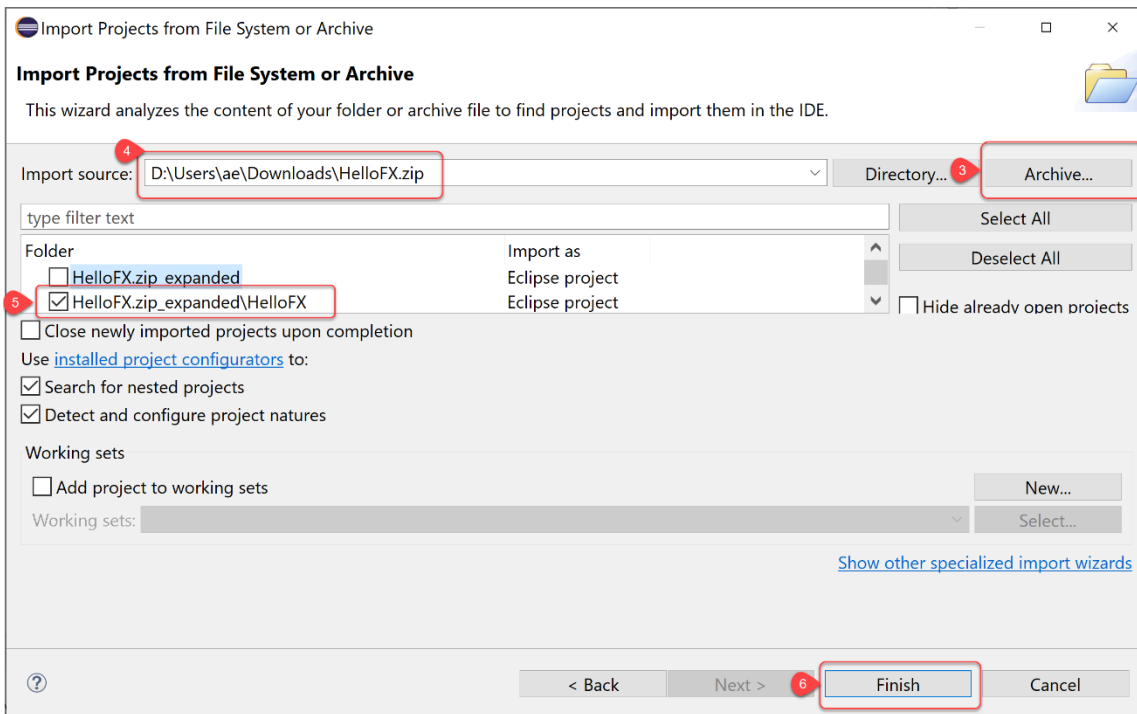**--module-path ${PATH_TO_FX} --add-modules javafx.controls,javafx.fxml**
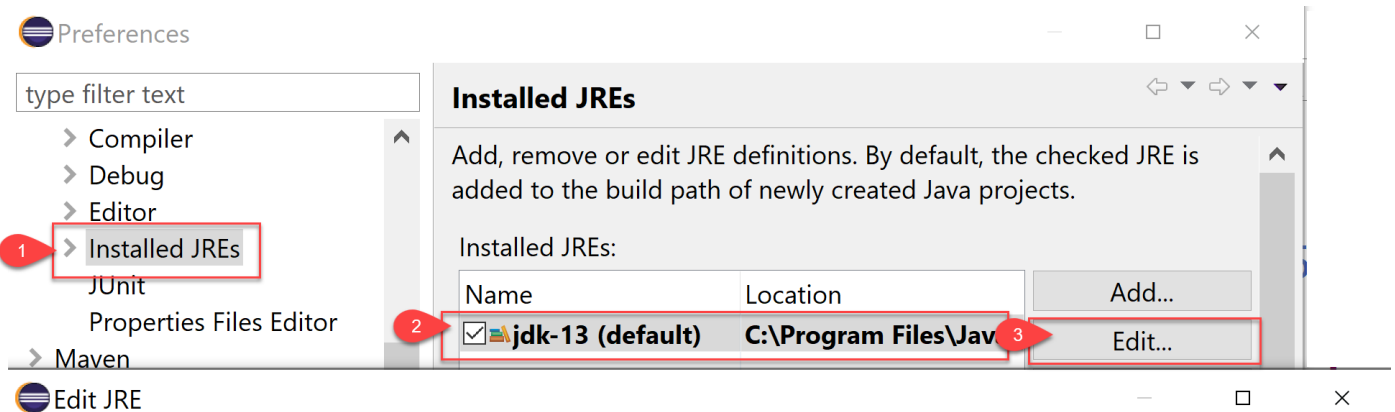
5. Verifying that JavaFX properly installed

- Download JavaFX Hello Word example @ https://www.dropbox.com/s/o5430kx4xcippzo/HelloFX.zip
- Then import *HelloFX.zip* into Eclipse

- Run Main.java. **You should see:**
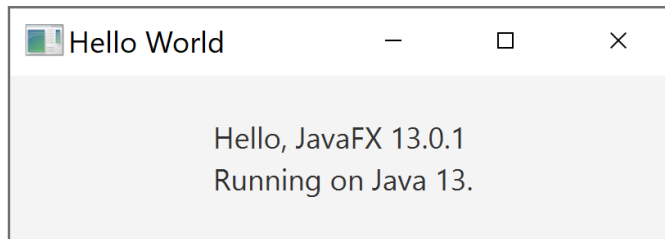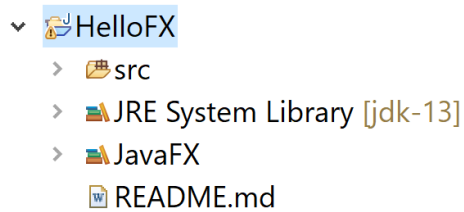
- If you can any error please post a question with a screenshot of the error to https://piazza.com/qu.edu.qa/fall2019/cmps251