

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

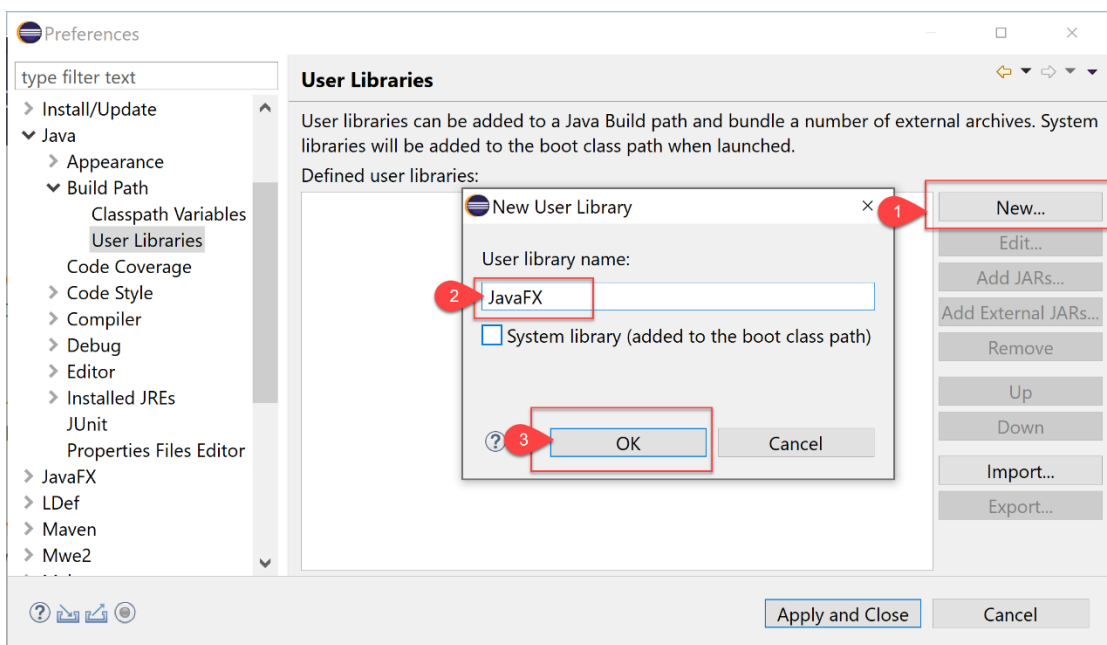
- Download and install Scene Builder for Java 11:

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

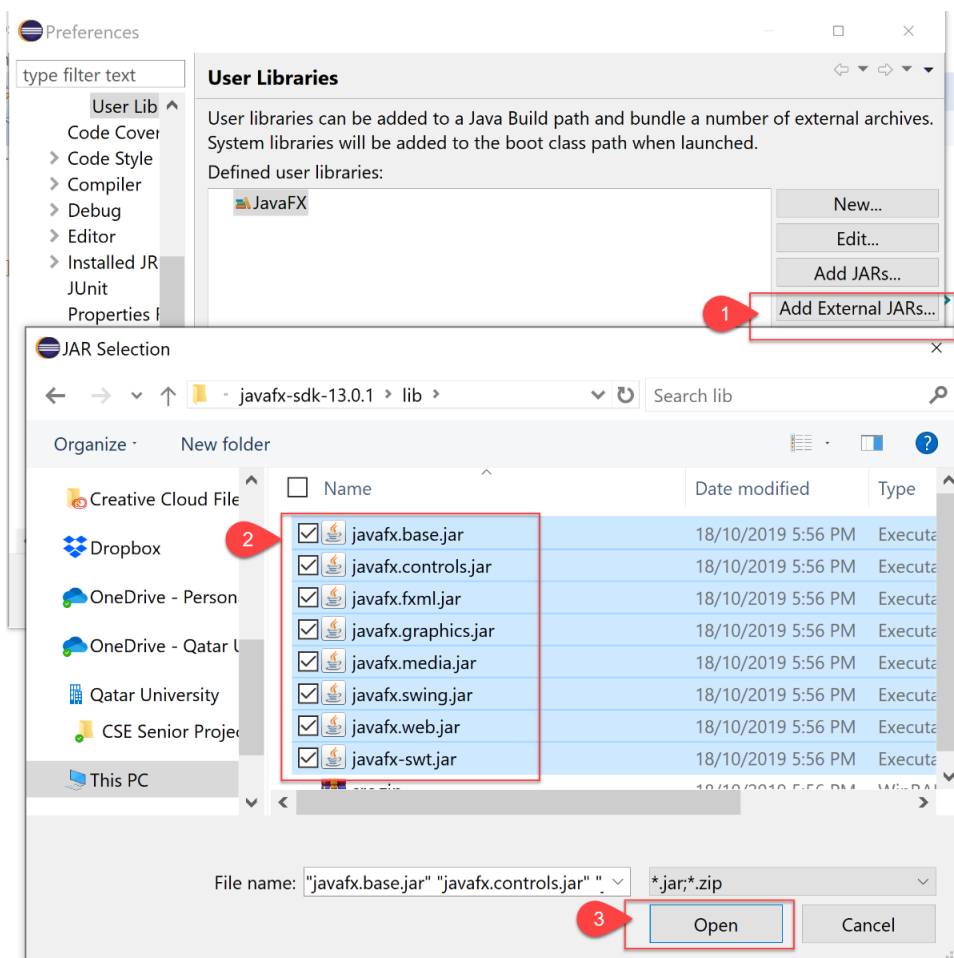
Mac <https://gluonhq.com/products/scene-builder/thanks/?dl=/download/scene-builder-11-mac/>

3. Creating JavaFX User Library

- Choose **Windows** → **Preferences** → **Java** → **Build Path** → **User Libraries**, and
- Create **New...** name it **JavaFX**

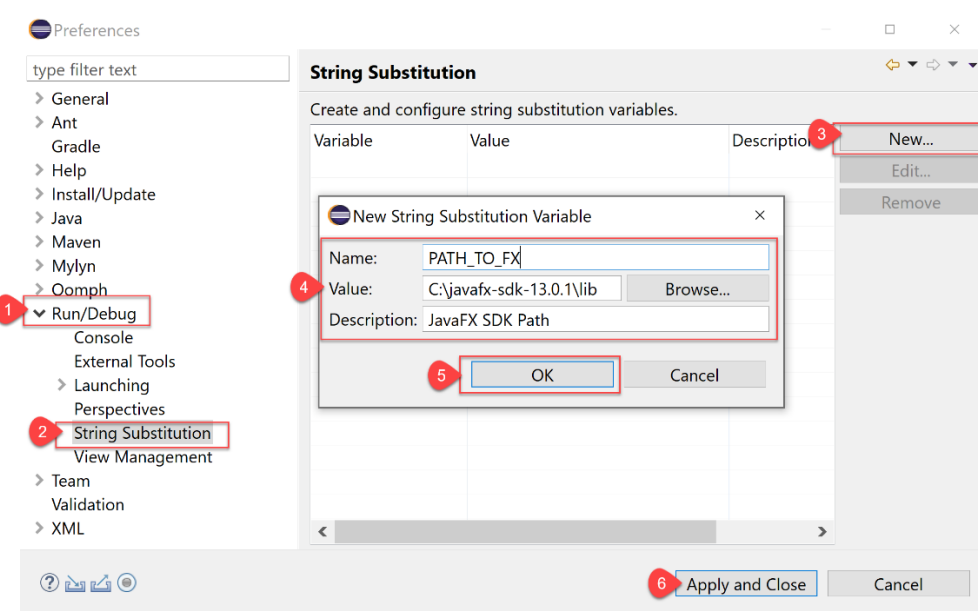


- **Add External JARS...** then **browse to C:\javafx-sdk-13.0.1\lib** and select all the .jar files (8 files) and click open. Then Apply and close.

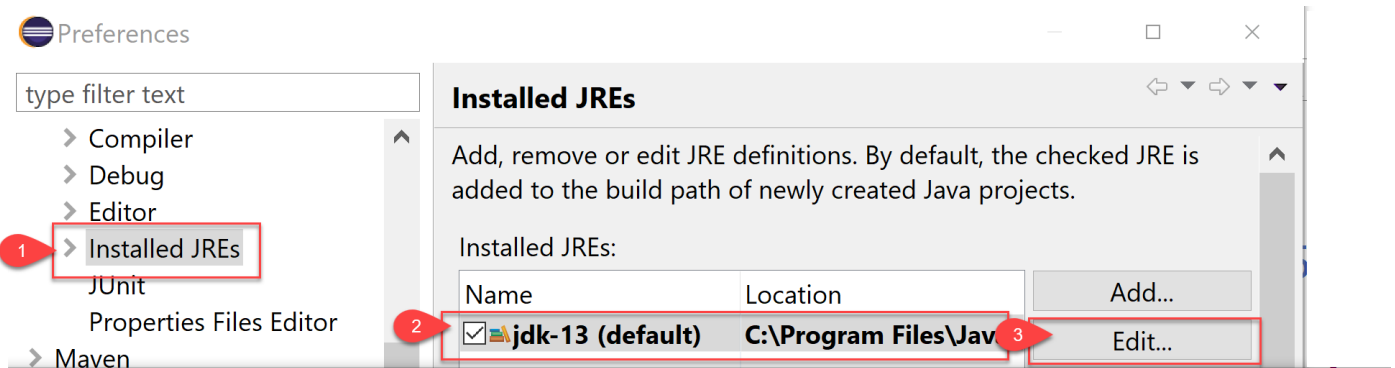


4. Configure **PATH_TO_FX** in Eclipse

- 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`

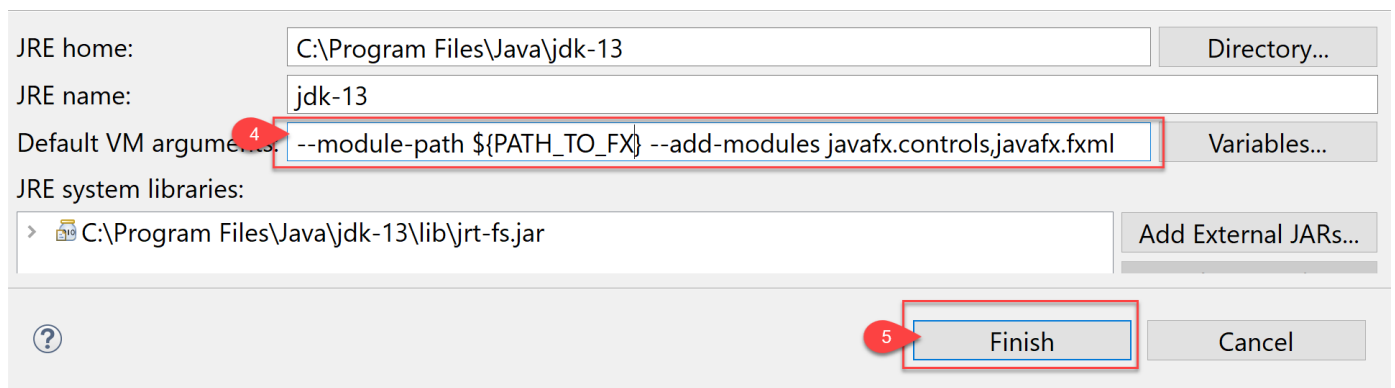


- Edit JRE for SDK 13 under Preferences → Java → Installed JREs → **Select the JRE and set the Default VM arguments to:**
--module-path \${PATH_TO_FX} --add-modules javafx.controls,javafx.fxml



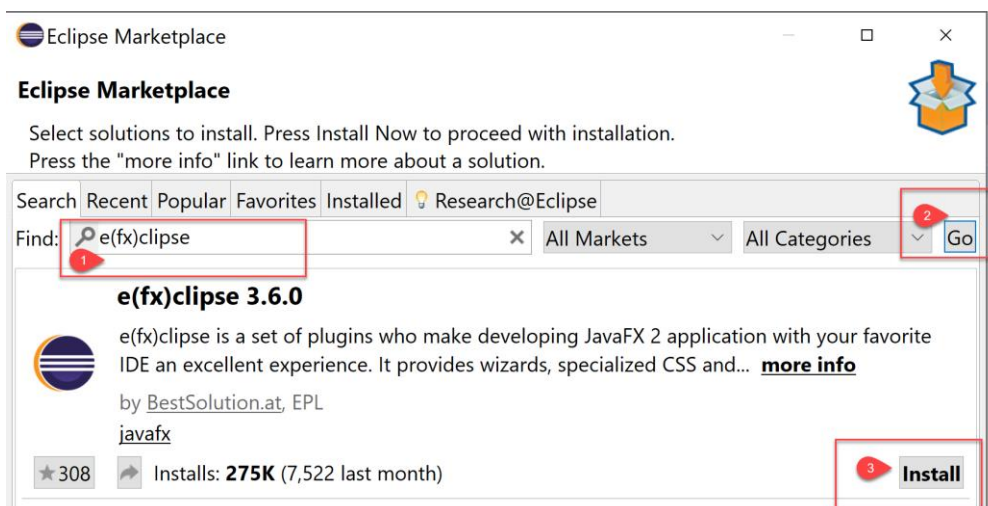
JRE Definition

Specify attributes for a JRE



5. JavaFX Plugin for Eclipse (called e(fx)clipse)

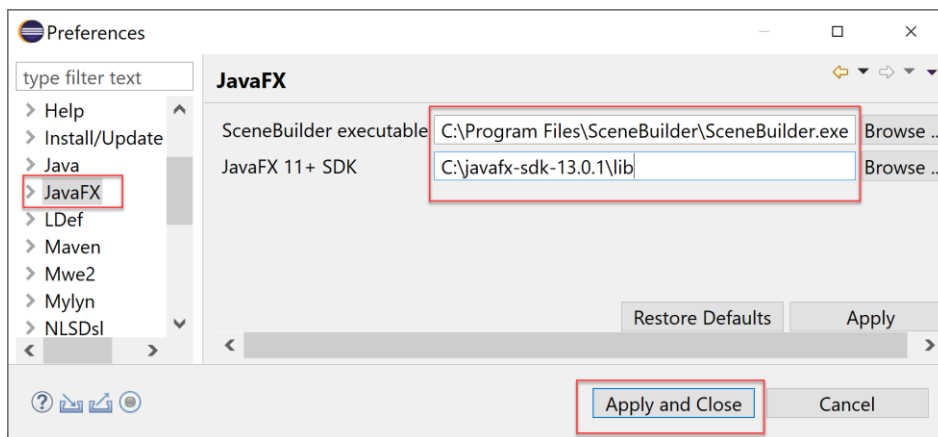
- From inside Eclipse, choose **Help → Eclipse Marketplace...**
- In the Find textbox type **e(fx)clipse** and click on search. You will get the plugin as shown below. Click on the Install button. Accept the license and continue...



6. Configure JavaFX Plugin

JavaFX needs to know the location of the **SceneBuilder** and the location of the JavaFX SDK folder. Choose **Windows** → **Preferences** → **JavaFX**, and then browse to locate the correct folders:

- SceneBuilder executable: **C:\Program Files\SceneBuilder\SceneBuilder.exe**
- JavaFX SDK: **C:\javafx-sdk-13.0.1\lib**



7. Verifying that JavaFX properly installed

- Sync the course GitHub repo to get the latest JavaFX examples
- Run App.java. **You should see:**

```
> 08-JavaFX [cmpts251-content master]
> src
> _1.firstapp
> _2.welcomefx
> App.java
> Controller.java
welcome.fxml
welcome.png
```



- If you can any error please post a question with a screenshot of the error to <https://piazza.com/qu.edu.qa/fall2019/cmpts251>