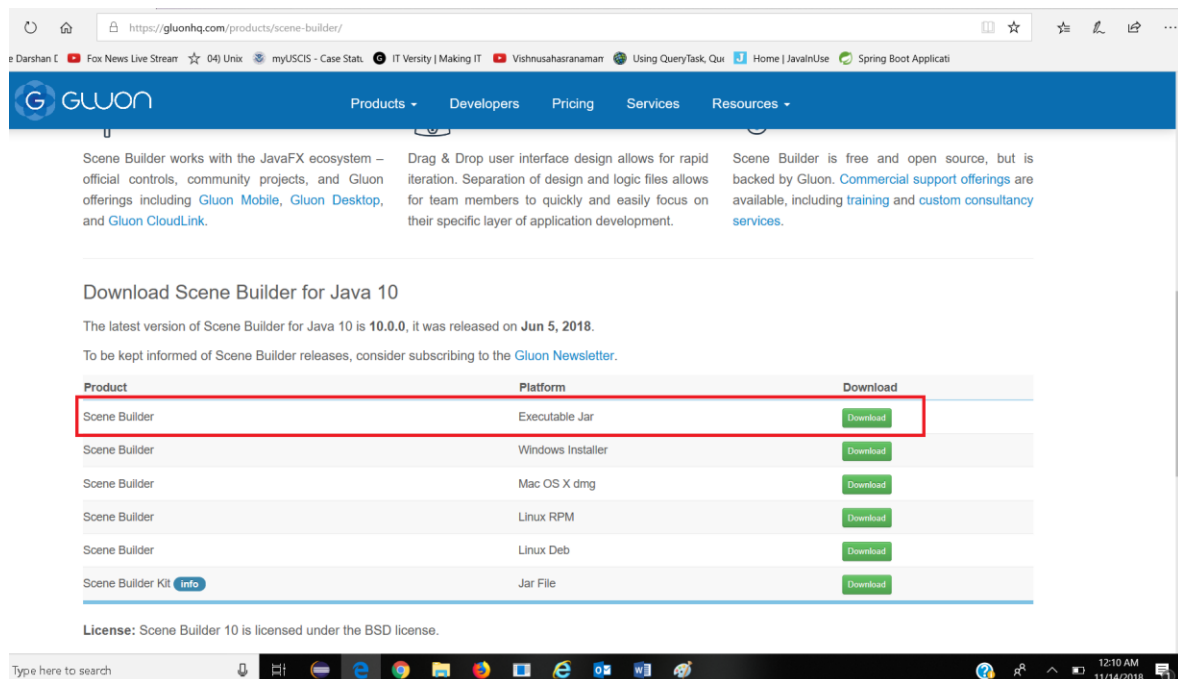


JavaFx SceneBuider Set Up and usage guide

Step1: Download Scene Builder

<https://gluonhq.com/products/scene-builder/>

JavaFx does not have support from oracle, So Gluon Company continued to support.



Scene Builder works with the JavaFX ecosystem – official controls, community projects, and Gluon offerings including [Gluon Mobile](#), [Gluon Desktop](#), and [Gluon CloudLink](#).

Drag & Drop user interface design allows for rapid iteration. Separation of design and logic files allows for team members to quickly and easily focus on their specific layer of application development.

Scene Builder is free and open source, but is backed by Gluon. [Commercial support offerings](#) are available, including [training](#) and [custom consultancy services](#).

Download Scene Builder for Java 10

The latest version of Scene Builder for Java 10 is **10.0.0**, it was released on **Jun 5, 2018**.

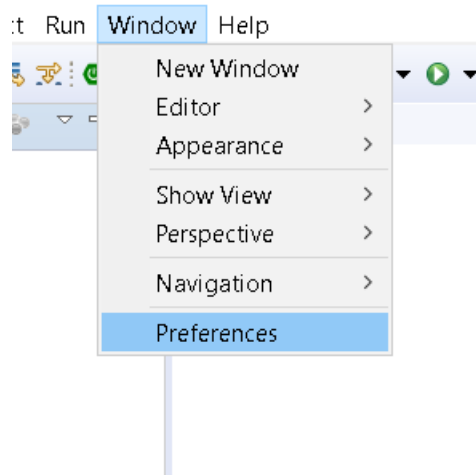
To be kept informed of Scene Builder releases, consider subscribing to the [Gluon Newsletter](#).

Product	Platform	Download
Scene Builder	Executable Jar	Download
Scene Builder	Windows Installer	Download
Scene Builder	Mac OS X dmg	Download
Scene Builder	Linux RPM	Download
Scene Builder	Linux Deb	Download
Scene Builder Kit Info	Jar File	Download

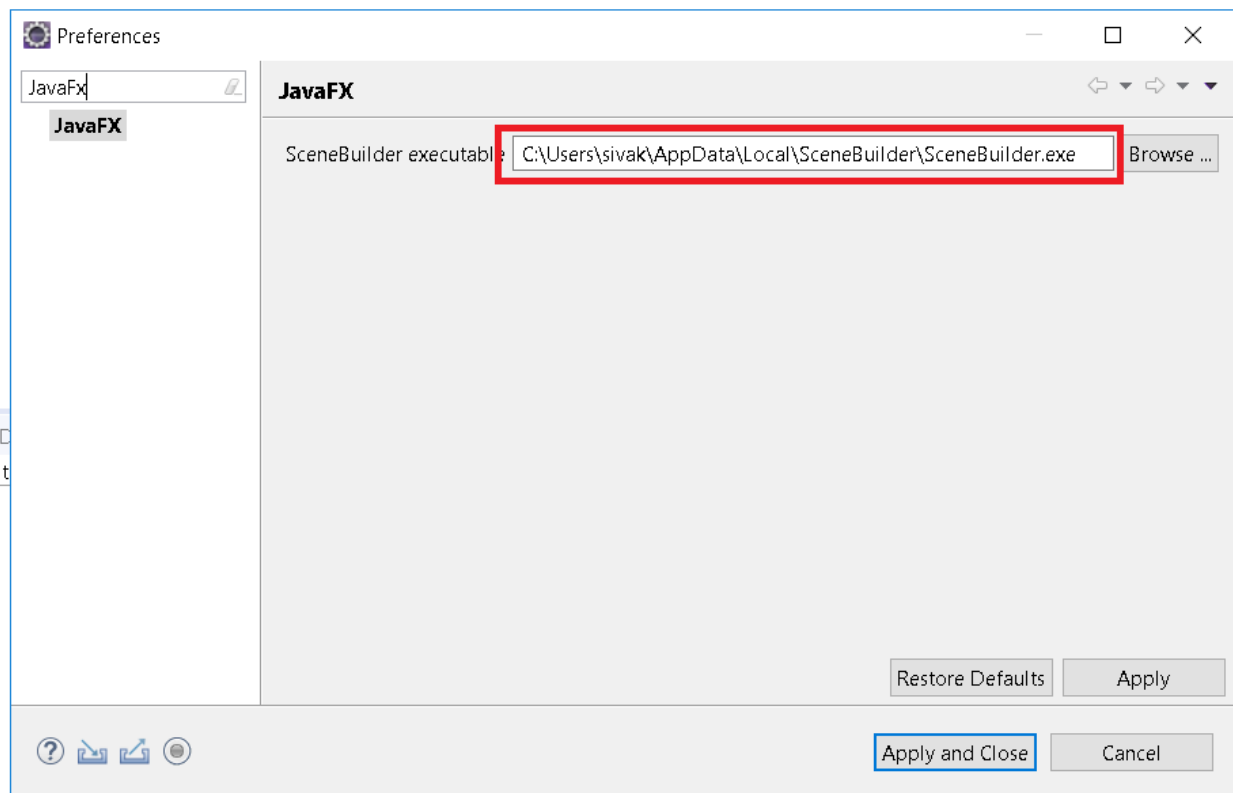
License: Scene Builder 10 is licensed under the BSD license.

Step2: Run the SceneBuilder-10.0.0.exe

Step3: Open the eclipse and follow the below instructions to attach scene builder to Eclipse IDE.



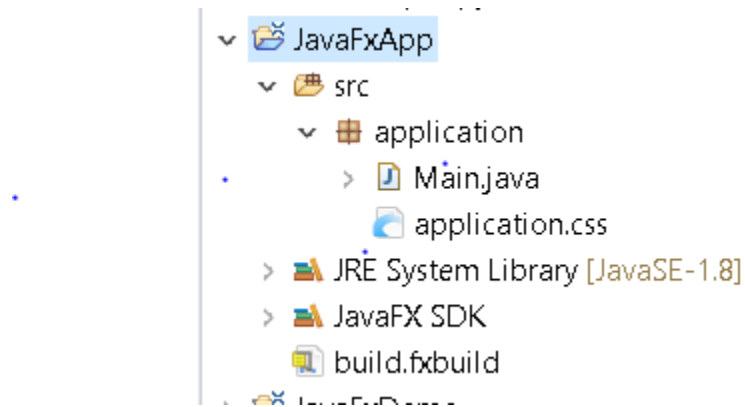
Click the Preferences, find and click the JavaFx, browse the SceneBuilder installed location like below:



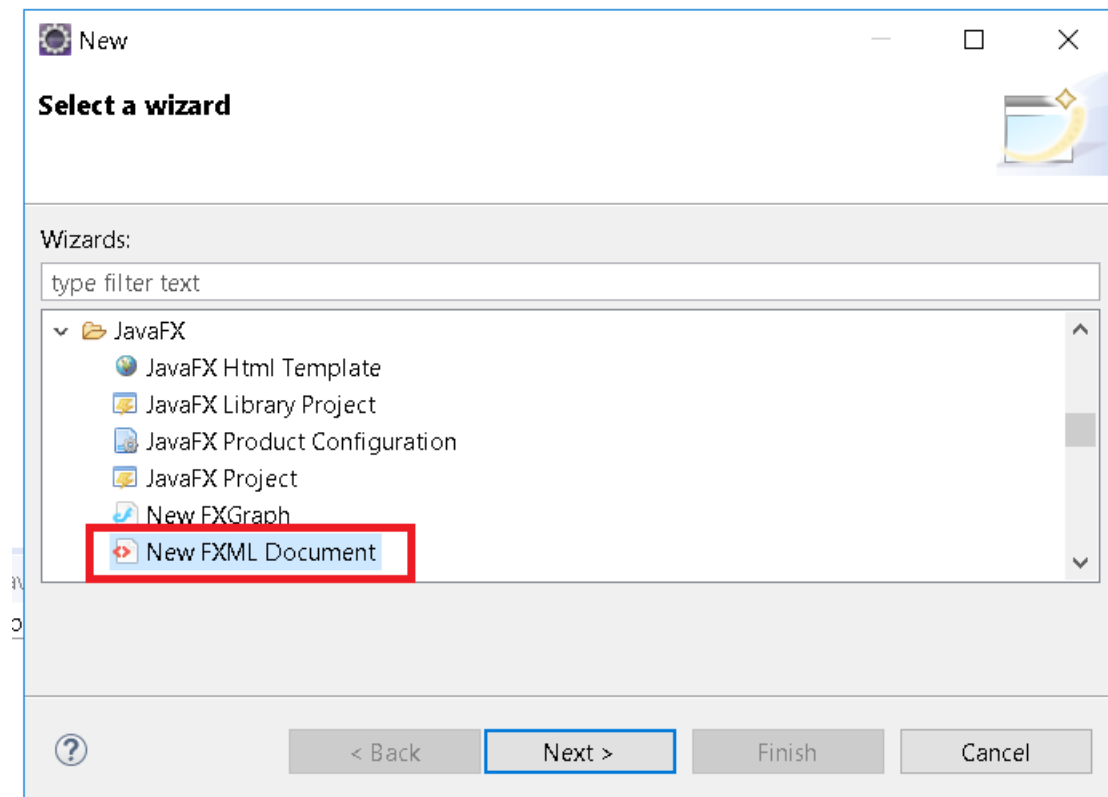
Click Apply and Close.

Step 4:

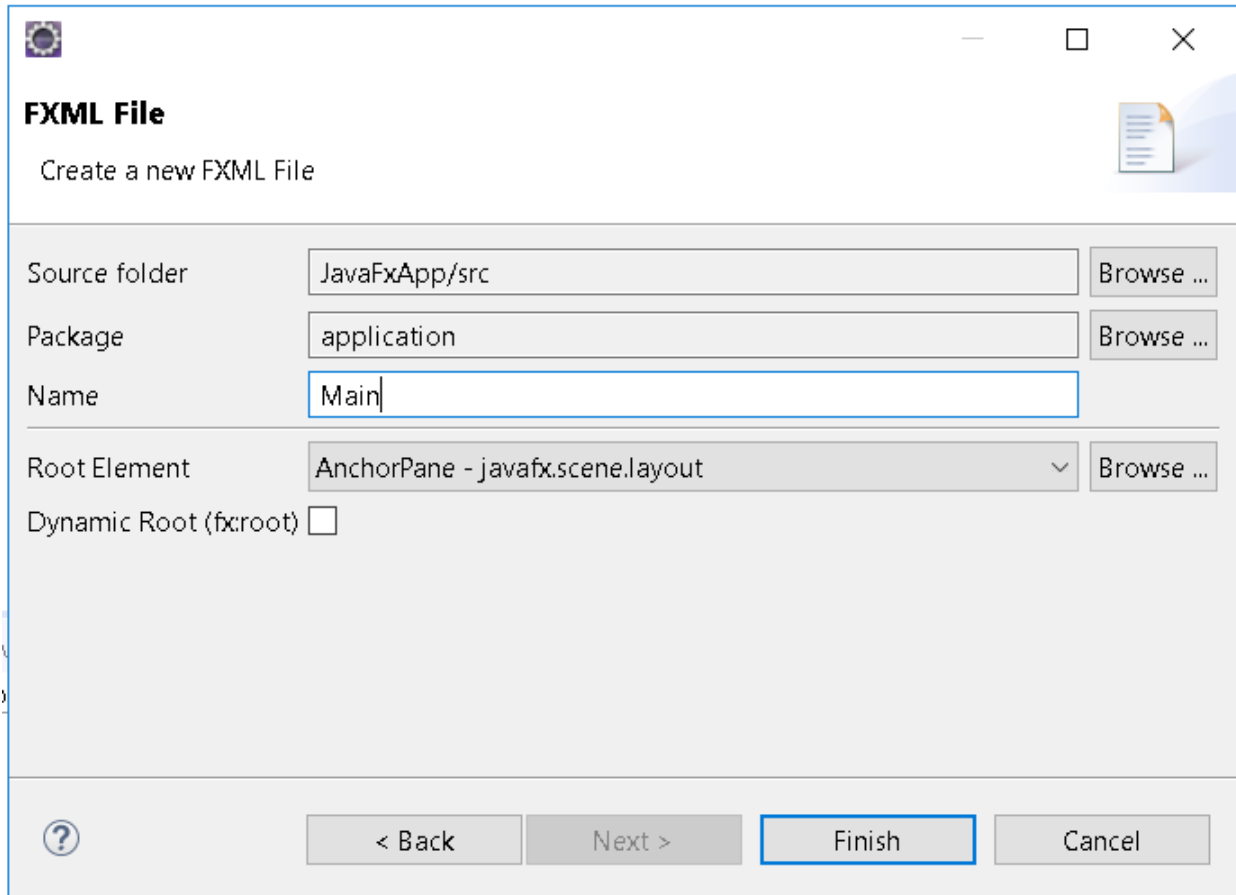
Create JavaFx Project.



Under application package/ any package create new FXML Document.



Click Next



FXML File
Create a new FXML File

Source folder: JavaFxApp/src Browse ...

Package: application Browse ...

Name: Main

Root Element: AnchorPane - javafx.scene.layout Browse ...

Dynamic Root (fx:root) ☐

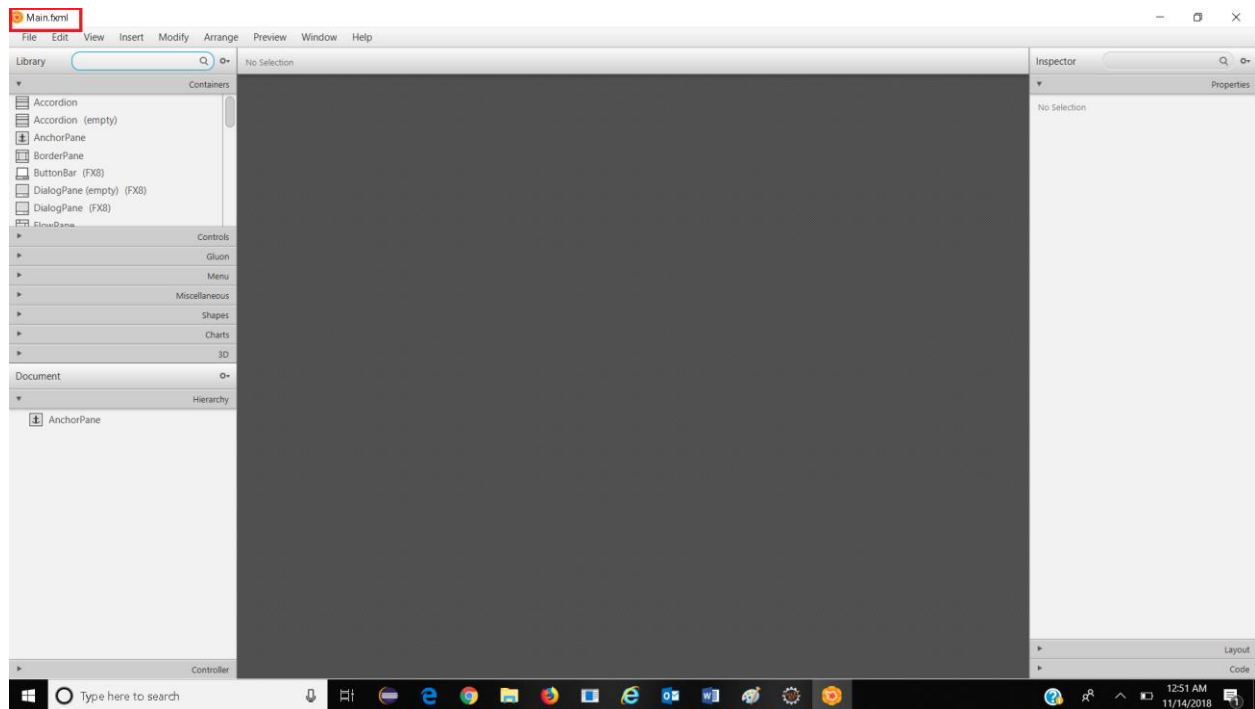
? < Back Next > Finish Cancel

Click Finish.

Step5:

Right click on the document Main.fxml -> Open with SceneBuilder and click.

Main.fxml will be opened with SceneBuilder tool like below.



Here you go to design your layouts and follow the below YouTube Link to know about usage of Scene Builder.

<https://www.youtube.com/watch?v=Z1W4E2d4Yxo>

After You designed your layout, Main.java file should contain the below code.

```
package application;
```

```
import javafx.application.Application;
```

```
import javafx.fxml.FXMLLoader;
```

```
import javafx.scene.Parent;
```

```
import javafx.scene.Scene;
```

```
import javafx.stage.Stage;
```

```

public class Main extends Application {

    @Override

    public void start(Stage primaryStage) {

        try {

            Parent root=FXMLLoader.load(getClass().getResource("/application/Main.fxml"));

            Scene scene = new Scene(root);
scene.getStylesheets().add(getClass().getResource("application.css").toExternalForm());

            primaryStage.setScene(scene);

            primaryStage.show();

        } catch (Exception e) {

            e.printStackTrace();

        }

    }

    public static void main(String[] args) {

        launch(args);

    }

}

```

Pre-requisite note: JavaFx should be configured to the Eclipse.