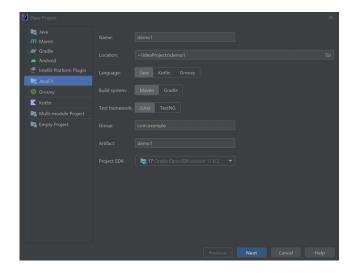
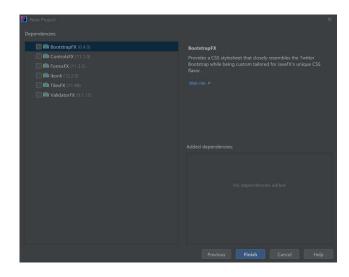
How to Set Up Your User Settings GUI Development Environment

NOTE: This guide is for setting up IntelliJ to work on the GUI code, if you are just using the device, or plan on only customizing the hardware, you won't need to follow these instructions.

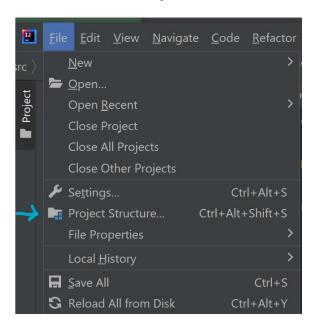
- 1. Install a JDK/SDK 17 (must be 17). This can be installed here. The basic settings can be used.
- 2. Install the community version of InteeliJ here.
 - When you get to the Installation Options page on the wizard that has the option to "Update PATH variable (restart needed)" make sure to check the "Add "bin" folder to the PATH" box.
- 3. Create a new project, and on the side select it as a JavaFX project. Make sure the proper JDK is selected, then hit 'Next.'



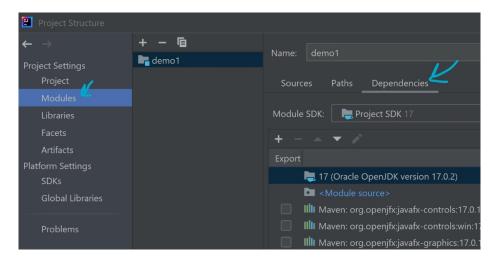
4. Don't select any dependencies, and hit 'Finish.'



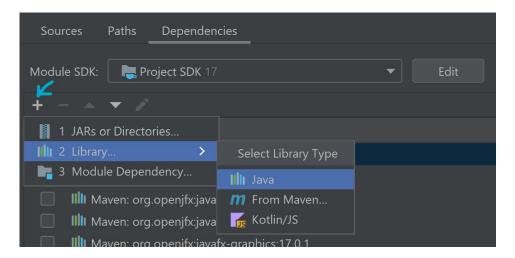
- 5. Pull the code down from our GitHub and replace your new project's 'src' folder with the one from our GitHub
- 6. Download the jSerialComm library (in .jar format) here.
- 7. Open the 'File' menu and select 'Project Structure.'



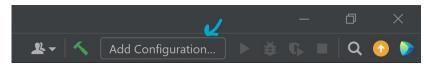
8. Select 'Modules' under 'Project Settings', then go to the 'Dependencies' tab



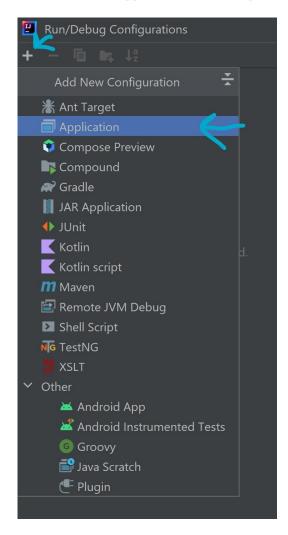
9. Hit the '+' button, open the 'Library...' sub-menu, then select 'Java'. Use the explorer to find and select the jSerialCommįversionį.jar you downloaded.



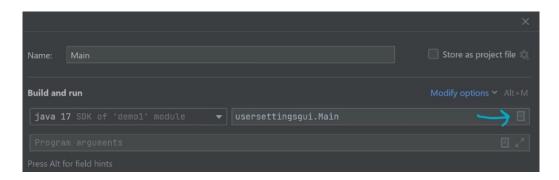
10. Close the 'Project Structure' window, and hit the 'Add Configuration' button in the top right of the development window



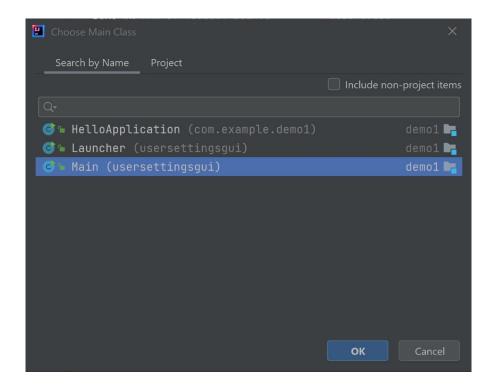
11. Hit the '+' button, and select 'Application' in the drop down menu



12. Give it a name (we chose 'Main'), then hit the 'File' icon in the 'Main class' text field



13. Select the 'Main' class then hit 'Okay', and hit 'Okay' again in the 'Run/Debug Configurations' Window.



14. You can now hit the "Play" button next to where the Add Configuration button was, and the project will be built and run from IntelliJ



The author of this guide also found some helpful videos about IntelliJ on Kenoh5yh's YouTube channel.