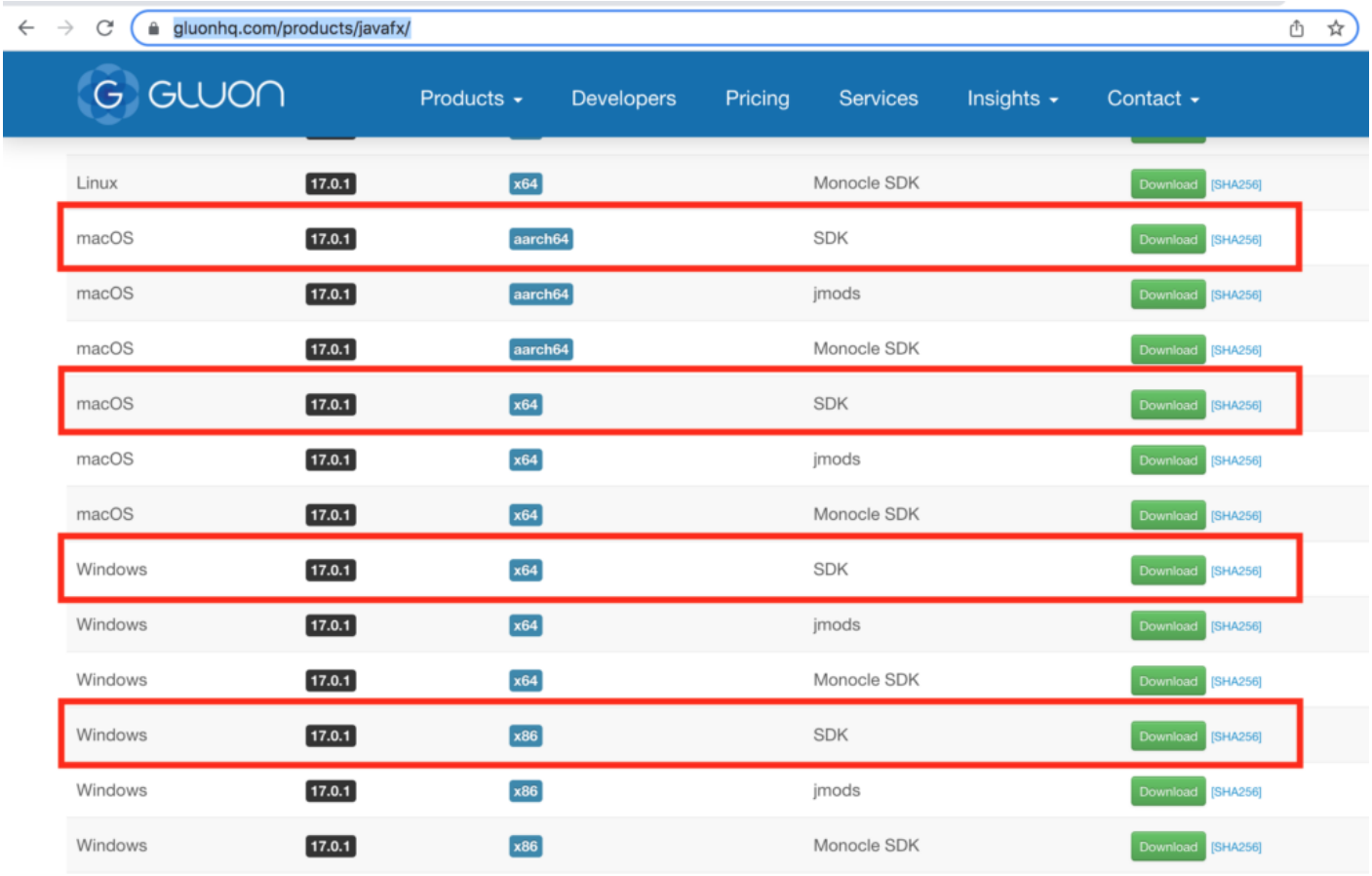
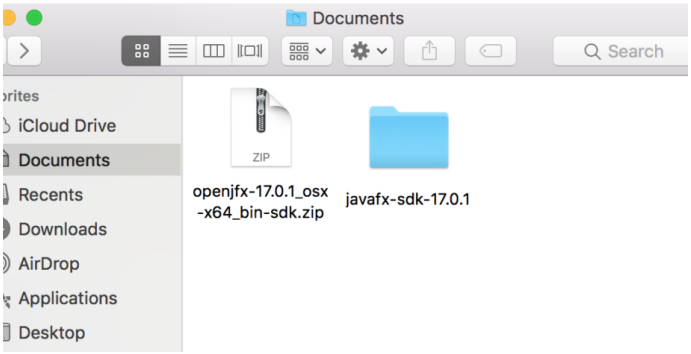
How to add JavaFX to Eclipse (the easy way)

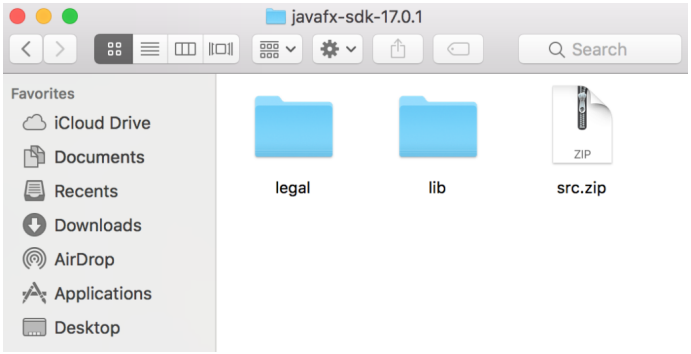
STEP 1. DOWNLOAD JAVAFX

Go to https://gluonhq.com/products/javafx/ and download the appropriate **SDK** for your operating system. Make sure you download the SDK and make sure you choose the correct operating system and architecture for your computer. More than likely, you'll be downloading one of the outlined options below.



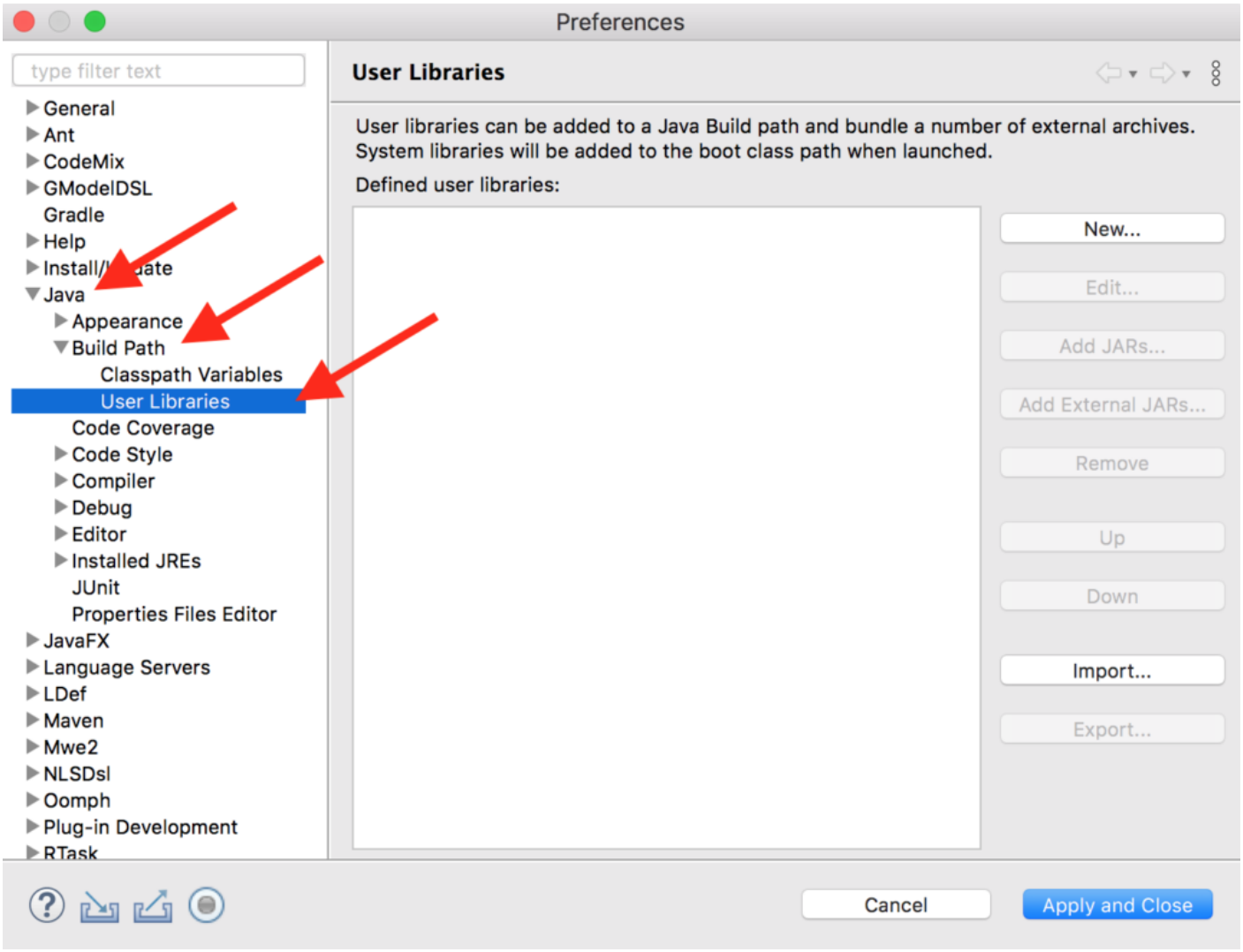
This will install a `.zip` file. Unzip this file and put the resulting folder in a memorable place, such as your `/Documents` folder. We'll need this later.



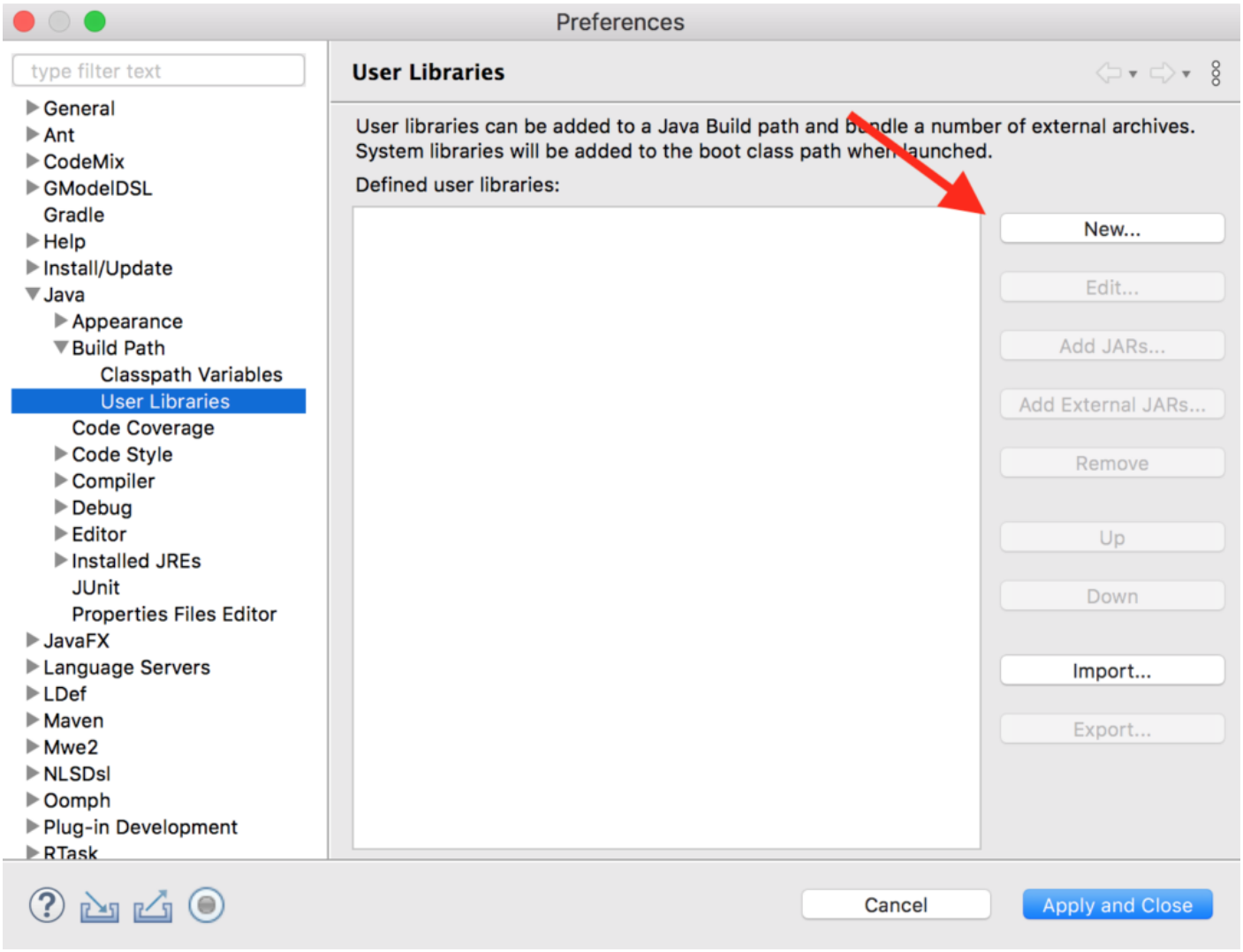


STEP 2. CREATE A USER LIBRARY IN ECLIPSE

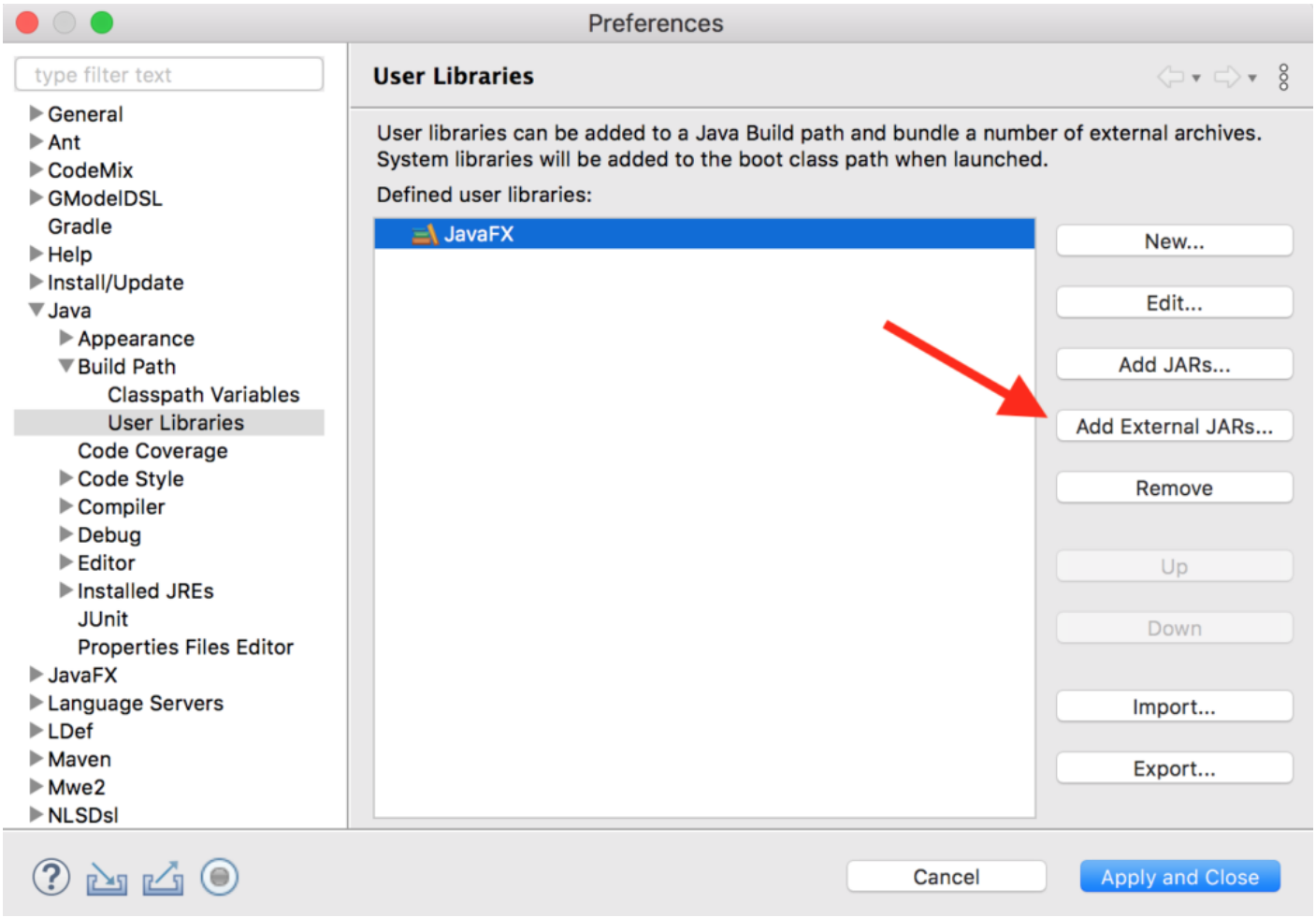
- Open up Eclipse and go to **Preferences**
- You should be able to get to Preferences from Eclipse > Preferences or Window > Preferences
- Go to **Java** > **Build Path** > **User Libraries**



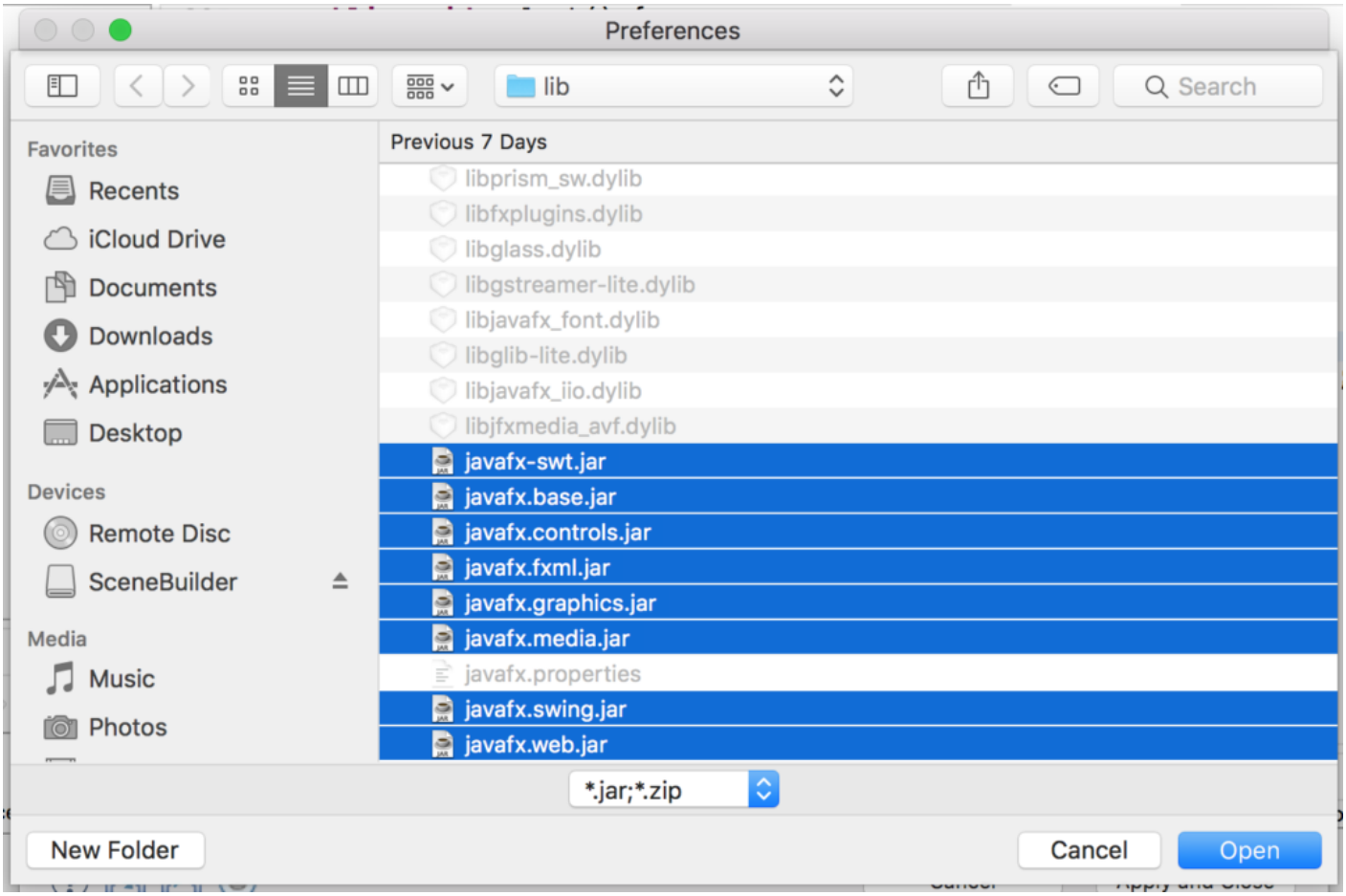
- Now click **New...**



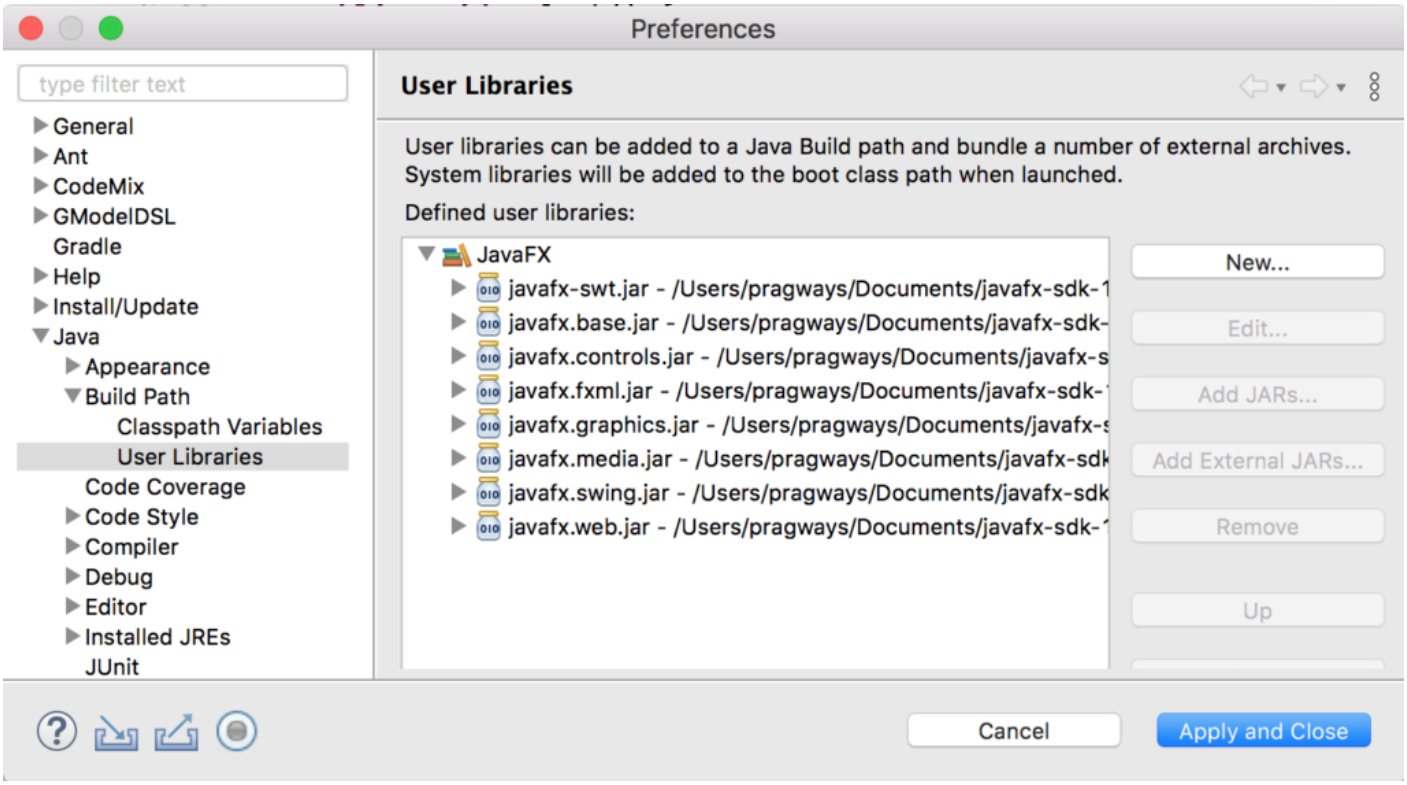
- Name it **JavaFX** and click **Ok**
- With JavaFX highlighted, click **Add External JARs...**



- Select all the `.jar` files from the `/lib/` folder of the unzipped JavaFX folder we saved earlier.



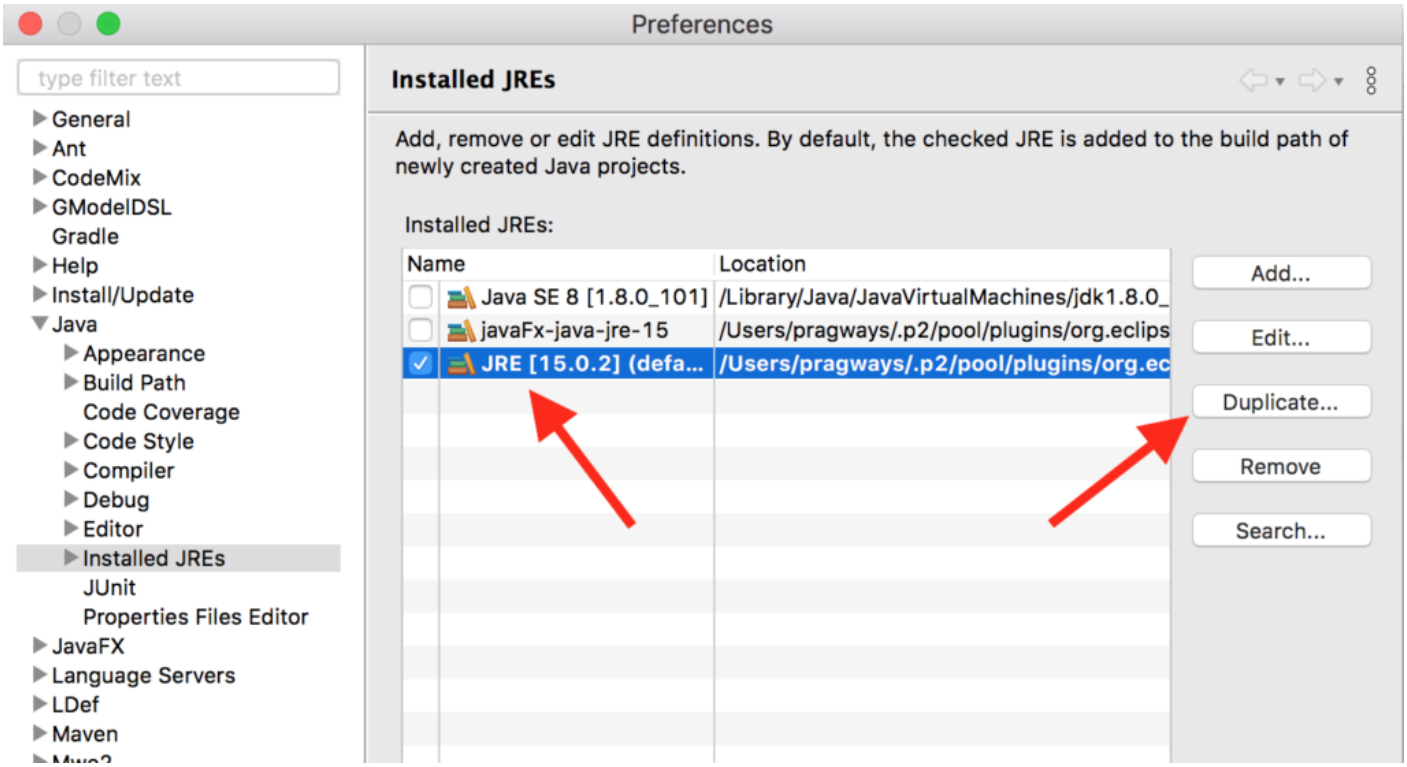
- Click **Open** and your new User Library should look something like this:



- Click **Apply and Close** to save your new User Library

STEP 3. CREATE A JRE CLONE WITH THE REQUIRED VM ARGUMENTS

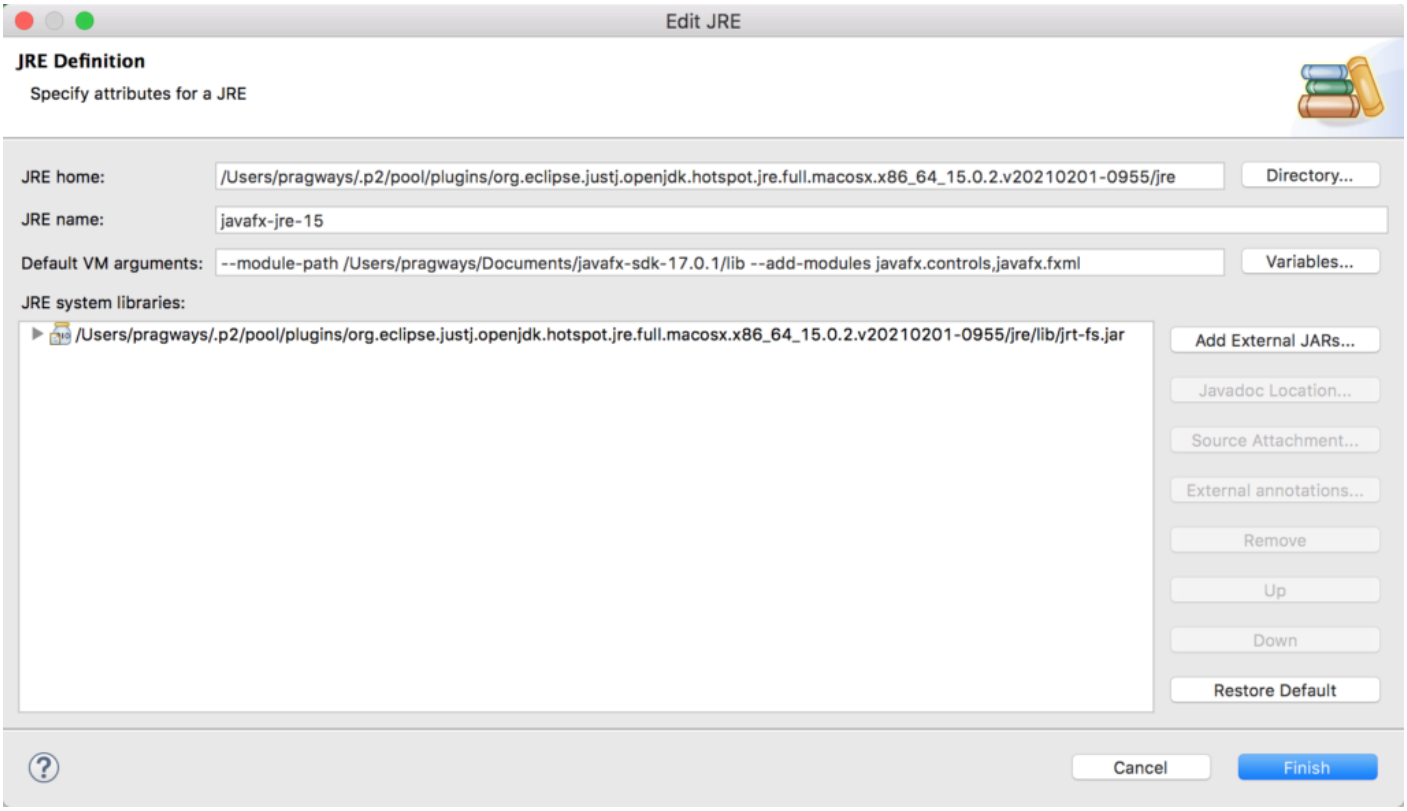
- Go back to **Preferences** in Eclipse
- Go to **Java** > **Installed JREs**
- Select your default JRE and click **Duplicate**



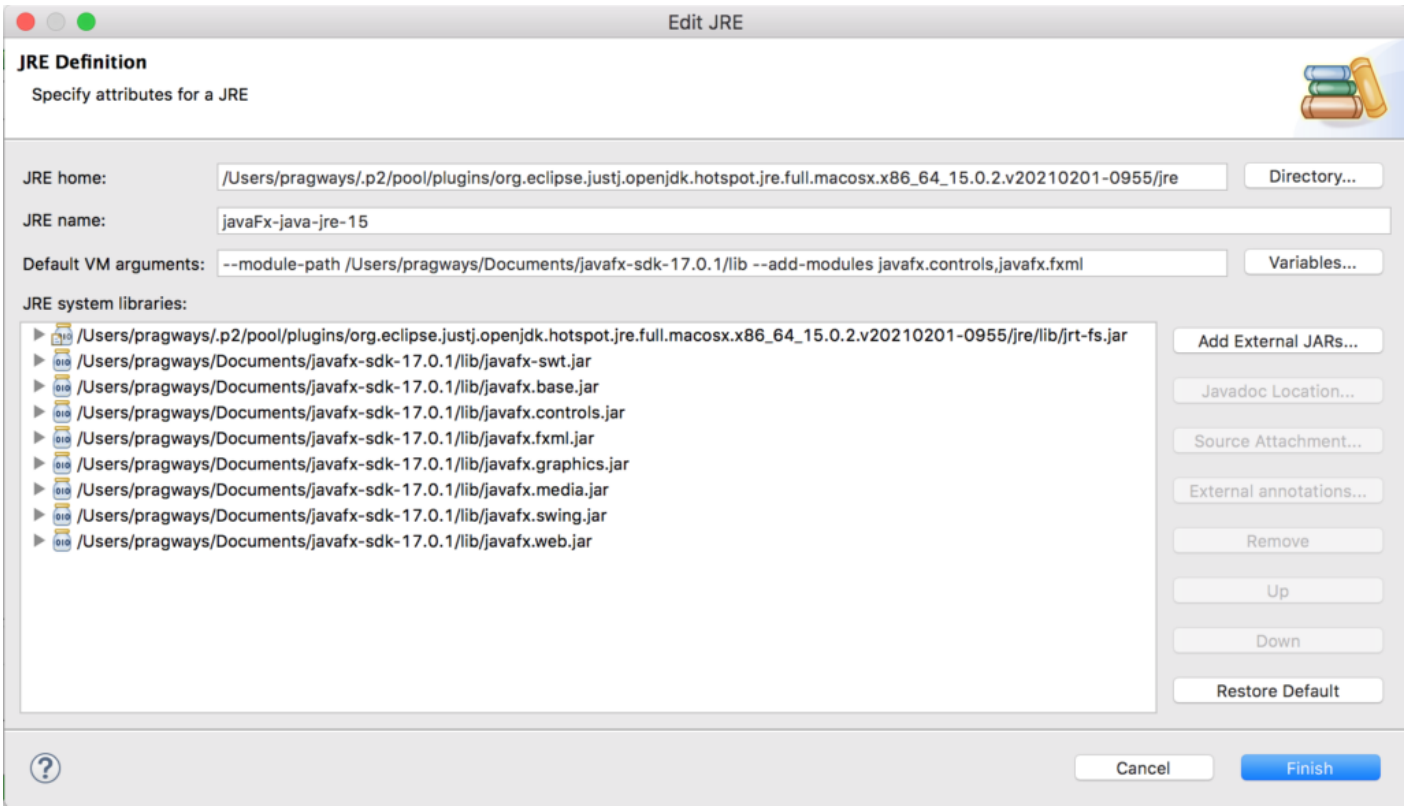
- Copy this line if you're on **Windows**
- `--module-path "\path\to\javafx-sdk-17\lib" --add-modules javafx.controls,javafx.fxml`
- Copy this line if you're on **Mac** or **Linux**
- `--module-path /path/to/javafx-sdk-17/lib --add-modules javafx.controls,javafx.fxml`

- **Important:** Make sure you replace the `/path/to/javafx-sdk-17/lib` with the path to where you placed your unzipped JavaFX folder from before. You will want the entire path all the way to the /lib/ folder. For instance, mine on a Mac looks like this:
- `--module-path /Users/pragways/Documents/javafx-sdk-17.0.1/lib --add-modules javafx.controls,javafx.fxml`

- Paste that line in the **Default VM arguments:** field
- Rename the **JRE name:** field to something memorable, such as **javafx-jre-15**



- Click **Add External JARs...**
- Select all the `.jar` files from the `/lib/` folder of the unzipped JavaFX folder we saved earlier and then click **Open**

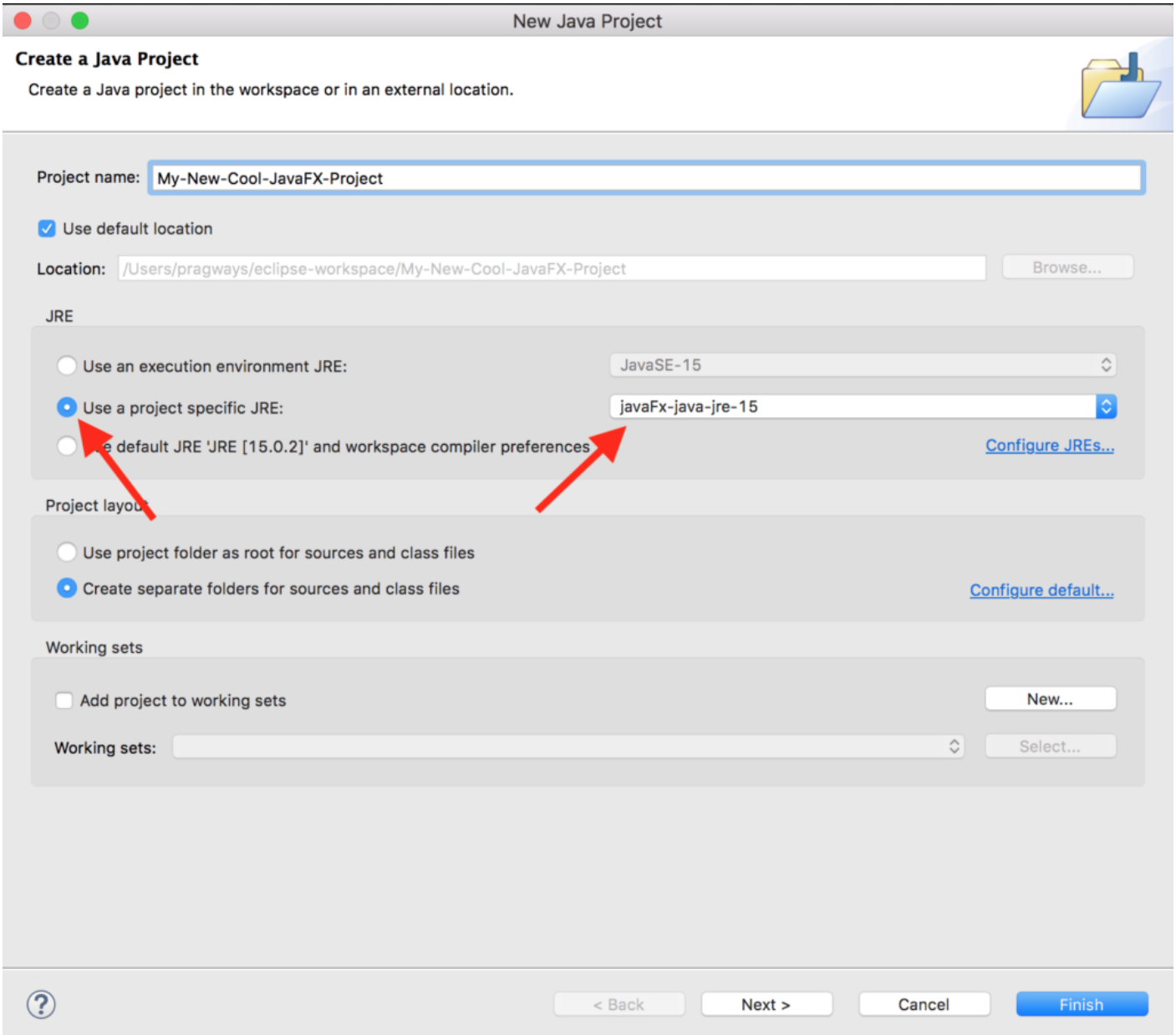


- Your JRE Definition window should now look something like this
- Click **Finish**

STEP 4. CREATE A NEW PROJECT WITH YOUR NEW JRE

Now whenever you want to create a new JavaFX project, it will be a lot quicker and easier!

All you need to do is make sure you select **Use a project specific JRE** when creating a new project, and then select your new JavaFX specific JRE that you just created.



Adam Allard

Hi, I'm Adam Allard. I'm a Full Stack Software Engineer for Northrop Grumman creating web applications for the DoD. At this time I'm primarily working with Java and Angular based applications, although I have some years of experience in various languages and frameworks from previous jobs where I dabbled with Python & Django, C# & Xamarin, PHP, and Bootstrap. My hobbies include time with my family, wondering when the Green Bay Packers will win their next Super Bowl, drinking over-priced beer, and of course learning and teaching.

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