How to plug in the JavaFX package to Eclipse and run the code.

Eclipse IDE version: 2021-12

JavaFX version: 17.0.2

Step 1: JavaFX Package Plugin Installation

Help->Eclipse Marketplace->Find: Fx

You will see e(fx)clipse 3.7.0 and click install.

Now you wait for installation to be over, it takes different time depending on your PC.

Eclipse will show you’re a restart option once it finished the installation.

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Step2: Creating a new JavaFX Project

File->New->Other, Click “Other”A screenshot of a computer

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Then you will see “Select a wizard” window pop out.

Then click “JavaFX” and select “JavaFX Project”, then click next.

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Then it will pop another new window called “New Java Project”

Type the name of your project.

Then click “Finish”.A screenshot of a computer

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Step 3: Downloading and configuring JavaFX

Go to the website: <https://gluonhq.com/products/javafx/>

Download the latest version and the type is “SDK”. (JavaFx 17.0.2 recommended)

Click download, once it has downloaded you want to extract it to a folder, it can be any folder, and remember its location.

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Step 4: Creating User Library

Eclipse (Window) ->Preferences->User Libraries

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Click “New” and add a name for User library. Graphical user interface, application, Teams

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Then select “JavaFX” and click “add External JARs”A screenshot of a computer

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Then select the file that you download before, go to “lib” and select all those files, then

Click “open”Graphical user interface, application

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Then click “Apply and Close”.

Step 5: Adding JavaFX to Eclipse

Select your JavaFX project, right click, go to “Build Path”->”Configure Build Path”.A screenshot of a computer

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Go to “Libraries”, select ”Classpath”, then click “Add Library”.

Then select “User Library”, then click “Next”. Then Select “JavaFX” and click “Finish”.

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Then click “Apply and Close”.

Step 7: Configuring Build Path and Arguments

Click on Run -> Run Configurations -> Java Application.

Add these VM arguments: for macOS

--module-path /path/to/javafx-sdk-17/lib --add-modules javafx.controls,javafx.fxml

Add these VM arguments: (for Window)

--module-path “C:\path\to\javafx-sdk-17\lib” --add-modules javafx.controls

--module-path E:\openjfx-18\_windows-x64\_bin-sdk\javafx-sdk-18\lib --add-modules javafx.controls

E:\openjfx-18\_windows-x64\_bin-sdk\javafx-sdk-18\lib

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For Window:

Right Click “Project Name” ->configure->create module.info.java