

WebFX Documentation

Table of Contents

Introduction	1
Getting started	1
Prerequisite	1
Introducing the WebFX CLI	1
Installing the WebFX CLI	2
Creating your first WebFX app	3

Introduction

Getting started

Prerequisite

You will need the following software installed on your development machine:

- JDK 13 or above
- Maven
- Git

Introducing the WebFX CLI

The WebFX CLI is an essential tool to assist you developing WebFX apps. It will create and maintain your modules and build files, such as:

- pom.xml (Maven module files)
- module.gwt.xml (GWT module files)
- module-info.java (Java module files)
- and many other files (GWT super sources, GWT bundles, Gluon builds, GraalVM conf, ...)



The WebFX CLI is required only on your local development machine (not on your CI/CD pipeline). It is not required for the build (this is Maven job), or for the execution of WebFX apps (WebFX app testers don't need it).

Your only inputs will be centralized in the WebFX module files (named webfx.xml), and the tool will automatically generate the rest of the build chain from these webfx.xml files, combined with an analysis of your source code. This includes all your dependencies. The tool also takes over the aspects of cross-platform development: when a feature is platform-dependent (a different

implementations exists for each platform), the tool will pick up the right modules in the final executable modules (the ones matching the platform targeted by the executable module).

Installing the WebFX CLI

As we haven't published any release at this stage yet, the way to install the WebFX CLI for now is to clone the [webfx-cli](#) repository, and build it with Maven.



We will distribute the WebFX CLI in a better way later, when we will publish the first official release.

Cloning the webfx-cli repository

HTTPS

```
$ git clone https://github.com/webfx-project/webfx-cli.git
```

SSH

```
$ git clone git@github.com:webfx-project/webfx-cli.git
```

Building webfx-cli with Maven

This is achieved by running the Maven *package* goal under the webfx-cli directory:

```
$ cd webfx-cli  
$ mvn package
```



As previously mentioned, WebFX CLI requires JDK 13 or above (you will get a build error with lower versions).

This generates an executable fat jar in the target folder that we can execute with java:

```
$ java -jar target/webfx-cli-0.1.0-SNAPSHOT-fat.jar --help
```

Creating a permanent alias

To easily invoke the WebFX CLI from a terminal, we need to create a permanent *webfx* alias to it. This is done with the following command (to run under webfx-cli directory):

Linux

```
$ echo "alias webfx='java -jar $(cd "$(dirname "$1")" && pwd -P)/$(basename "$1")/target/webfx-cli-0.1.0-SNAPSHOT-fat.jar'" >> ~/.bashrc
$ source ~/.bashrc
```

macOS >= Catalina

```
$ echo "alias webfx='java -jar $(cd "$(dirname "$1")" && pwd -P)/$(basename "$1")/target/webfx-cli-0.1.0-SNAPSHOT-fat.jar'" >> ~/.zshrc
$ source ~/.zshrc
```

macOS < Catalina

```
$ echo "alias webfx='java -jar $(cd "$(dirname "$1")" && pwd -P)/$(basename "$1")/target/webfx-cli-0.1.0-SNAPSHOT-fat.jar'" >> ~/.bash_profile
$ source ~/.bash_profile
```

Windows Powershell

```
$ If (!(Test-Path $profile)) { New-Item -Path $profile -Force }; "function
webfx([String[]] [Parameter(ValueFromRemainingArguments)] `$params) { java -jar
$((Get-Item .).fullName)\target\webfx-cli-0.1.0-SNAPSHOT-fat.jar `$params }" >>
$profile; If (Get-ExecutionPolicy eq "Restricted") { Start-Process powershell -Verb
runAs "Set-ExecutionPolicy -ExecutionPolicy RemoteSigned" }; . $profile
```

Then you should be able to invoke the CLI tool from the terminal:

```
$ webfx --help
```

Updating the WebFX CLI to the latest version

If later you want to update the WebFX CLI to the latest SNAPSHOT version, you just need to update your local repository and rebuild it with Maven. This is done through the following commands (under your webfx-cli local folder):

```
$ git pull
$ mvn package
```

Creating your first WebFX app

Creating and initializing your repository

Let's create our first WebFX application. We need to create the repository folder and ask the WebFX CLI to initialize it, passing it the groupId, artifactId and version of our application.

```
$ mkdir mywebfxapp  
$ cd mywebfxapp  
$ webfx init org.example mywebfxapp 1.0.0-SNAPSHOT
```

Creating your application modules

```
$ webfx create application --class org.example.mywebfxapp.MyWebFxApplication  
--helloWorld
```

Updating your modules

```
webfx update
```