



FREE eBook

LEARNING

javafx-8

Free unaffiliated eBook created from
Stack Overflow contributors.

#javafx-8

Table of Contents

About	1
Chapter 1: Getting started with javafx-8	2
Remarks.....	2
Examples.....	2
Installation or Setup.....	2
Instalating Guide JavaFX 8.....	2
Install JavaFX and Demos.....	9
Credits	11

About

You can share this PDF with anyone you feel could benefit from it, downloaded the latest version from: [javafx-8](#)

It is an unofficial and free javafx-8 ebook created for educational purposes. All the content is extracted from [Stack Overflow Documentation](#), which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official javafx-8.

The content is released under Creative Commons BY-SA, and the list of contributors to each chapter are provided in the credits section at the end of this book. Images may be copyright of their respective owners unless otherwise specified. All trademarks and registered trademarks are the property of their respective company owners.

Use the content presented in this book at your own risk; it is not guaranteed to be correct nor accurate, please send your feedback and corrections to info@zzzprojects.com

Chapter 1: Getting started with javafx-8

Remarks

This section provides an overview of what javafx-8 is, and why a developer might want to use it.

It should also mention any large subjects within javafx-8, and link out to the related topics. Since the Documentation for javafx-8 is new, you may need to create initial versions of those related topics.

Examples

Installation or Setup

Detailed instructions on getting javafx-8 set up or installed.

Instalating Guide JavaFX 8

First of all, I will use Netbeans for this tutorial and this Windows version.

1. **Intall Scene Builder:** When you have installed Netbeans on your computer, you must install [Gluon Scene Builder](#). Nowadays, Oracle does ´t work with Scene Builder and they made it Open Source, to work with the Gluon versión is my recommended option. Once the program is downloaded, the instalation prograss it´s easy.



License Agreement

Please read the following important information before continuing.

Please read the following License Agreement. You must accept the terms of the agreement before continuing with the installation.

Copyright (c) 2012, 2014, Oracle and/or its affiliates, 2016, Gluon.
All rights reserved. Use is subject to license terms.

This file is available and licensed under the following license:

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:


- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- I accept the agreement
 I do not accept the agreement

Next

Select Destination Location

Where should Scene Builder be installed?

 Setup will install Scene Builder into the following folder.

To continue, click Next. If you would like to select a different folder, click

`C:\Users\ [redacted] \AppData\Local\SceneBuilder`

At least 178,2 MB of free disk space is required.

< Back

Next >

Once read and accepted the License Agreement and selected a destination folder you can pass to the next step.

2. **Scene Builder Integration:** Once Scene Builder is installed, you must go Netbeans->Options->Java and finally JavaFX.

Options



General



Editor



Fonts & Colors



Keymap



Java



Team

Ant

GUI Builder

Maven

JavaFX

Java Debugger

Nashorn

P

JavaFX Scene Builder Integration

Scene Builder Home:

Default (C:/Users/~~riptutorial~~/AppData/Local/Sc

Save All Modified Files Before Running


:To prove that everithing it´s correct, let´s open an example. Go to New Project->JavaFX->JavaFX FXML Application.

New Project










Steps

1. Choose Project
2. ...

Choose Project

 Filter:

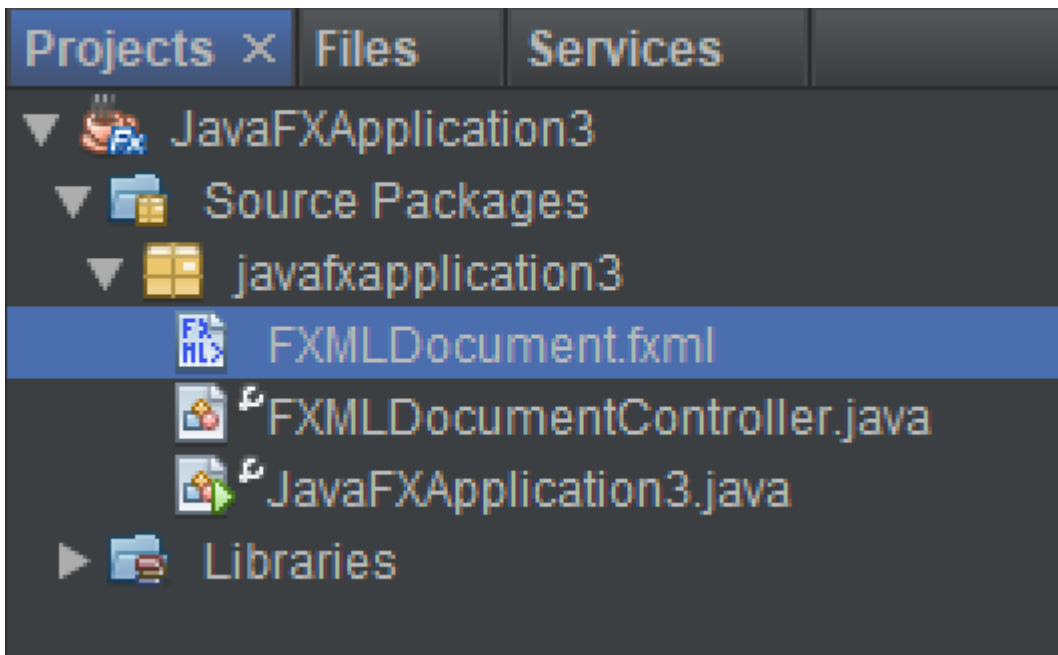
Categories:

-  Gluon
-  Gradle
-  Java
-  **JavaFX**
-  Maven
-  Groovy
-  NetBeans Modules
-  ▶  Samples

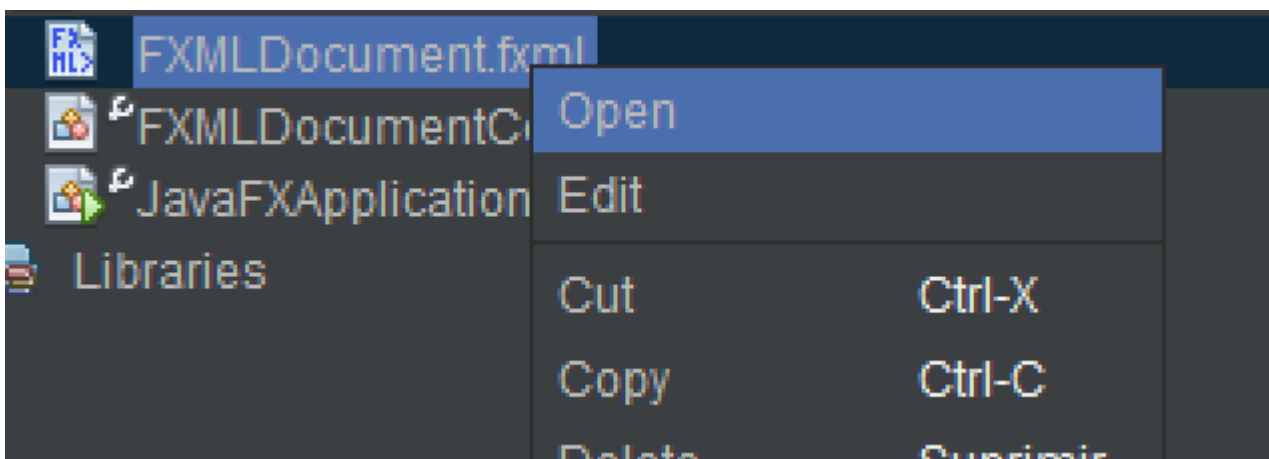
Description:

Creates a new JavaFX FXML
scriptable, XML-based markup
provides a convenient alternative
is ideally suited to defining the

Click on *Next*. In the new window, give a name to your example, and click finish. If everything it's correct you may have this:



Finally, **Right Click** on the **.fxml** file and click open:



Now it will appear the **Glouon Scene Builder** and edit your custom UI:

Library



No Selection



Custom



Containers



Accordion



Accordion (empty)



AnchorPane



BorderPane



ButtonBar (FX8)



DialogPane (empty) (FX8)



Controls



Gluon Mobile



Menu



Miscellaneous



Shapes



Charts



3D

Document



Hierarchy

and download JDK suitable for your operating system and computer architecture.

If you want to study Oracle's java examples, find the JDK 8 Demos and Samples section on the same page and download the package.

After SDK installation make sure you have the java binary folder in the path and also that you restarted the shell to apply the path changes.

To test javafx go to the `demo/javafx_samples` folder and learn. For compilation of the demos you will need [gradle](#) or [ant](#).

Read [Getting started with javafx-8 online](https://riptutorial.com/javafx-8/topic/8081/getting-started-with-javafx-8): <https://riptutorial.com/javafx-8/topic/8081/getting-started-with-javafx-8>

Credits

S. No	Chapters	Contributors
1	Getting started with javafx-8	andrej , Community , F.Stan