Javafx Setup on Eclipse

How to setup javafx on eclipse:

- Download java SE jdk 14 from oracle and install it.

- Download eclipse and install it then run it

- From eclipse menus select Help/ Eclipse Marketplace

    - Search for fx in the box

    - install e(fx)clipse_____

    - Accept license and finish installation

    - Restart eclipse

- Download and install javafx sdk library from openjfx.io

    - unzip it (extract) and save into a small known location (assume c:\loc\jdk__)

- In eclipse create a javafx user library as follows:

    - Select window/ preferences/ java / Build path/ user libraries

        - click new and type javafx to create a library called javafx

        - click Add External JARs

            (Copy all jar files from folder c:\loc\jdk__\lib) and put them there

        - click Apply and close

- (A) Go back to eclipse and select your project (main folder) then click right button and select

    - build path/ Add libraries / user library

        - Select javafx (tick)

        - finish

    (now all errors in project should disappear)

- (B) From eclipse (while project is open) select run/ run configuration

    - Go to Arguments

    - in the box under VM Arguments type the following line:

--module-path "c:\loc\jdk__\lib" --add-modules javafx.controls,javafx.fxml

(two dashes before and one in the middle e.g. (two)–module(one)-path)

- Apply and then run

Your javafx program should now work fine

To get a new project working you can either use the same project template and change the code or repeat the last two steps for the new project (steps A and B from above). You should not have to do that each time, but there seems to be a problem with the fx eclipse plugin so just do it.

You can also watch this video:

https://www.youtube.com/watch?v=bC4XB6JAaoU&ab_channel=JavaCodingCommunity-ProgrammingTutorials