

e(fx)clipse - Tooling and Runtime

Tom Schindl - BestSolution Systemhaus GmbH

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(c) Tom Schindl – BestSolution Systemhaus GmbH

About Tom

- ❖ CEO BestSolution Systemhaus GmbH
- ❖ Eclipse Committer
 - ❖ e4
 - ❖ Platform UI
 - ❖ EMF
- ❖ Projectlead: UFaceKit, Nebula
- ❖ Member of the Architectual Council



What is JavaFX 2.0

- ❖ Java-Graphics Library
 - ❖ Uses Hardware acceleration
 - ❖ Build around a Scene-Graph with Nodes
- ❖ UI Layer with a good set of UI controls
- ❖ Themeable through CSS 3
- ❖ XML-Format named FXML to define UI in a declarative way

What is e(fx)clipse

- ❖ 2 targets
 - ❖ Provide developers JavaFX 2.0 support inside Eclipse IDE
 - ❖ Provide developers an runtime platform ontop of Eclipse 4.x Application Platform and JavaFX 2.0

Tooling

- ✧ Integration into JDT and its wizards
 - ✧ ClasspathLibrary
 - ✧ Wizards
- ✧ Integration into PDE
 - ✧ Enhanced PDEClasspathContainer

Tooling

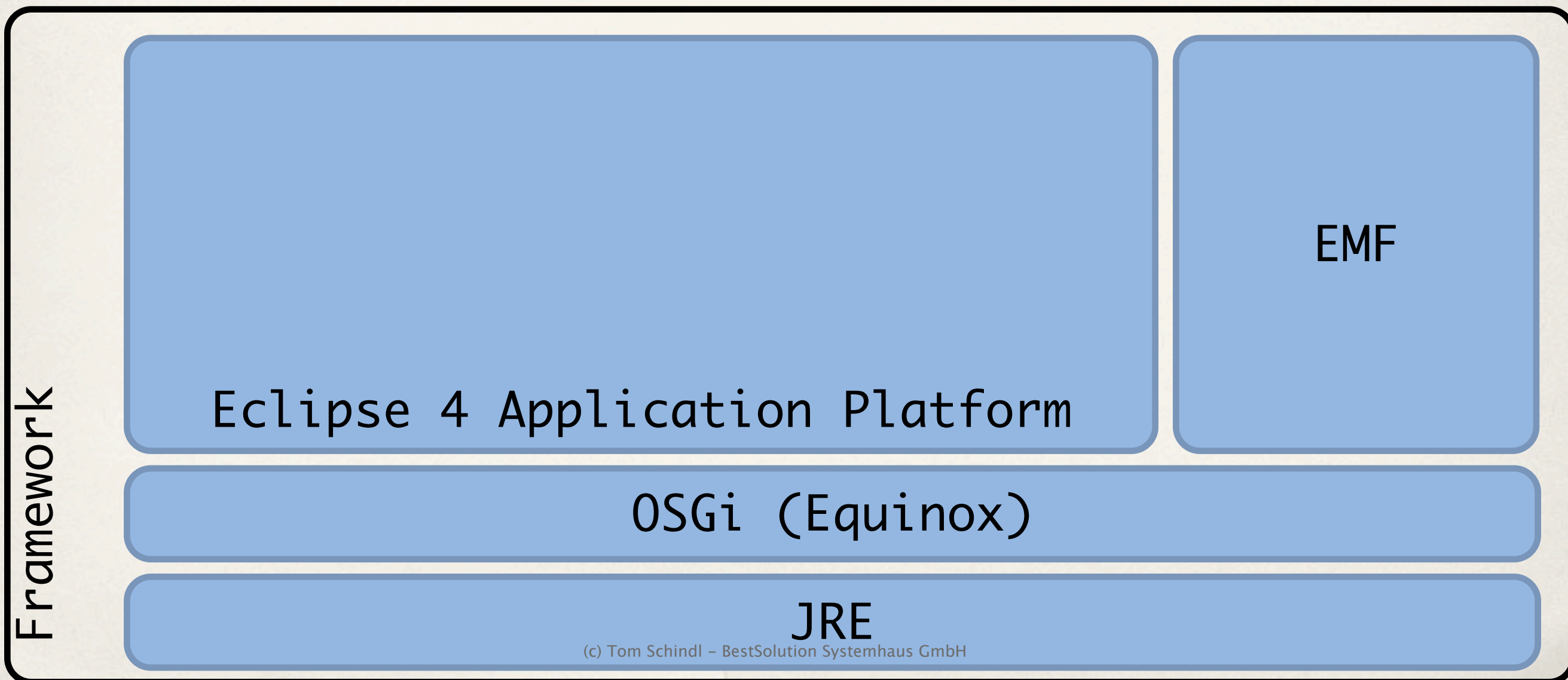
- ❖ Specialized CSS-Editor
- ❖ DSL for a more developer friendly way to define an UI than in XML

Runtime

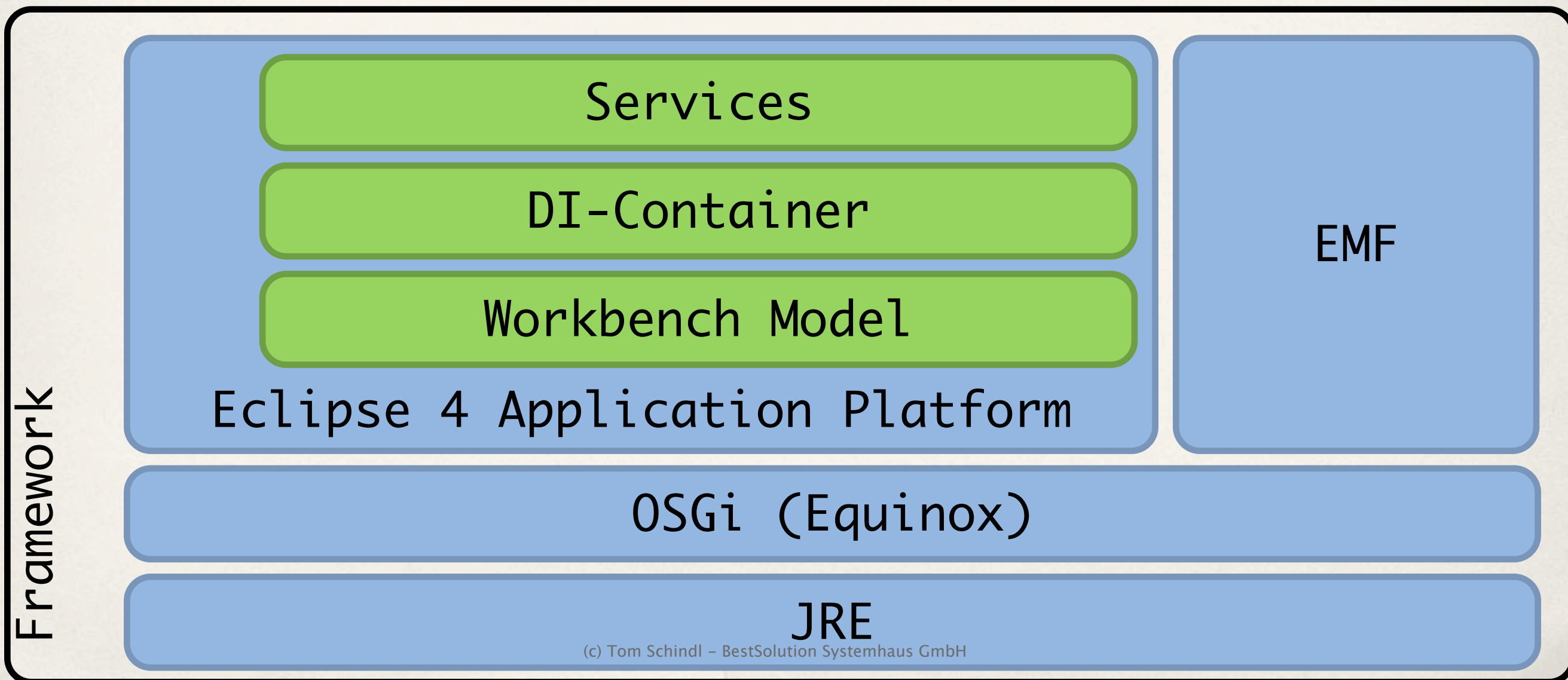
- ✧ Make JavaFX runnable inside OSGi
 - ✧ Adaptor Hooks are used to wire things up inside OSGi
 - ✧ Support for JavaFX' FXML to work inside OSGi (=solve classloading problem)
 - ✧ Support for DI
 - ✧ Guice
 - ✧ Eclipse DI

JavaFX + EAP

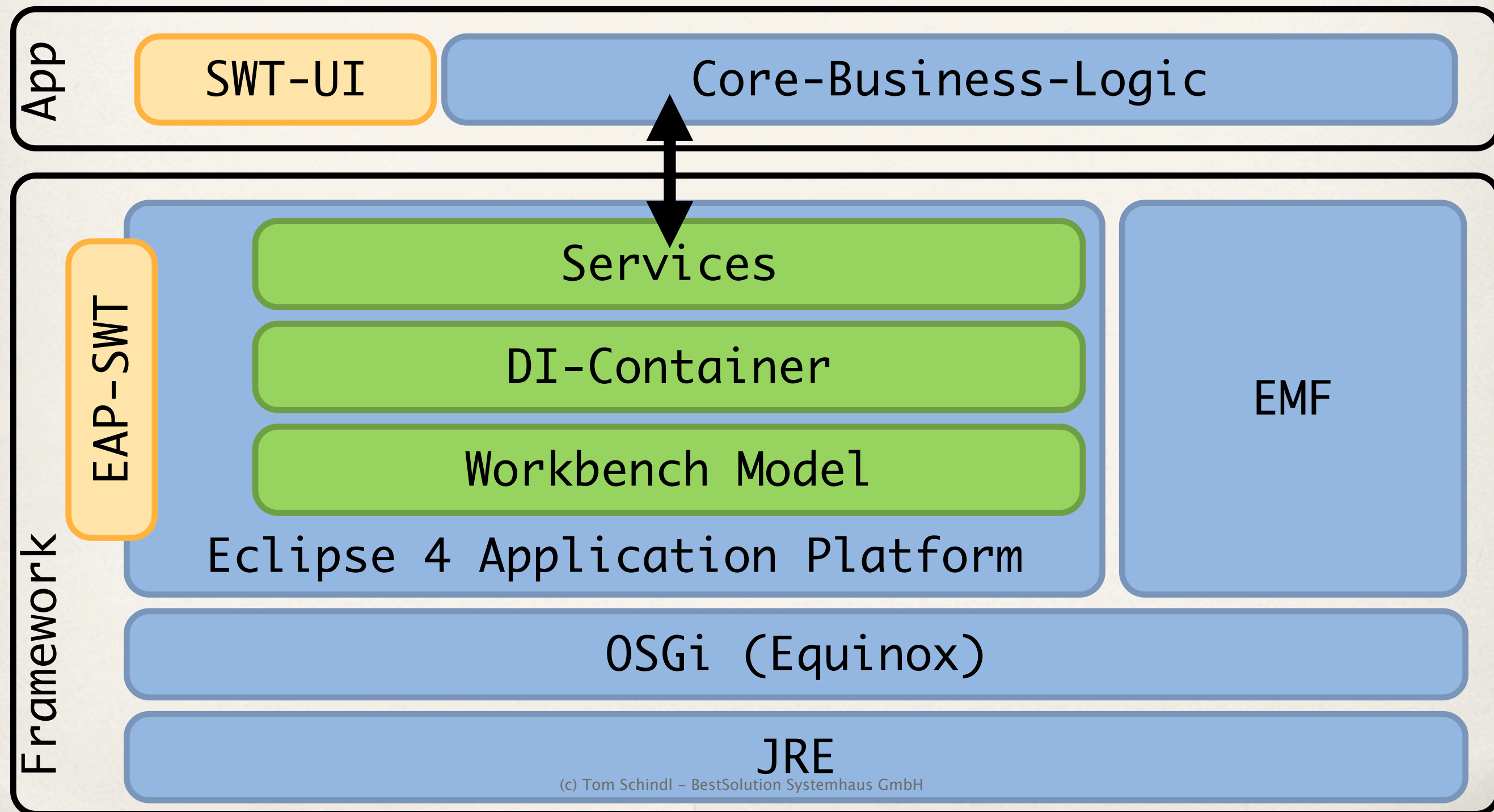
JavaFX + EAP



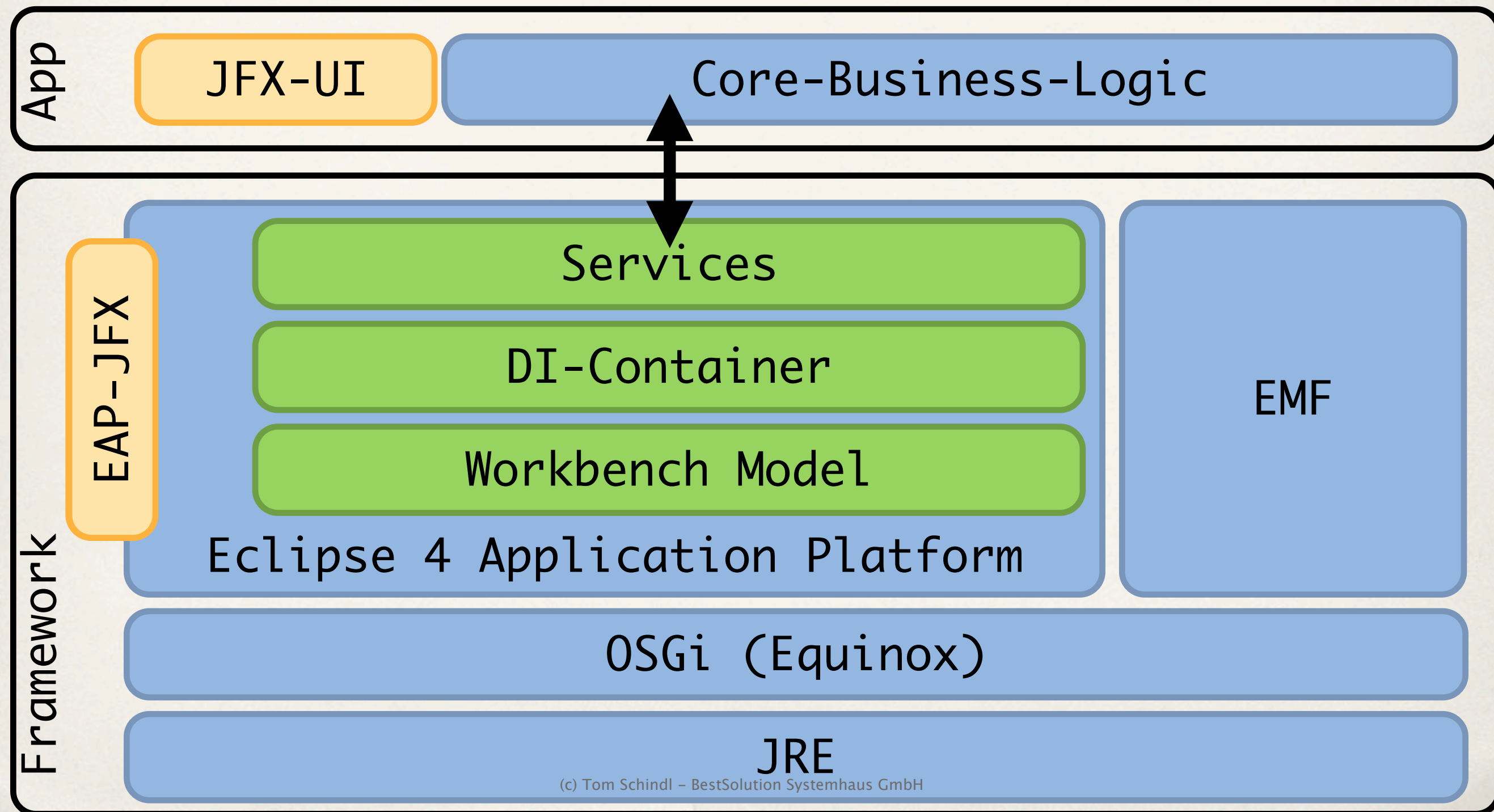
JavaFX + EAP



JavaFX + EAP



JavaFX + EAP



Resources

- ❖ Blog <http://tomsondev.bestsolution.at>
- ❖ Blog <http://www.toedter.com/blog/>
- ❖ Homepage: <http://efxclipse.org>
- ❖ Github-Repository: <https://github.com/tomsontom/e-fx-clipse>