JavaFX

JavaFX 2.0.2 Release Notes

Release 2.0.2

E20480-03

December 2011

Provides late-breaking information and known issues for the JavaFX 2.0.2 release.

ORACLE

JavaFX/JavaFX 2.0.2 Release Notes, Release 2.0.2

E20480-03

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JavaFX 2.0.2 Release Notes

The JavaFX 2.0.2 release updates the JavaFX 2.0 Software Development Kit (SDK), JavaFX Runtime, and the JavaFX samples. In addition to a number of bug fixes, this release includes:

- Interoperability with the Standard Widget Toolkit (SWT).
- New scroll event that handles scrolling on two axes and replaces the `MouseEvent.MOUSE_WHEEL_ROTATED` event.
- Change of license, which enables third party developers to redistribute the JavaFX Runtime with their applications in accordance with the Oracle Binary Code License Agreement for the Java SE Platform Products and JavaFX.
- Updated doclet for the Javadoc tool that is used to generate JavaFX API documentation in HTML format.
- Updated NetBeans projects for the JavaFX samples for use with the NetBeans 7.1 release.

Note that starting with Java SE 7 update 2, the JDK includes the JavaFX SDK and the JavaFX Runtime is installed along with the JRE.

System Requirements

See the JavaFX System Requirements document for information on the hardware and software prerequisites.

Getting Started

To get started with the JavaFX SDK, review the documentation provided at `http://docs.oracle.com/javafx/`. Good starting points include:

- Installing JavaFX - Instructions for installing the JavaFX SDK.
- What is JavaFX? - Introduction to concepts and tools for working with the JavaFX SDK.
- Getting Started with JavaFX - Step-by-step tutorial for creating a JavaFX application.
- API documentation - Output from the Javadoc tool for JavaFX classes.

Supported Locales

The `java.lang`, `java.util`, and `java.text` packages from the Java Platform Standard Edition (Java SE) JDK are available to JavaFX applications that are interested

in supporting languages other than English. For information on the locale support that these packages provide, see JDK 7 and JRE 7 Supported Locales.

Bidirectional and complex languages are not supported for JavaFX applications.

The JavaFX Runtime environment is translated into the same languages as the Java SE Runtime Environment. See the "User Interface Translation" section of the JDK 7 and JRE 7 Supported Locales page for the list of languages.

The JavaFX SDK is translated into Japanese (locale code `ja`) and Simplified Chinese (locale code `zh_CN`).

Known Bugs and Issues

The following sections describe known issues with the code. Bugs are arranged by component.

Also note that projects created in NetBeans IDE 7.1 Beta might need to be recreated in NetBeans IDE 7.1 due to changes in the format of project files. See the NetBeans IDE 7.1 Release Notes for more information.

App Model

- **Issue RT-13604:** Standalone application fails to launch when double-clicking if 64-bit JRE is installed.

  Description: Double-clicking on a JavaFX application JAR file fails to launch the application on 64-bit systems with the 64-bit JRE installed when the 64-bit version of the JavaFX Runtime is not installed.

  Workaround: Install the 64-bit version of the JavaFX Runtime.

Control

- **Issue RT-16589:** All em font sizes applied to controls cause double effect.

  Description: Fonts are drawn twice as large as expected when a control and skin have the same CSS style class with a rule that specifies a font size in ems. For example, if you have a base font size of 16px and you have a CSS rule for `Label` and `LabelSkin` with 2em, the font size for `Label` is calculated as 32px and the font size for `LabelSkin` is calculated as 64px. The text for the label is then drawn as 64px.

  Workaround: Add the following rule, which is matched by the skin and keeps the font at the size specified for the control:

  ```
  .label > .label { -fx-font-size: 1em; }
  ```

- **Issue RT-16647:** `getUserAgentStylesheet` is not called in all scenarios.

  Description: The styles for a custom control might not be applied if the styles are defined in a style sheet that is specific to the control.

  Workaround: Load the custom style sheet into the style sheet for the application's scene.

- **Issue RT-18126:** CSS cannot write binary -fx-background-repeat: repeat, no-repeat;

  Description: Conversion of a CSS file to binary form fails.

  Workaround: Do not use binary encoded CSS files. If you are using NetBeans, follow these steps to make sure that the option is disabled:

1. In NetBeans, right-click on the project file for the project.
2. Select Properties from the pop-up menu.
3. In the Project Properties window, expand the Build option in the Categories frame.
4. Select Packaging.
5. Remove the check mark from Binary Encode JavaFX CSS FIles.
6. Click OK to save the change.

Deployment

- **Issue RT-17915:** JavaFX applications do not work in Firefox 8.

  Description: Attempting to run a JavaFX application in the Firefox 8 browser results in a warning that the system is not configured correctly or that JavaFX is not installed.

  Workaround: Use an earlier version of the Firefox browser or use a different browser.

  To continue using Firefox 8, make sure that only one version of the Java Platform and JDK are enabled. Click Tools->Add-ons and enable only the latest version of the Java Platform and the JDK.

- **Issue RT-17954:** Application that triggers mixed code dialog could not be launched successfully.

  Description: If your JavaFX application contains both signed and unsigned code and causes the mixed code warning dialog to be shown, your application might stop working.

  Workaround: Prevent the mixed code warning dialog from being triggered by following the mixed code guidelines, which are described at `http://docs.oracle.com/javase/6/docs/technotes/guides/jweb/mixed_code.html`. Another option is to sign all of your application code to prevent the mixed code scenario.

Graphics

- **Issue RT-5431:** Mouse events should not be delivered to non-visible components.

  Description: Currently picking does not take into account the front clipping plane of the view frustum in culling picked node. This can result in returning the wrong picked node if a 3D transformed node exists between the viewer and the front clipping plane.

  Workaround: None.

- **Issue RT-14413:** `JFXPanel` does not work in full-screen mode.

  Description: AWT full-screen exclusive mode prevents initialization of the JavaFX D3D pipeline.

  Workaround: Construct a JFXPanel object before entering full-screen mode from any Swing JWindow.

- **Issue RT-15117:** Clipping does not work for objects in 3D

  Description: Objects to which a 3D transform is applied are not clipped correctly. This is a known perspective rendering bug for nVidia and AMD (ATI) GPUs.

Workaround: None.

- **Issue RT-15181:** Shape with clip set to true does not render correctly with perspective transform and depth test.

  Description: Clipped 3D shapes are not shown correctly when a perspective transformation is performed with depth test set to true.

  Workaround: None.

- **Issue RT-16337:** Animation stops in `JFXPanel` after returning from Windows lock or screensaver.

  Description: On the Windows platform, when the desktop is locked and showing a password prompt, or when a screensaver is active, a `JFXPanel` component is not repainted after returning to the user's desktop.

  Workaround: Resize the `JFXPanel` component to restart the animation.

- **Issue RT-16397:** Region: asymmetric clipping in an image border that repeats.

  Description: Clipping in an image border is incorrect because the behavior of a `Region` object does not comply with the CSS spec. The `Region` object begins the image slice at the left of the image, however the CSS spec starts the image slice at the center of the image.

  Workaround: None.

- **Issue RT-16398:** Region: distortion in an image border that repeats. Repeated images have the wrong width-to-height ratio.

  Description: When the values defined for the `-fx-border-image-slice` and `-fx-border-image-width` properties do not match, the image is scaled to fit. However, the image is scaled disproportionately.

  Workaround: Size the image so that `-fx-border-image-slice` and `-fx-border-image-width` have the same value, so the image does not need to be scaled.

- **Issue RT-16495:** Native Clipboard: passing RTF to a native application does not work.

  Description: An application that tries to put rich text format (RTF) content on the clipboard fails silently and does not leave data formatted as `text/rtf` on the clipboard.

  Workaround: None.

Installers

- **Issue RT-17532:** Installers show version 2.0 for 2.0.2 bundles.

  Description: During installation, the JavaFX Runtime installer and JavaFX SDK installer show 2.0 as the version instead of the correct 2.0.2.

  Workaround: None.

Media

- **Issue RT-5238:** Negative rate playback is not supported.

  Description: Playing back media in reverse (negative rate) is not yet supported.

  Workaround: None.

- **Issue RT-9100:** FLV and MP3 playback crash Java if the platform does not support the SSE2 instruction set.

  Description: The Java virtual machine could crash if the machine being used to play media does not support the SSE2 instruction set.

  Workaround: Make sure that the machine being used meets the JavaFX system requirements.

- **Issue RT-10611:** Make `MediaView` resizable.

  Description: The `MediaView` class cannot be resized.

  Workaround: Create a subclass of `MediaView` that is resizable and use that class instead.

Samples

- **Issue RT-18243:** DataApp non-JavaFX NetBeans projects have a Java Platform of `JDK_1.6__Default_`.

  Description: Opening one of the Java projects for the DataApp sample in NetBeans 7.1 might result in an unresolved reference for the Java Platform. The JavaFX projects for the DataApp sample are not affected by this issue.

  Workaround: The Java projects for the DataApp sample are DataAppLibrary, DataAppLoader, and DataAppServer. For each of the these projects, follow these steps:

  1. Right-click on the project.
  2. Select Properties from the pop-up menu.
  3. In the Project Properties window, select Libraries from the Categories tree.
  4. For the Java Platform field, choose a valid platform from the list provided, for example `JDK 1.6 (Default)` or `JDK1.7 (Default)`.
  5. Click OK to save your change.