

JavaFX

JavaFX 2.2.4 System Requirements

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JavaFX 2.2.4 System Requirements

Use the following information to ensure that your operating system, browser, and Java platform meet the requirements for running the JavaFX technology. Also included are the hardware requirements for accelerated rendering of graphics, requirements for JavaFX Media support, and the supported NetBeans IDE version.

Operating Systems and Browsers

See JavaFX Supported System Configurations for a list of operating systems and browsers that are compatible with JavaFX 2.2.4.

Java Platform

JavaFX 2.2.4 is bundled with the Java SE 7u10 installer (both JDK and JRE) for all supported operating systems. Note that Apple's Java SE implementation is not supported with JavaFX.

JavaFX 2.2.4 applications should be run with JRE 7u10. Mixing JavaFX applications with earlier versions of JRE 7 is not supported.

For Windows installations, if you want to continue to use Java SE 6 on Windows, the minimum version required for JavaFX 2.2.4 is Java SE 6u33, but the latest security release, Java SE 6u37, is recommended. In this case, use the standalone JavaFX 2.2.4 installer. For more information, see JavaFX 2.2.4 Installation for Windows. Note that some JavaFX features require Java SE 7, such as the ability to package self-contained applications.

Other Software

JavaFX 2.2.4 for Linux requires gtk2 2.18+.

Graphics Support

For JavaFX applications to take advantage of the new hardware acceleration pipeline provided by JavaFX, your system must feature one of a wide range of GPUs currently available in the market. [Table 1–1](#) lists the graphics cards that have been tested with JavaFX. If your system does not support hardware acceleration, then JavaFX uses the Java2D software pipeline.

Table 1–1 Graphics Cards Support

Graphics Card	Supported Graphics Processing Units (GPUs)
NVIDIA	Mobile GPUs: GeForce 8M and 100M series or higher, NVS 2100M series or higher, and Mobility Quadro FX 300M series or higher Desktop GPUs: GeForce 8 and 100 series or higher Workstation GPUs: Quadro FX 300 series or higher
ATI	Mobile GPUs: Mobility Radeon HD 3000, 4000, and 5000 series Desktop GPUs: Radeon HD 2400, 3000, 4000, 5000, and 6000 series
Intel	Mobile GPUs: GMA 4500MHD and GMA HD Desktop GPUs: GMA 4500 and GMA HD

For Mac OS, JavaFX supports graphic hardware acceleration on any Mac OS X system that is Lion or later.

On Linux platform, graphic hardware acceleration is only supported for Nvidia cards (proprietary drivers only).

To avoid rendering issues on Windows platform, upgrade the ATI driver to Catalyst 11.09 or later.

JavaFX Media

For Windows XP and Windows Vista, JavaFX Media 2.2.4 requires that one of the following external modules be installed (by order of preference) to play AAC audio and H.264/AVC video:

- n MainConcept H.264/AVC Pro Decoder Pack
- n DivX Plus Codec Pack
- n MainConcept Showcase (includes demo version codecs)

Note: HTTP Live Streaming is not supported on Windows XP.

For Windows 7, the pre-installed Microsoft AAC and H.264 DirectShow decoder filters are used by default. However, if the MainConcept H.264/AVC Pro Decoder Pack is installed on your system, then the first available AAC or H.264 decoder from the following list is used:

1. MainConcept
2. Microsoft (Windows 7 only)
3. DivX Plus
4. MainConcept trial version (demo codecs from Showcase)

If none of these decoders is available, AAC and H.264 decoding will fail.

VP6 video support does not require any third party modules.

For Linux platform, install the following: libavcodec52 and libavformat52 on Ubuntu Linux 10.04, 10.10, 11.04 or equivalent, or libavcodec53 and libavformat53 on Ubuntu Linux 11.10, 12.04 or equivalent. (Encoding type: AAC audio, MP3 audio, H.264 video, and HTTP Live Streaming.) Note that installing libavformat automatically causes libavcodec to be installed.