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Thread: [JavaFX - Having problems with adding/making custom shapes as GUI elements.](#)

GreyCoder - July 18, 2015, 8:57 am

Hello. I made a window in javafx using scenebuilder and now I want to make 2d object and put it in here.

Because everything I made (buttons, textfields, etc) was done in SceneBuilder I didn't know how to add this 2d object there.

Idea was to make custom 2d buttons(for example) and put it there.

I tried something like this:

Any suggestions? And how to make custom gui shapes?

```
Code public class Main extends Application {
```

```
@Override
public void start(Stage primaryStage) throws Exception {
    Canvas canvas = new Canvas(300, 250);
    GraphicsContext gc = canvas.getGraphicsContext2D();
    drawShapes(gc);
    Parent fxmlRoot= FXMLLoader.load(getClass().getResource("gui.fxml"));
    fxmlRoot.getChildrenUnmodifiable().add(canvas);
    primaryStage.setScene(new Scene(fxmlRoot));

    primaryStage.show();
}
```

```
private void drawShapes(GraphicsContext gc) {
    gc.setFill(Color.GREEN);
    gc.setStroke(Color.BLUE);
    gc.setLineWidth(5);
    gc.strokeLine(40, 10, 10, 40);
    gc.fillOval(10, 60, 30, 30);
    gc.strokeOval(60, 60, 30, 30);
    gc.fillRoundRect(110, 60, 30, 30, 10, 10);
    gc.strokeRoundRect(160, 60, 30, 30, 10, 10);
    gc.fillArc(10, 110, 30, 30, 45, 240, ArcType.OPEN);
    gc.fillArc(60, 110, 30, 30, 45, 240, ArcType.CHORD);
    gc.fillArc(110, 110, 30, 30, 45, 240, ArcType.ROUND);
    gc.strokeArc(10, 160, 30, 30, 45, 240, ArcType.OPEN);
    gc.strokeArc(60, 160, 30, 30, 45, 240, ArcType.CHORD);
    gc.strokeArc(110, 160, 30, 30, 45, 240, ArcType.ROUND);
    gc.fillPolygon(new double[]{10, 40, 10, 40},
        new double[]{210, 210, 240, 240}, 4);
    gc.strokePolygon(new double[]{60, 90, 60, 90},
        new double[]{210, 210, 240, 240}, 4);
    gc.strokePolyline(new double[]{110, 140, 110, 140},
        new double[]{210, 210, 240, 240}, 4);
}
```

```
}
```

```
public static void main(String[] args) {  
    launch(args);
```

```
}
```

```
}
```