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Thread: [unable to load FXML file as parent root w/ JavaFX in Forge environment](#)

Xertxa - May 18, 2018, 6:18 am

my objective is to make my agent load an external JavaFX menu in the Forge environment, and have the parent root be based off an FXML file.

this is the code. just a simple JavaFX template being ran off a thread

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```
Code import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;
import sun.reflect.CallerSensitive;
```

```
public class JavaFXTest extends Application implements Runnable {
    @Override
    public void start(Stage primaryStage) throws Exception {
        Parent root = FXMLLoader.load(getClass().getResource("sample.fxml"));
        primaryStage.setTitle("Hello World");
        primaryStage.setScene(new Scene(root, 300, 275));
        primaryStage.show();
    }

    @Override
    public void run() {
        launch();
    }
}
```

however when the thread is started, i'm met with the following error

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Code [15:46:56] [Thread-13/WARN] [FML]:

```
=====
[15:46:56] [Thread-13/WARN] [FML]: MOD HAS DIRECT REFERENCE System.exit() THIS IS NOT
ALLOWED REROUTING TO FML!
[15:46:56] [Thread-13/WARN] [FML]: Offender:
com/sun/javafx/application/LauncherImpl.abort(Ljava/lang/Throwable;Ljava/lang/String;Ljava/lang/O
bject;)V
[15:46:56] [Thread-13/WARN] [FML]: Use FMLCommonHandler.exitJava instead
[15:46:56] [Thread-13/WARN] [FML]:
=====
Exception in thread "Thread-13" [15:46:56] [JavaFX Application Thread/INFO] [STDERR]:
[com.sun.javafx.application.LauncherImpl:lambda$launchApplication1$161:865]: Exception in
Application start method
[15:46:56] [JavaFX-Launcher/INFO] [STDERR]:
[com.sun.javafx.application.LauncherImpl:launchApplication1:933]: Workaround until RT-13281 is
implemented: keep toolkit alive
```

[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: java.lang.RuntimeException: Exception in Application start method
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.javafx.application.LauncherImpl.launchApplication1(LauncherImpl.java:917)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.javafx.application.LauncherImpl.lambda\$launchApplication\$154(LauncherImpl.java:182)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at java.lang.Thread.run(Thread.java:748)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: Caused by: java.lang.InternalError: CallerSensitive annotation expected at frame 1
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at sun.reflect.Reflection.getCallerClass(Native Method)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at javafx.fxml.FXMLLoader.getDefaultClassLoader(FXMLLoader.java:3066)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at javafx.fxml.JavaFXBuilderFactory.<init>(JavaFXBuilderFactory.java:87)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at javafx.fxml.FXMLLoader.<clinit>(FXMLLoader.java:1815)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at net.minecraft.myMod.JavaFXTest.start(JavaFXTest.java:14)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.javafx.application.LauncherImpl.lambda\$launchApplication1\$161(LauncherImpl.java:863)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.javafx.application.PlatformImpl.lambda\$runAndWait\$174(PlatformImpl.java:326)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.javafx.application.PlatformImpl.lambda\$null\$172(PlatformImpl.java:295)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at java.security.AccessController.doPrivileged(Native Method)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.javafx.application.PlatformImpl.lambda\$runLater\$173(PlatformImpl.java:294)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.glass.ui.InvokeLaterDispatcher\$Future.run(InvokeLaterDispatcher.java:95)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.glass.ui.win.WinApplication._runLoop(Native Method)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: at com.sun.glass.ui.win.WinApplication.lambda\$null\$147(WinApplication.java:177)
[15:46:56] [Thread-13/INFO] [STDERR]: [java.lang.Throwable\$WrappedPrintStream:println:748]: ...
1 more

the problem is triggered from this line

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```
Code Parent root = FXMLLoader.load(getClass().getResource("sample.fxml"));
```

i can get rid of the System.exit() warning by excluding the JavaFX libraries from transformation before loading them, like so

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```
Code static {
```

```
    Launch.classLoader.addTransformerExclusion("javafx.");
```

```
    Launch.classLoader.addTransformerExclusion("com.sun.javafx.");
```

```
}
```

however the exceptions are still there. as an alternative to loading the root from an FXML file, technically i can just create the JavaFX menu with pure java code. i've tested this already and it

works just fine when i don't attempt to load in an FXML file. utilizing SceneBuilder with FXML is a much more flexible and time saving process though.

any suggestions? as always any help is appreciated.

iQuintennn - May 19, 2018, 2:36 am

The exception isn't a big problem. You could just ignore it. Unless you really want it to not show up; then I've got no idea

Xertxa - May 19, 2018, 5:06 am

(May 19, 2018 02:36 AM)iQuintennn Wrote: [\[CITE\]](#) The exception isn't a big problem. You could just ignore it. Unless you really want it to not show up; then I've got no idea
it doesn't show up. that's the problem. without it being able to properly load the FXML there's no scene for my stage.

Nemesis139 - May 22, 2018, 10:39 pm

There is no workaround to this exception. The exception is caused by the FXMLLoader class itself. Trust me, I have attempted to this myself. I ended up just doing everything manually and tediously through Java. I still use SceneBuilder to quickly build scenes to see how I like them, then I just write the layouts in pure Java.

GenericSkid - May 23, 2018, 12:10 am

(May 22, 2018 10:39 PM)Nemesis139 Wrote: [\[CITE\]](#) There is no workaround to this exception. The exception is caused by the FXMLLoader class itself. Trust me, I have attempted to this myself. I ended up just doing everything manually and tediously through Java. I still use SceneBuilder to quickly build scenes to see how I like them, then I just write the layouts in pure Java.

This is what I do, but because I haven't looked into FXML at all. Most of my UI is also auto-generated so dunno how that would work out.

Xertxa - May 23, 2018, 3:19 am

no worries, i've already gotten around to completing a cloud config for my client in NodeJS as an alternative.

feel free to take a look if interested. it still has some work to do.

<https://gyazo.com/70744701366a786e2fb4b5bc07f8196a>