

# Platforms

## THIS PAGE IS OBSOLETE AND NEEDS TO BE UPDATED

OpenJFX is runs on many platforms.

For many of them, you can simply install JDK 8. Some of the embedded platforms require a particular OS configuration or device present to work properly, or a community build.

### Windows

### Mac OS X

### Linux

#### Embedded Linux (ARM, Intel)

OpenJFX for Embedded Linux uses a full screen framebuffer configuration. This approach needs some adaptation to different platforms since there is not a standard for configuration EGL to use a framebuffer, nor for using hardware cursors.

One common requirement is that the OS distribution must use the hard float ABI in order to work with [JDK 8 for ARM](#). To run JavaFX on a soft float OS distribution you would need to compile OpenJFX yourself and run on a Java 8 VM with soft float support, such as OpenJDK or [Java SE Embedded](#).

Support is limited to the core OpenJFX [components](#): Base, Graphics, Controls and FXML. The components for integration with Swing and SWT are not provided for ARM platforms. It would be possible to support the Media and Web components, but these are not currently included in OpenJFX for ARM.

Here are the platforms that are known to work:

- [Raspberry PI](#)
- [Freescale i.MX6](#)
- OMAP3 (BeagleBoard xM)

The OpenJFX team would like to work with members of the community to port to these additional platforms:

- Mali GPU (A20-OLinuXino-MICRO-4GB, Samsung Exynos)
- Intel Atom

### iOS

### Android