

Applications with a Preloader: Project Organization and Packaging

If you intend to package your application with a [preloader](#), you, generally, should:

1. Create a [project](#) with at least two Java [modules](#): one module for the application itself and one module for the preloader. For additional instructions, see [Creating Projects](#) and [Adding Modules to a Project](#). See also, [Creating a project for JavaFX application development from scratch](#).
2. Develop the code for the application and the preloader.
3. Create two [artifact](#) configurations.
 - One of the configurations should be of the JavaFx Preloader type. This configuration will be used to build the preloader application (normally, a JAR file). The compilation output of the preloader module should be included in this artifact.
 - The second of the configurations - the one intended for packaging the application - should be of the JavaFx Application type. This artifact should include the compilation output of the application module and a copy of the preloader artifact.

The copy of the preloader artifact should be added to the output root of the application artifact. (1. On the **Output Layout** tab for the application artifact, right-click **<output root>** and select **Add Copy of | Artifact**. 2. Select the preloader artifact in the **Choose Artifacts** dialog.)

For additional instructions, see [Configuring Artifacts](#). See also, [Artifacts](#) and [Java FX Tab](#).

4. Build the application artifact. As a result, a package containing both the application and the preloader will be generated.

For additional instructions, see [Building an artifact](#).

See Also

Language and Framework-Specific Guidelines:

- [JavaFX](#)

Web Resources:

- [Developer Community](#)