**Installing**

You’ll need to edit these files, they have custom paths:

* BuildScripts\FlattenModifiedByAaron.jsx (this uses an absolute path)
* BuildScripts\PackageAndInstall.bat (this has some absolute paths at the beginning)
* FlashBuilderProject\TestFiles\DeveloperVariables.jsx (this uses an absolute path)

**The first time you develop**

You may have to turn off Windows 7 UAC in order to run our scripts to install the application. It’s up to you, but with it on you can’t successfully run the .bat script that packages and installs it – you’ll have to do that all manually. Directions here: <http://www.petri.co.il/disable-uac-in-windows-7.htm>

In ExtendScript Toolkit, go to “Edit” -> “Preferences” -> “Documents” and uncheck “Convert Tab Stops to Space Characters”. This is the way we write code (because it’s less characters, and cleaner).­

Make sure you have ExtendScript 3.5.1 or later (it fixes some significant bugs). If not, download it from <http://www.adobe.com/devnet/scripting.html> (note that the download under 3.5.1 says 3.5.0 on the file name and on part of the installer, but it actually installs 3.5.1 which you can verify after you install).

**Every Development Session:**

1. Launch ExtendScriptToolkit
   1. Open LinkDox.jsx – this is the core file. This is essentially the back end of the scripting system.
2. After making any edits to any JSX files, run all tests.
   1. Open TestFiles/TestAll.jsx  
      Follow the directions at the top of TestAll.jsx to run the unit tests. Run it after every change you make in a JSX file – it’ll save you a lot of time since you won’t need to test as much in Photoshop! Before you make any edits for the first time, you should run the tests too – just to prove to yourself that there are no pre-existing bugs and anything you see after that point is something you introduced that you’ll need to fix.
   2. If you’ve created any new features, please create another test for that feature.
3. Open Flash Builder
   1. Open the flash project. It’s in the “LinkDox” folder (a name we’re not using anymore).
   2. Changes to the flash GUI go in here.
   3. If you add any features here, add a test for them too, in src/canlinkit/Tests.as

**Building And Running The .bat**

FlashBuilderProject\LinkDox\BuildScripts\ PackageAndInstall.bat will build the project.

**LinkDox/CanLinkIt folder is for JSX files**

Because of limitations in the MXI extension packaging file, I created a folder named “LinkDox” to hold all scripts. This allows me to copy all scripts into the regular LinkDox folder in the extension package without having to name each individual file.

**If something isn’t working**

Look in <TipsToDebug.docx> for some basic tips.