**About This File**

This file is for random, unassociated notes on how certain things are done. Eventually these will be better documented but right now they’re all tossed into this file.

**Test File On Your Machine**

**Releasing A New Version**

First, update the version. You’ll have to change this in three places:

EclipseProject/CanLinkIt/war/ExtensionUpdate.xml

FlashBuilderProject/LinkDox/CanLinkIt.mxi

FlashBuilderProject/LinkDox/src/canlinkit/VersionInfo.as

Also in VersionInfo.as, change “IN\_DEVELOPMENT” to “false” so it won’t show the debugging item in the menu.

Then build it. Make sure to run lots of tests (you may want to run most of them before you change “IN\_DEVELOPMENT” to false). In the future we’ll make a pref for this so you can run these tests on the final build.

And In Eclipse, deploy it to the Google App Engine.

**Adobe CS SDK**

Right now we use the CSXS library. It might be more prudent to use the wrapper library as documented here, with the limitation that it only works with CS5:

<http://cookbooks.adobe.com/post_Communicating_between_JavaScript_and_the_Creative-17383.html>

<http://cssdk.host.adobe.com/sdk/1.5/docs/WebHelp/About.htm>

<http://prsync.com/adobe/getting-started-with-adobe-creative-suite-extension-builder-and-creative-suite-sdk-24459/>

That library looks cleaner and wraped in the SWF, with the downside that it doesn’t work in Adobe CS4, and during my tests I was unable to get it to work – when I tried it in multiple ways, I was unable to get my panel to load if I referred to the JSX in any way. I’m not sure why.