

Setting Up a Development Environment

Preliminary Steps

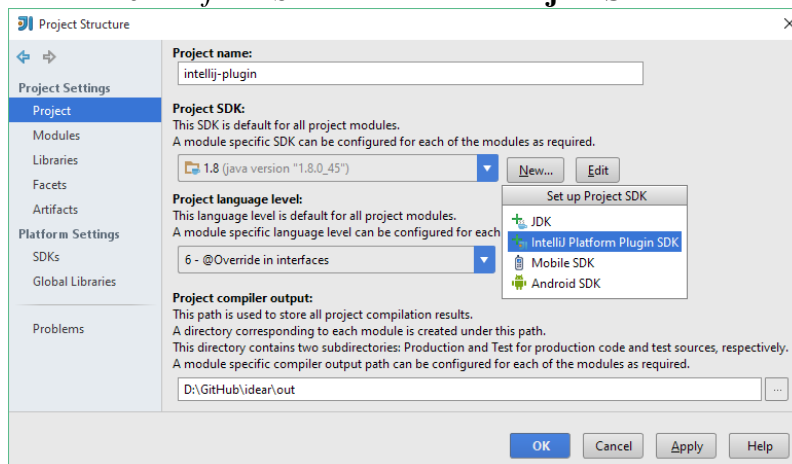
Use the following checklist to ensure that you are ready to develop your custom plugins.

- **Get IntelliJ IDEA CE source code** on your local computer. Getting IntelliJ IDEA CE source code is not a requirement for plugin development, but having it makes debugging your plugins much easier. For detailed instructions refer to the *Getting IntelliJ IDEA Community Edition Source Code* section of [Check Out And Build Community Edition](#). Note that building IntelliJ IDEA CE from source code is not required for plugin development.
- **Plugin DevKit** plugin must be [enabled in IntelliJ IDEA](#)
- **IntelliJ Platform SDK** must be configured for your IDEA project. For more information, see below.

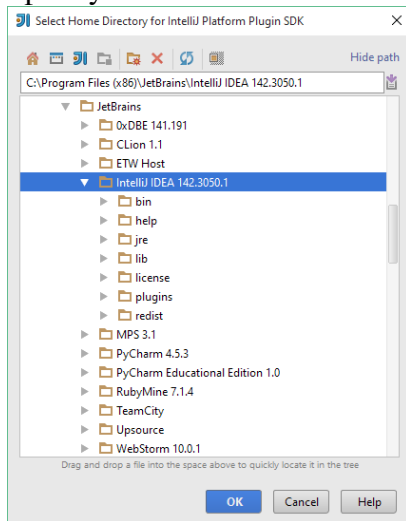
Configuring IntelliJ Platform SDK

To set up your plugin development environment:

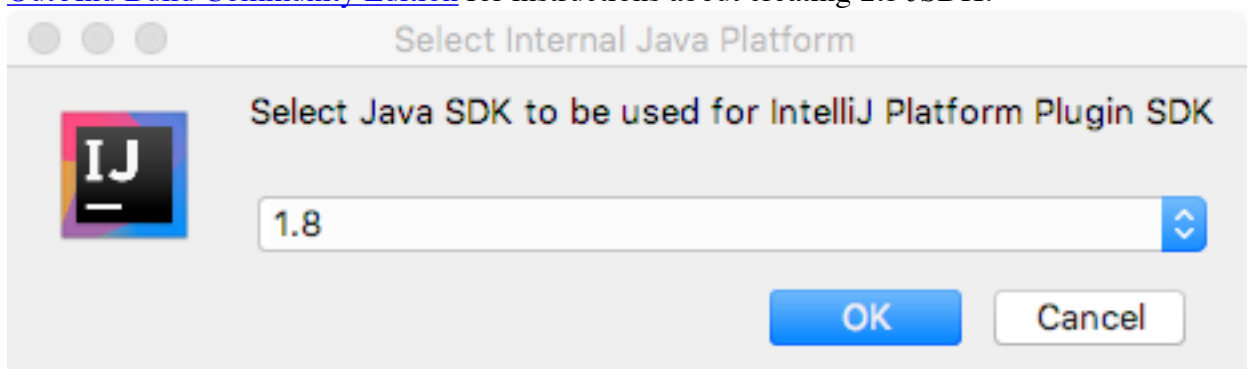
- Create a new *IntelliJ Platform SDK* under **File | Project Structure:**



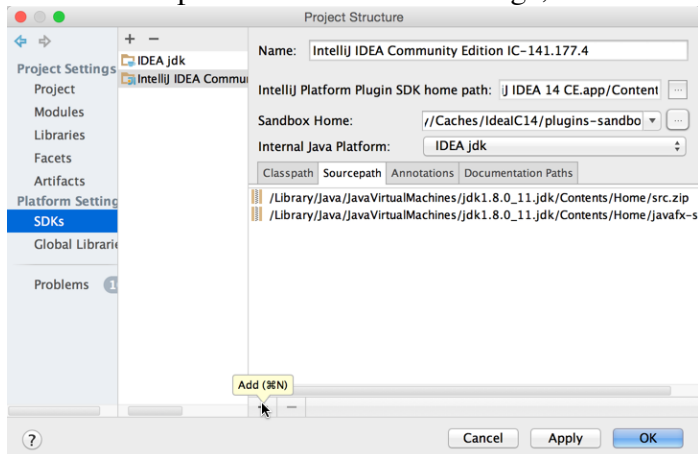
- Specify the installation folder of *IntelliJ IDEA Community Edition* as the home directory.



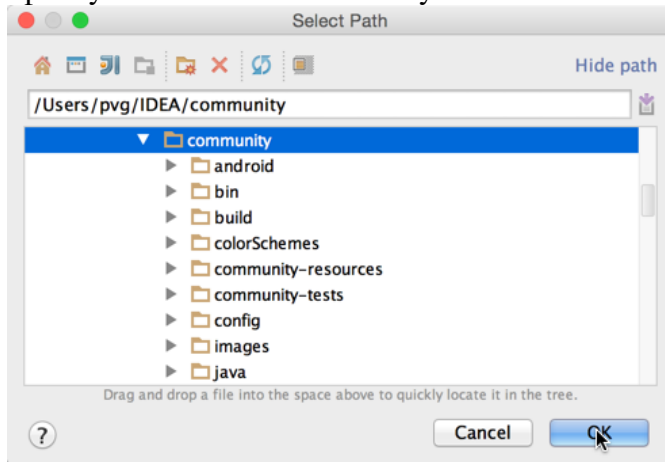
- Select **1.8** as the default Java SDK. See the *IntelliJ Build Configuration* section of [Check Out And Build Community Edition](#) for instructions about creating **1.8** JSDK.



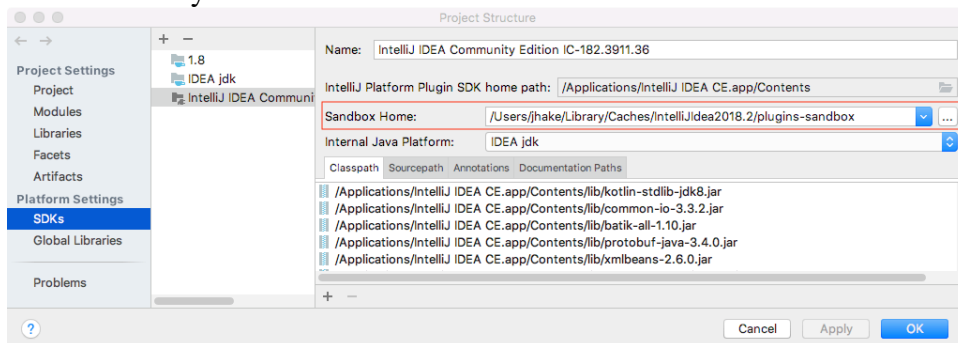
- In the Sourcepath tab of the SDK settings, click the *Add* button:



- Specify the source code directory for the *IntelliJ IDEA Community Edition*:



- Specify the **Sandbox Home** directory.
The *Sandbox Home* directory stores the settings of the IDE development instance launched from a Plugin Project's **Run** configuration. Shown below is the default *Sandbox Home* directory for a user on Mac OS X. Any directory can be chosen as the *Sandbox Home* location. Use the ellipsis button (shown below) to define a custom location. See the [IDE Development Instances](#) page for more information about default *Sandbox Home* directory locations and contents.



Building and Running

Build the project and create a “Plugin” target in “Run Configuration” window.