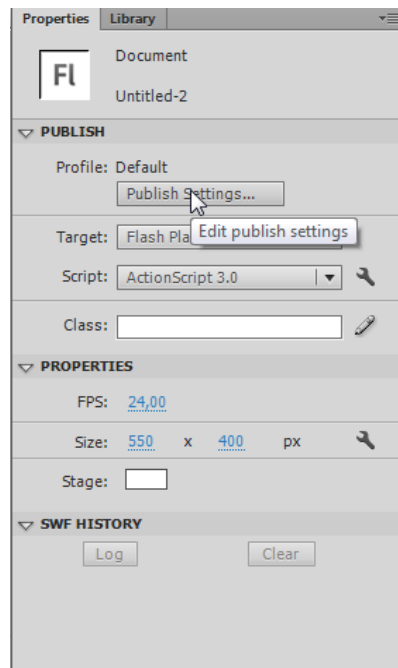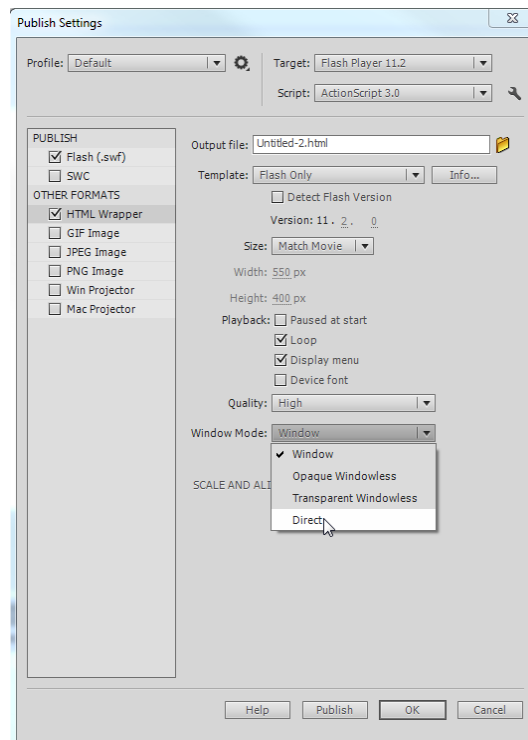# Getting Started with Flare3D and Flash CS6

In this small guide we'll see how to configure Flash Professional CS6 to work with Flare3D 2.5. We'll configure the project, create a scene and set up an example model.

After creating an ActionScript 3.0 file, we first need to make some changes to the Publish settings:
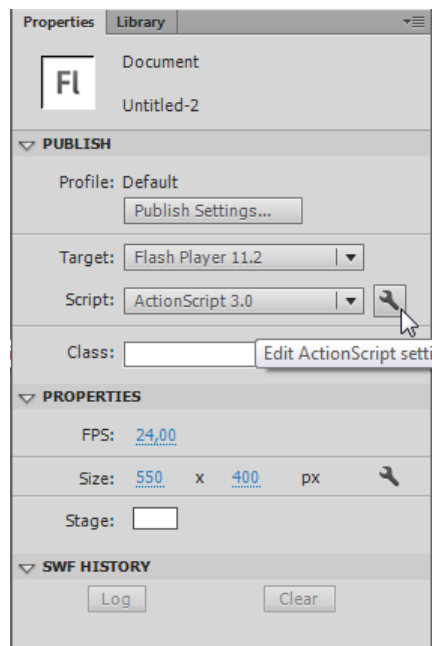

Click on HTML Wrapper and set the Window Mode to "Direct":

This will give your Flash project direct access to graphics hardware in order to get Stage3D support.

Once that's configured correctly, we need to link the Flare3D runtime library by changing the ActionScript settings:

Click on the "Library Path" tab and click the "Browse to SWC" button:

Browse to the SWC file contained in the Flare3D distribution and open it. The final result should look similar to this:
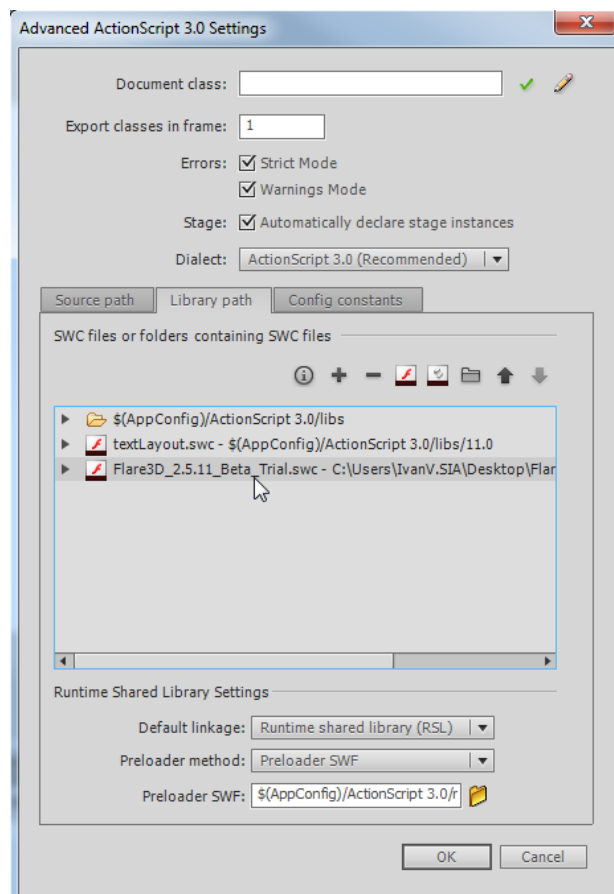
And that's it! Now that we have all ready to go, we can start writing our code. Open the "Actions" panel and paste the following:

```
1.  import flare.basic.Scene3D;
2.  import flare.primitives.Cube;
3.
4.  var scene:Scene3D;
5.
6.  scene = new Scene3D( this );
7.  scene.camera.setPosition( 10, 20, -30 );
8.  scene.camera.lookAt( 0, 0, 0 );
9.
10. scene.addChild( new Cube() );
```

Press Ctrl+Enter and you should see something like this:
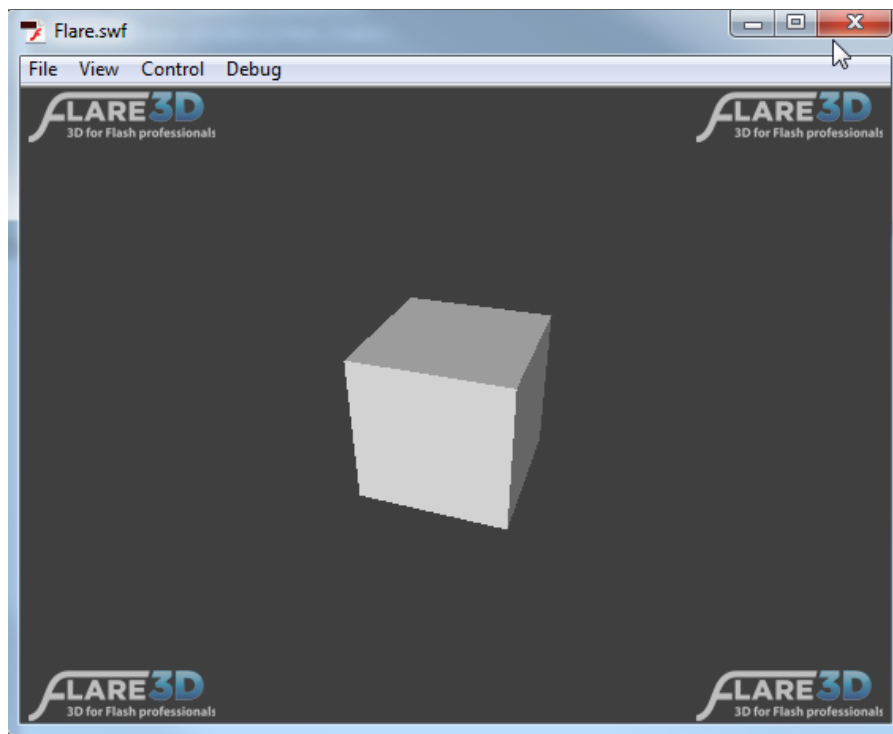
If you can see this then congratulations! You just finished configuring your new Flare3D-powered project. Head to our wiki to learn how to get the most out of Flare3D or check out our forums to get the latest news, ask questions or interact with the community.