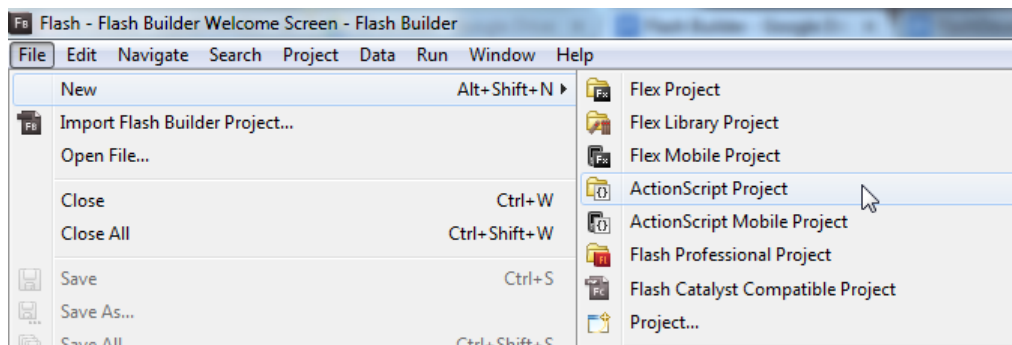# Getting Started with Flare3D and Flash Builder

In this guide we'll learn how to create a Flash Builder project that uses Flare3D. This guide was written using Flash Builder 4.6 so some things might be slightly different depending on your version.
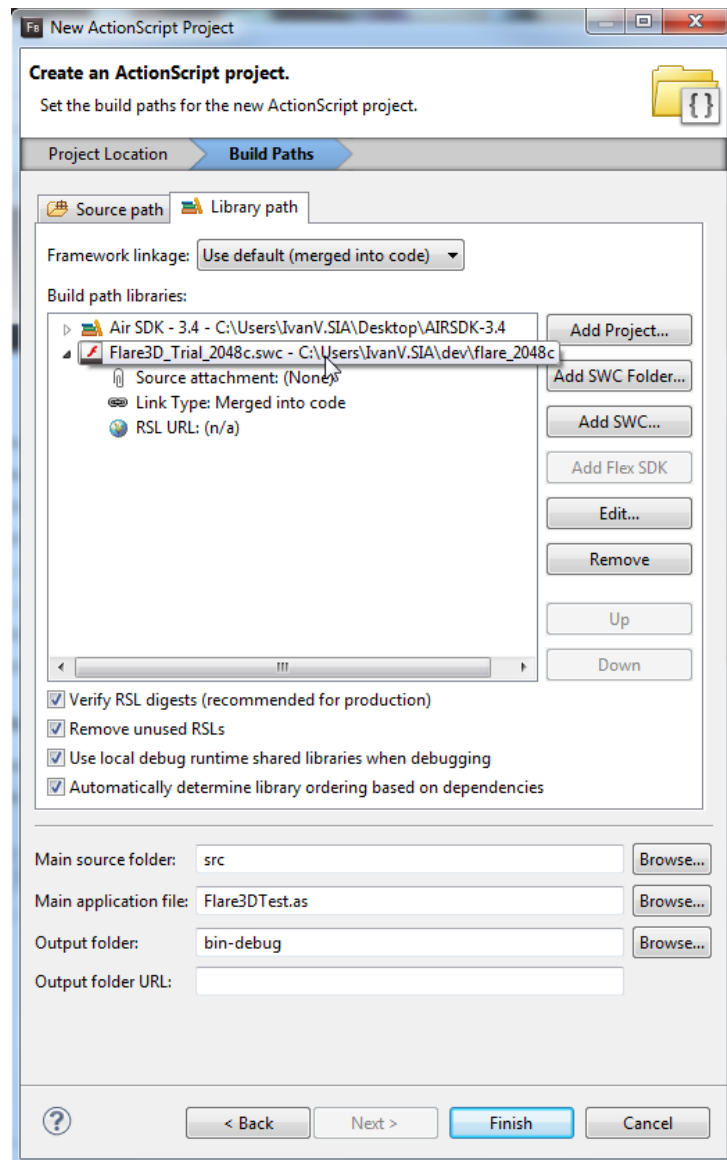
Let's start by creating a new ActionScript 3.0 project:

Give the project a name and press "Next". In the "Library Path" tab, press the "Add SWC" button:
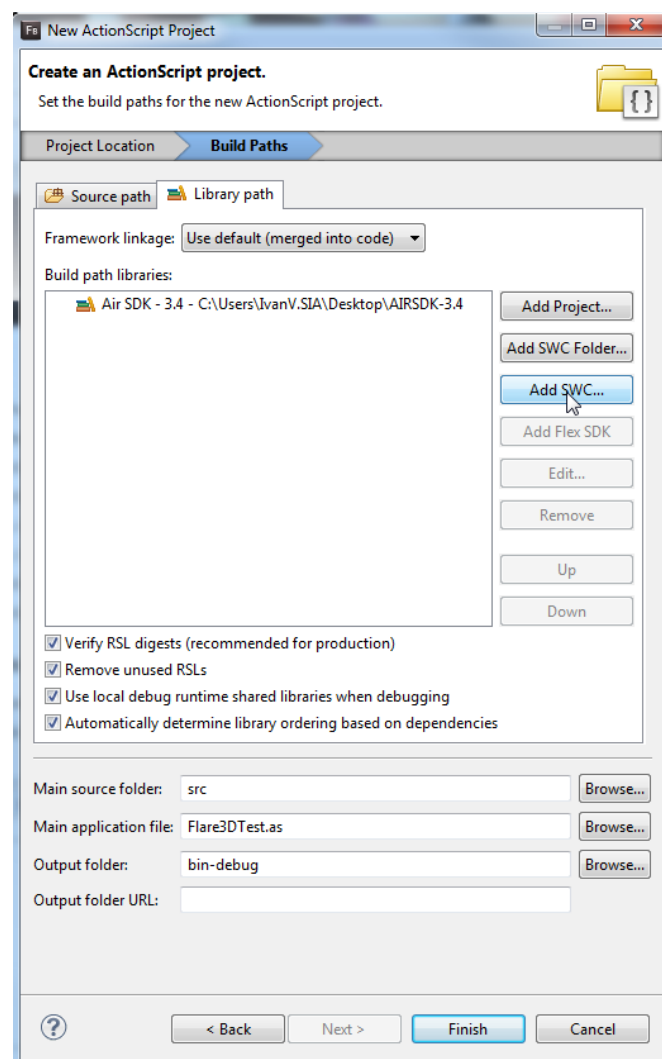
Browse to the Flare3D runtime SWC file, press "Open" and then accept the changes. It should looks something like this:

That's all we have to configure in the project settings, press "Finish" to generate your project and once that's done, find the "html-template" folder in the project explorer. Expand it, right-click the "index.template.html" file and select "Open with" -> "Text Editor":
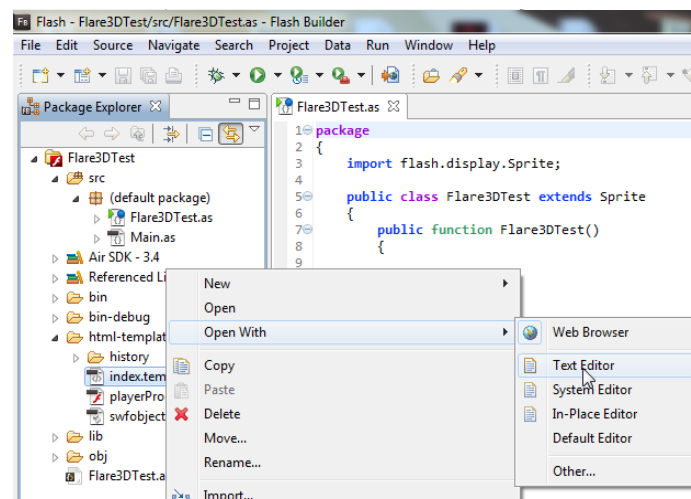
Go to line 48 and add the following line below:

```
params.wmode = "direct";
```

```
37        <script type="text/javascript" src="swfobject.js"></script>
38        <script type="text/javascript">
39            // For version detection, set to min. required Flash Player version, or 0 (or 0.0.0), for no version detection.
40            var swfVersionStr = "${version_major}.${version_minor}.${version_revision}";
41            // To use express install, set to playerProductInstall.swf, otherwise the empty string.
42            var xiSwfUrlStr = "${expressInstallSwf}";
43            var flashvars = {};
44            var params = {};
45            params.quality = "high";
46            params.bgcolor = "${bgcolor}";
47            params.allowscriptaccess = "sameDomain";
48            params.allowfullscreen = "true";
49            params.wmode = "direct";|
```

Now go to line 86 and add the following below:

```
<param name="wmode" value="direct" />
```

```
80        <noscript>
81            <object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" width="${width}" height="${height}" id="${application}">
82                <param name="movie" value="${swf}.swf" />
83                <param name="quality" value="high" />
84                <param name="bgcolor" value="${bgcolor}" />
85                <param name="allowScriptAccess" value="sameDomain" />
86                <param name="allowFullScreen" value="true" />
87                <param name="wmode" value="direct" />
88                <!--[if !IE]>-->
89                <object type="application/x-shockwave-flash" data="${swf}.swf" width="${width}" height="${height}">
90                    <param name="quality" value="high" />
91                    <param name="bgcolor" value="${bgcolor}" />
92                    <param name="allowScriptAccess" value="sameDomain" />
93                    <param name="allowFullScreen" value="true" />
94                    <param name="wmode" value="direct" />
95                <!--<![endif]-->
```

Please note that you have to add it two times: One after line 86 and another after line 93. Save the file and close it if you want, we don't have to modify anything else. Now go to your main class and make sure it looks similar to this:

```
1.  package
2.  {
3.      import flare.basic.*;
4.      import flare.primitives.*;
5.      import flash.display.*;
6.
7.      public class Flare3DTest extends Sprite
8.      {
9.          private var scene:Scene3D;
10.
11.         public function Flare3DTest():void
12.         {
13.             scene = new Scene3D( this );
14.             scene.camera.setPosition( 10, 20, -30 );
15.             scene.camera.lookAt( 0, 0, 0 );
16.             scene.addChild( new Cube() );
17.         }
18.     }
19. }
```

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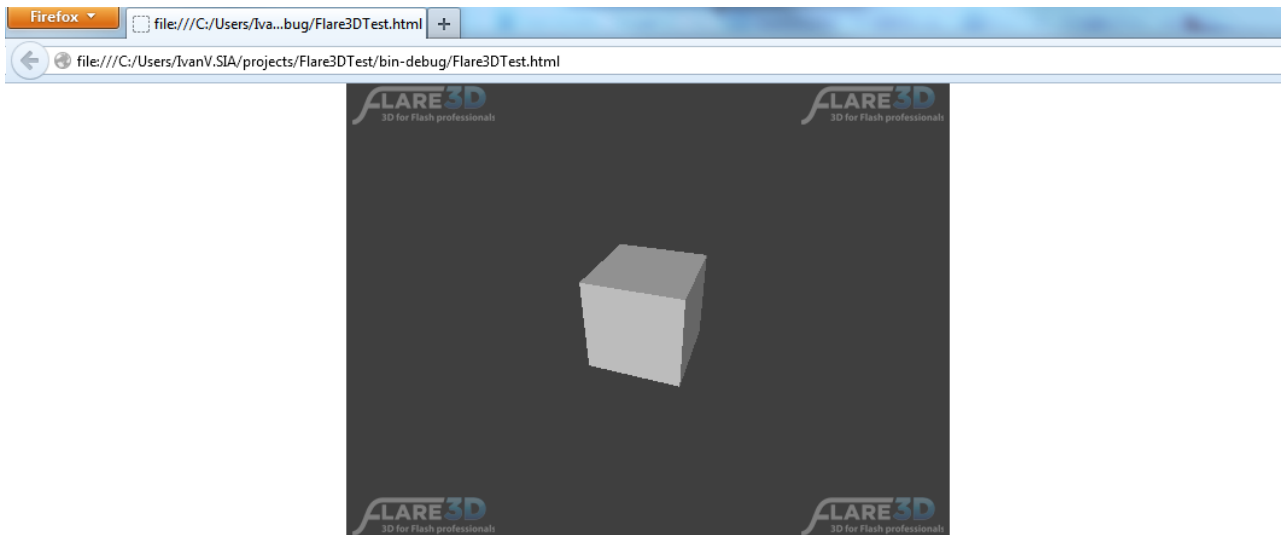
If you can see this then congratulations! You just finished configuring your new Flare3D-powered project. Head to our wiki to learn how to get the most out of Flare3D or check out our forums to get the latest news, ask questions or interact with the community.