How to build projects with FlashDevelop ?

1. Without the Flash IDE

FlashDevelop allows you to build projects without compiling with the flash IDE. Infact, FlashDevelop will use the FlexSDK to compile your work in a SWF file.

By the way, if you don’t need to establish a huge graphic interface, you should opt for this solution.

Launch FlashDevelop and select the tab named Project. Then do New Project -> AS3 Project.

Chose a location and a name for your project. Next, press OK.

Congratulations ! You have successfuly created your first FlashDevelop project without using the Flash IDE.

On the right, you have the files project explorer. The src’ folder contains your .as files. Note that you have to mark the AS entry point as Always Compile. (Right click on your .as main file, Always Compile).

If you have correctly installed the flash players debuggers, you should see the trace on the output tab. If not, right click on your project name in the project tree, and select Properties. Here, you can select the play mode of your .swf. Use « Popup » to solve the problem.

1. With the Flash IDE

Let’s create a new Project, but this time chose Flash IDE Project. You will still have to attribute a path to your project, and a name. Press OK.

Run Flash and create a new AS3 Document. For this example, I want to have a fla, bin and src folders in my project. Then, just add it by the flashdevelop ide.

Save your Flash Document in the fla folder and create a Main.as in the src’s. At this time, your project tree should look like :

Go Back to the flash IDE. Now, set the main class document on your properties panel with the Main.as name. If you try to compile a .swf file, nothing will happen, even if you have put some codes in your Main.as. Why ?

Just because you don’t indicate to the .fla where it has to go to find the ActionScript files. To solve this probleme, press the Parameters button in your properties tab into your Flash IDE.

A new window pops. Press the button Parameters at the right of ActionScript 3.0.

Check all the boxes, and then press the + button. Add ../src to refer to the src folders of your project. These manips can obviously change if the folders’ names are differents.

Save the modifications and put a trace in your Main constructor.

package

{

import flash.display.MovieClip;

public class Main extends MovieClip

{

public function Main()

{

trace( "hello world !" );

}

}

}

Compile by pressing ctrl+enter in flash or flashdevelop, and see the trace appear. You win ☺

However, the main.swf is still in the fla file. To move it in the bin folder :

In the Properties panel press Parameters -> select the Formats tab -> write the good path for your .swf.

Final step : if you want to be able to link your objects of your library to some class