

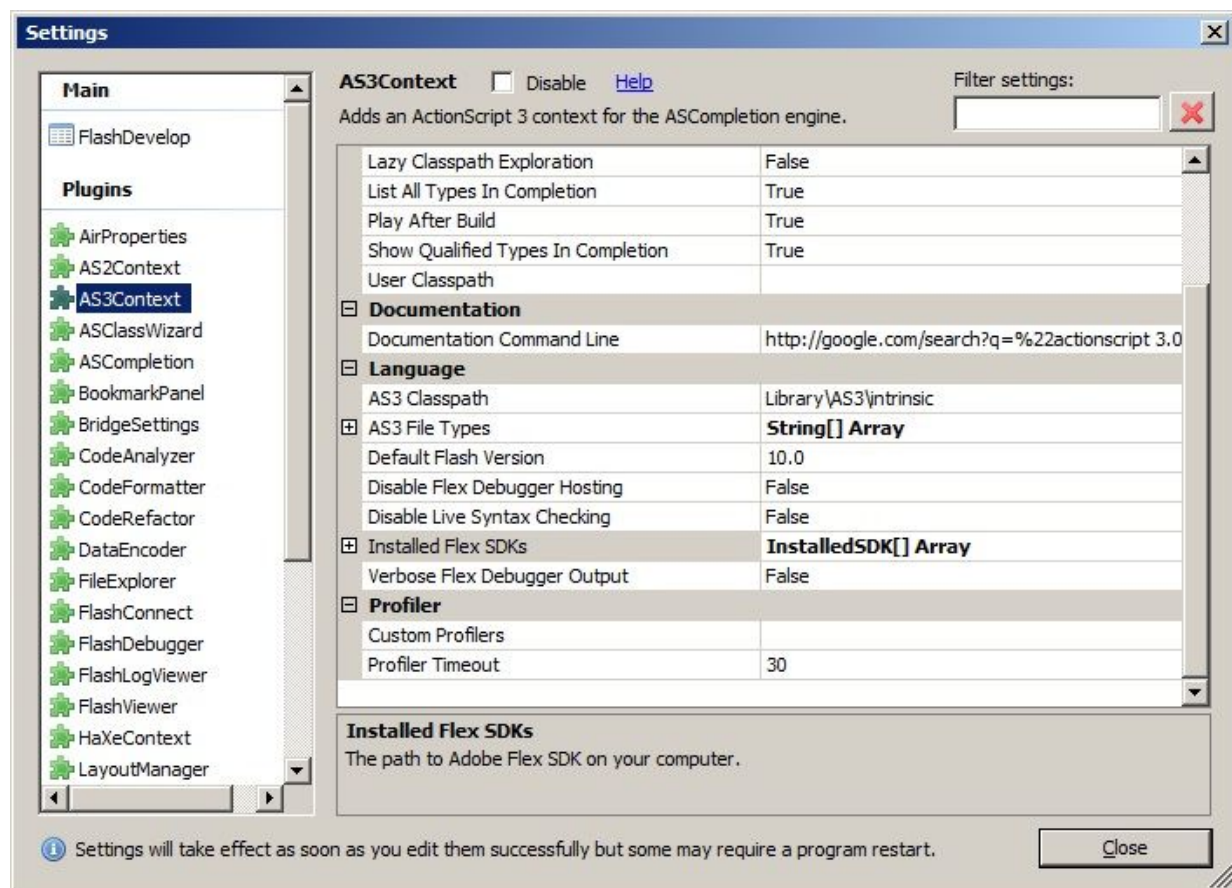
# Compiling mediafly (webplayer, weplayerrollover) with flashdevelop and flex

## Prerequisites

- Flashdevelop
- Flex SDK

Install flashdevelop, in some versions of the installer flex is downloaded, installed and configured in flashdevelop.

In case flex is not configured in flashdevelop you should configure the sdk in: Tools>Program Settings, under AS3Context and Installed Flex SDKs.



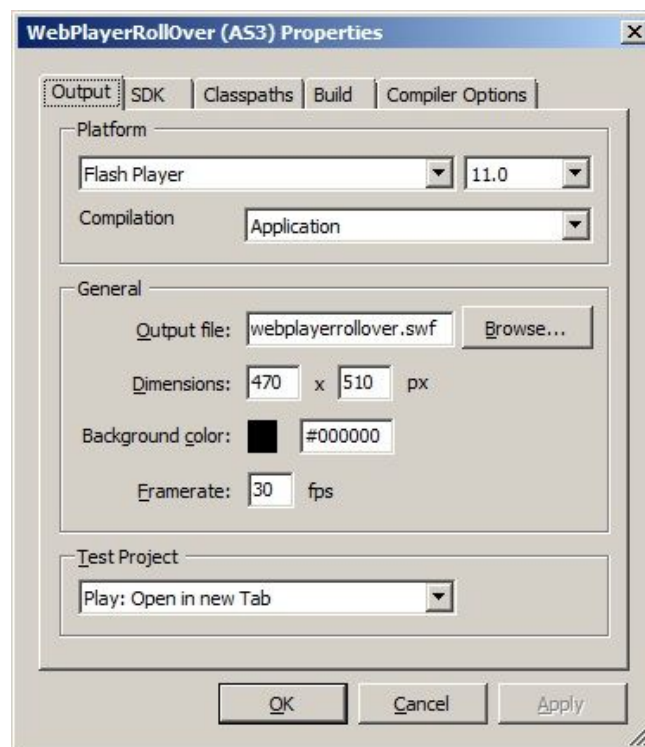
## The projects

There are 3 projects:

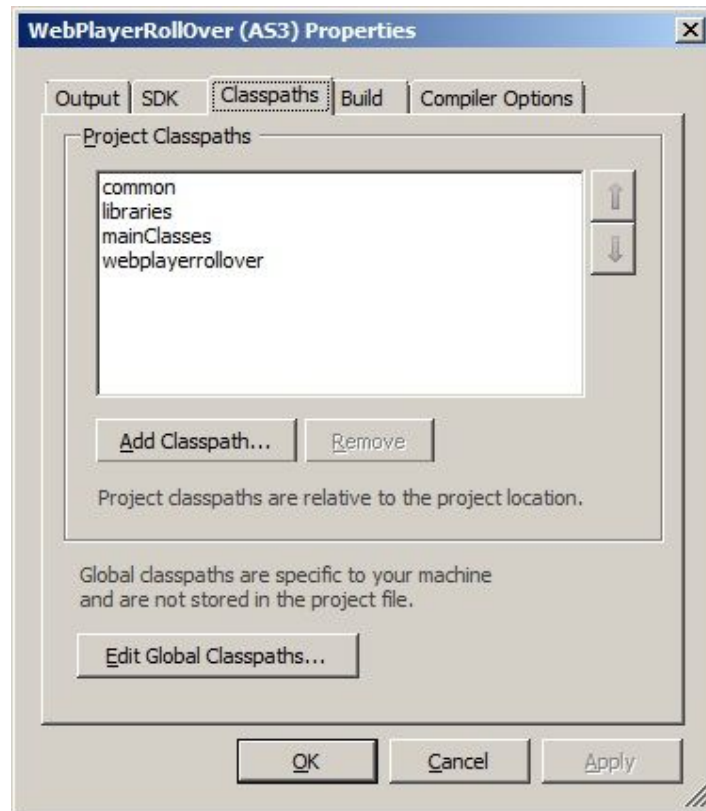
- WebPlayerMain.as3proj : To compile the webplayer
- WebPlayerRollOver.as3proj : To compile the webplayerrollover
- MediaflyPlaybook.as3proj : To compile the playbook application

For the configuration of these projects you must go under Project > Properties

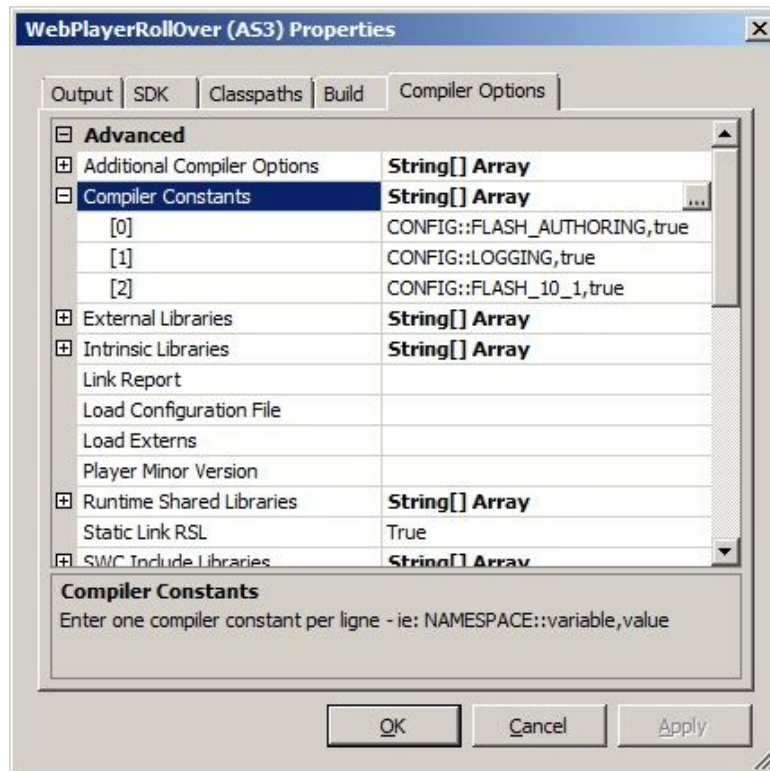
Things to take under consideration



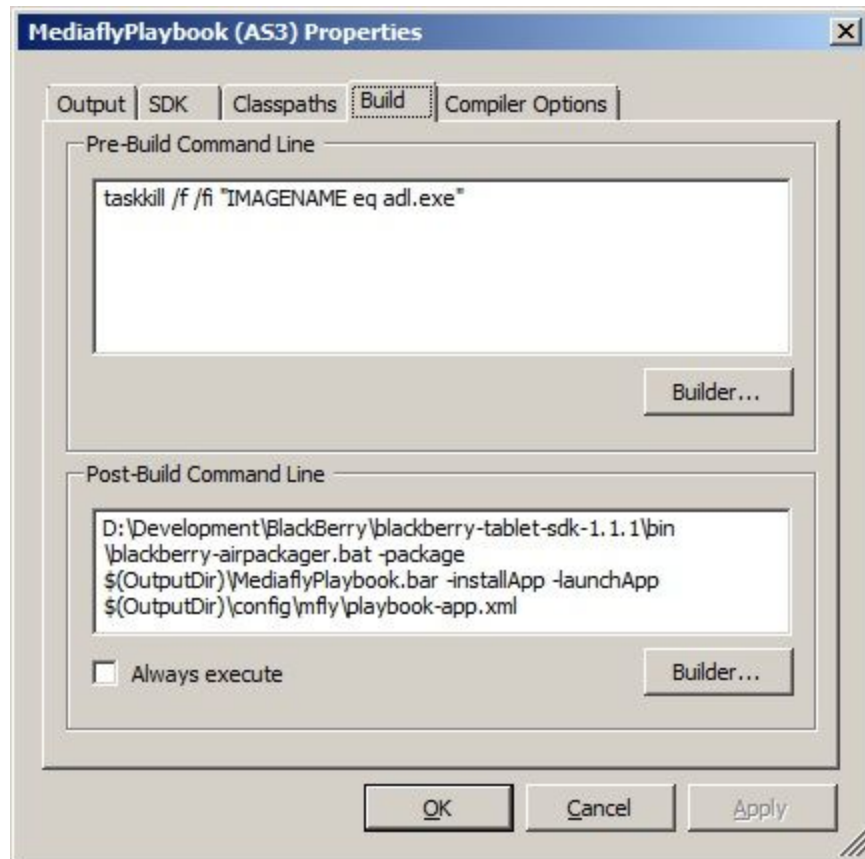
- 1) Output file: will be the name of the swf file to be generated
- 2) Dimensions: the dimensions of the swf.



3) Classpaths: depending on the project these classpaths will change, this image shows the classpaths for webplayerrollover. For the webplayer project, webplayerrollover folder changes to webplayer.

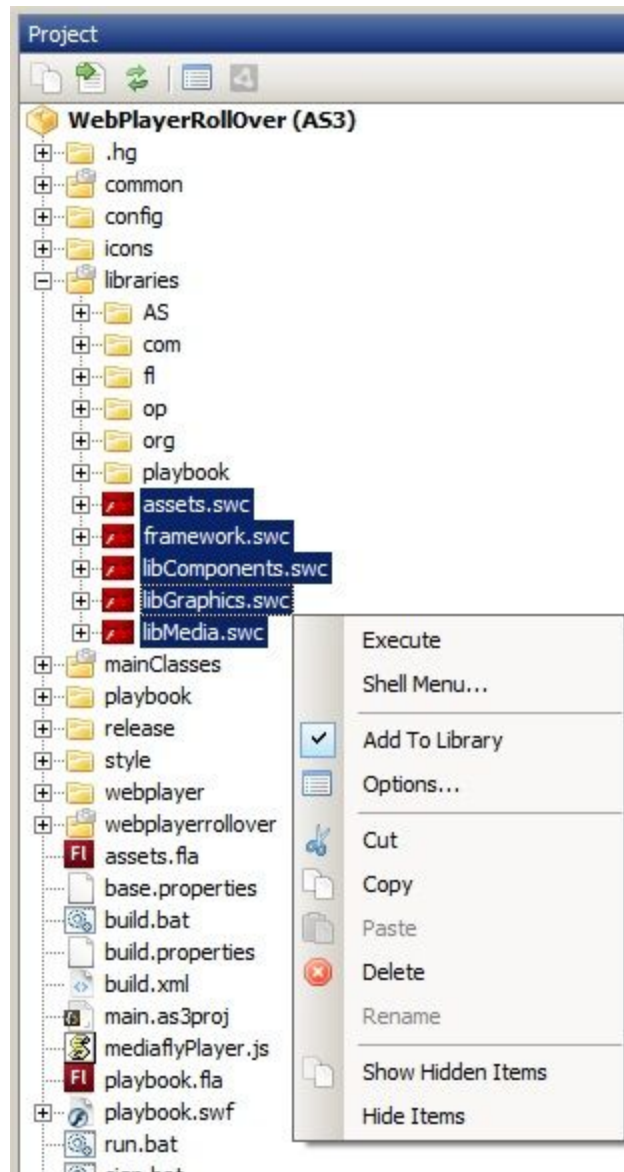


4) Compiler Options: here you must define the compiler constants, just like in Flash.



5) this step only for playbook application, the postbuild command should be (having in mind the local settings):

```
D:\Development\BlackBerry\blackberry-tablet-sdk-1.1.1\bin\blackberry-airpackager.bat -package  
$(OutputDir)\MediaflyPlaybook.bar -installApp -launchApp  
$(OutputDir)\config\mfly\playbook-app.xml $(OutputDir)\playbook.swf -device 192.168.74.128  
-password 1234
```



5) Libraries: under libraries folder we have: assets.swc, framework.swc, libComponents.swc, libGraphics.swc, libMedia.swc, these should be added to the library, by right clicking on them and selecting “Add To Library”.