Installing Apache Ant for Flashdevelop

Requirements:

Apache ant binaries
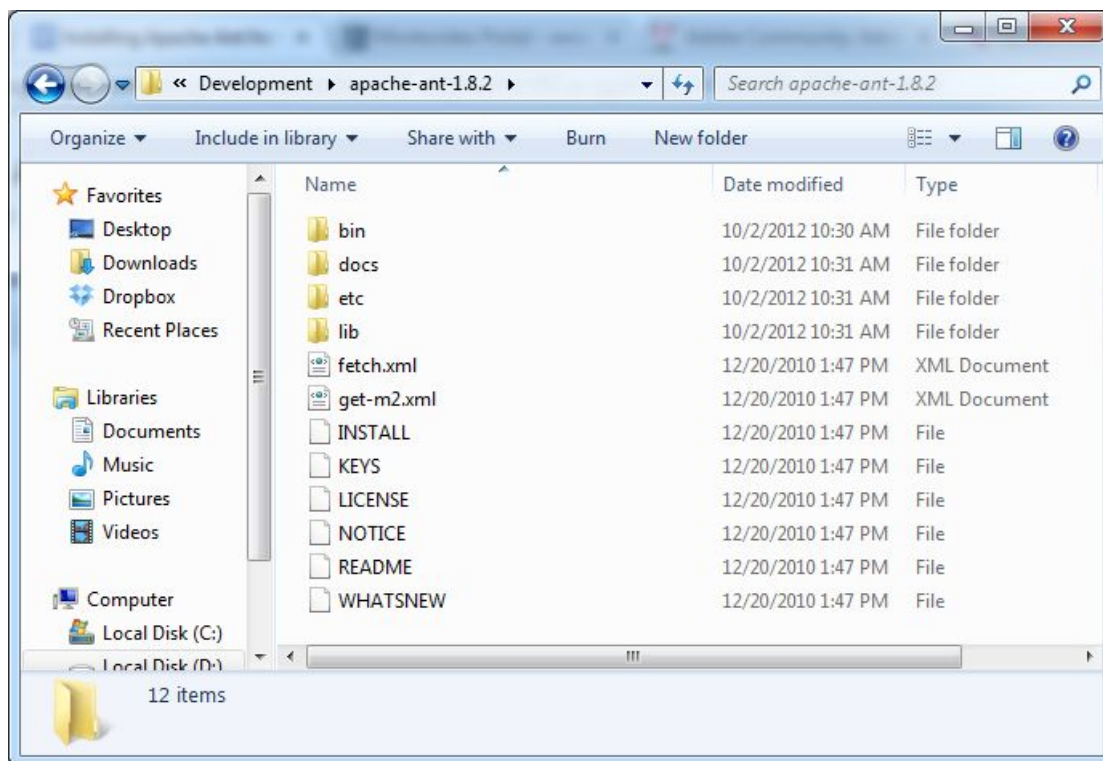http://www.poolsaboveground.com/apache//ant/binaries/apache-ant-1.8.4-bin.zip
Flashdevelop ant plugin
http://code.google.com/p/fd-ant-plugin/downloads/list
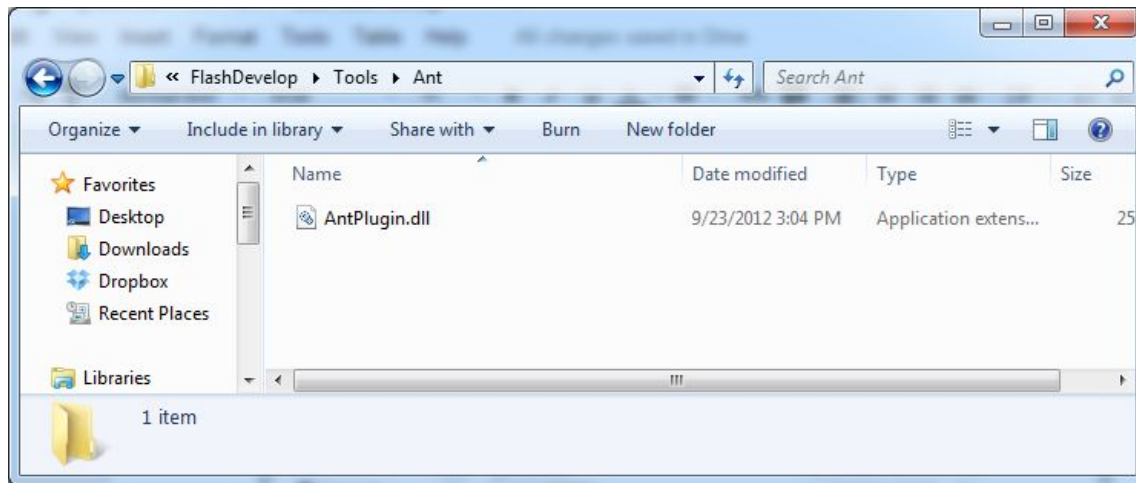
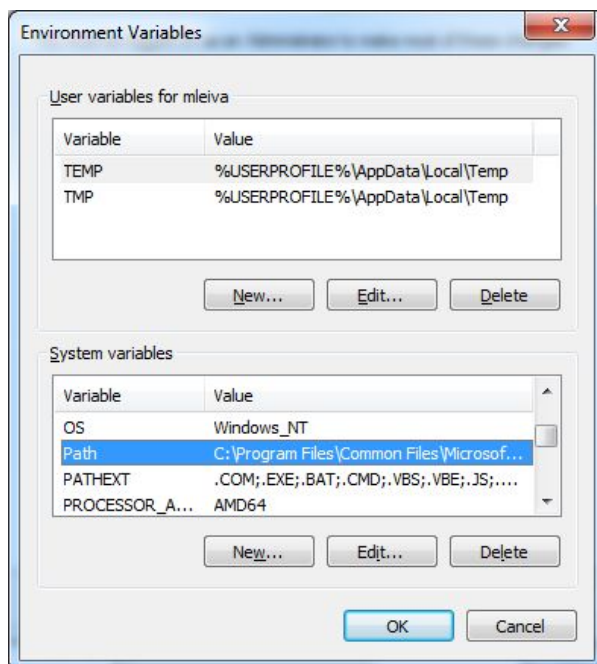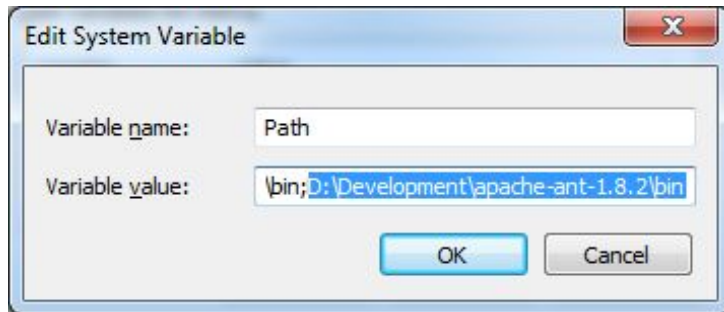## Installation

1 - Extract ant binaries

2 -.Extract AntPlugin.dll and place it into Flashdevelop tools folder (C:\Program Files (x86)\FlashDevelop\Tools\Ant)
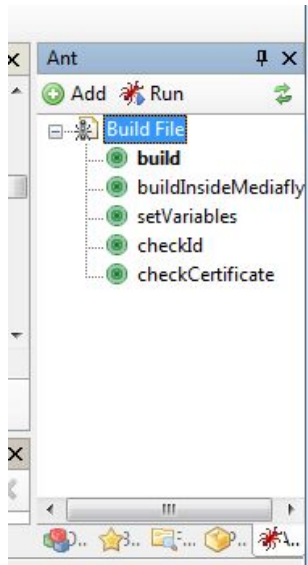

update: ant plugin might not work when dopped inside tools/ant, try adding the file into plugins folder with no subfolder

3 - add the ant bin path to the PATH system variable

4 - Open Flashdevelop ant panel and add the build.xml

5 - to build insidemediafly for example, select the buildmediafly command and click run. This will copy the contents of the assets folder into the bin folder, generate the air file and then will erase all the assets from bin.

Extras

Configuring the ant script

```xml
<!-- CONFIG -->
<description>Build Script AIR applications.</description>

    <target name="setVariables" description="set common vars for build">

    <property name="SDK_HOME" value="D:\Development\Flex\Flex4.6"/>
    <property name="ADT.JAR" value="${SDK_HOME}/lib/adt.jar"/>

    <property name="CERT_NAME" value="Desktop-player"/>
    <property name="CERT_PASS" value="fd"/>
    <property name="CERT_FILE" value="bat\Desktopplayer.p12"/>
    <property name="CERT_PASS" value="fd"/>
    <property name="SIGNING_OPTIONS" value="pkcs12"/>
    <property name="APP_XML" value="application.xml"/>
    <property name="APP_DIR" value="bin"/>
    <property name="FILE_OR_DIR" value="${basedir}"/>
    <property name="APP_ID" value="Desktopplayer"/>
    <property name="AIR_PATH" value="air"/>
    <property name="AIR_NAME" value="Desktopplayer"/>
    <property name="CERT_PASS" value="fd"/>

    <property name="AIR_TARGET" value=""/>

    <property name="OUTPUT" value="${AIR_PATH}\${AIR_NAME}.air"/>

</target>
```

SDK_HOME : must have the route to a flex sdk

Creating builds

```xml
<target name="buildInsideMediafly" description="Run acmeanvil application.">
    <property name="assets" value="mfly"/>
    <property name="app.properties" value="insidemediafly"/>
    <antcall target="build" />
</target>
```

To create new builds you must provide the assets property, which indicates the style that must be included in the package. The app.properties must also be included in order to pick the properties file for the app.