

# Compiling AIR desktop application using flashdevelop

## Requisites

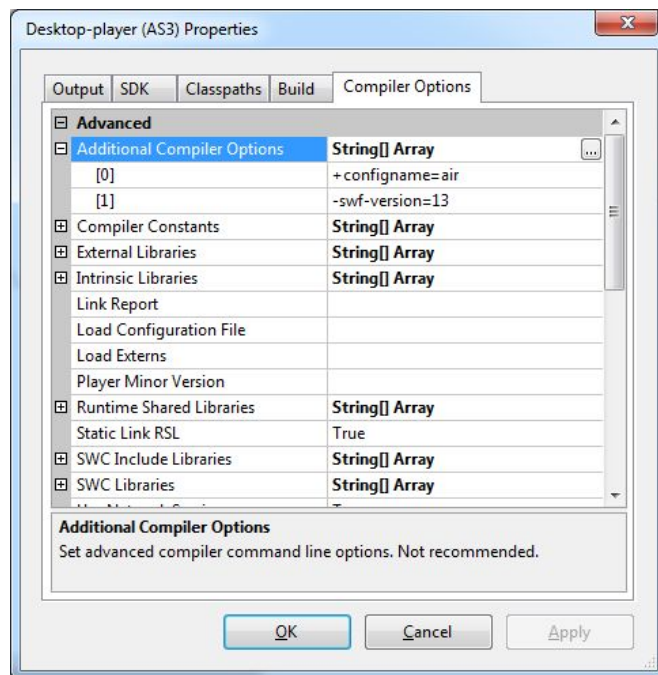
In order to compile desktop application the first requisite is to have the adobe flex sdk (preferably 4.6) and AIR sdk 3.5.

<http://www.adobe.com/devnet/flex/flex-sdk-download.html>

<http://www.adobe.com/devnet/air/air-sdk-download.html>

To install the AIR sdk you must merge the folders of the already decompressed flex sdk with the ones from the air sdk.

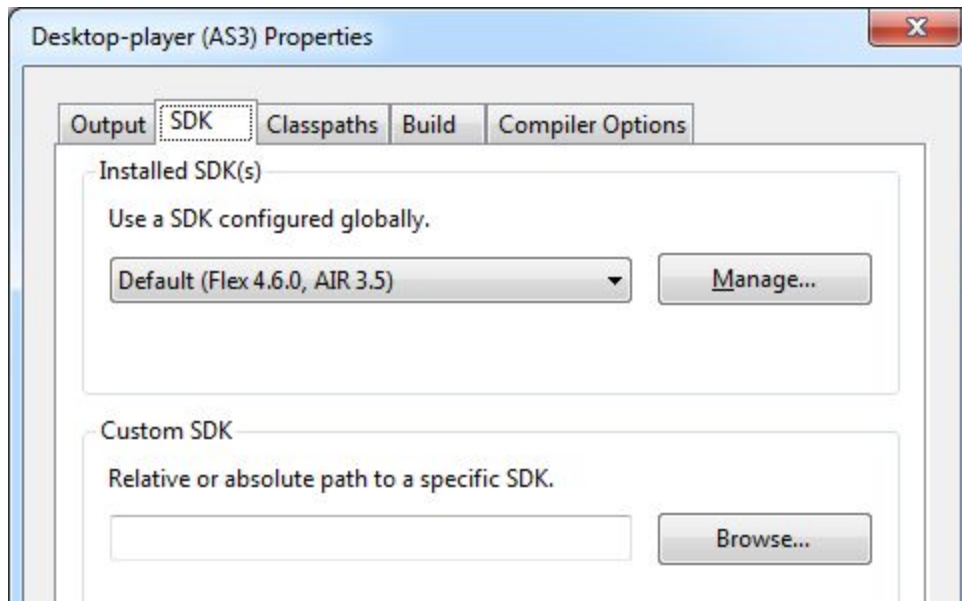
## swf-version



The additional compiler option “-swf-version=13” must be added in order to support the latest

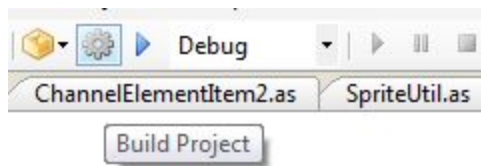
features.

## Selecting Flex and Air sdk for compiling



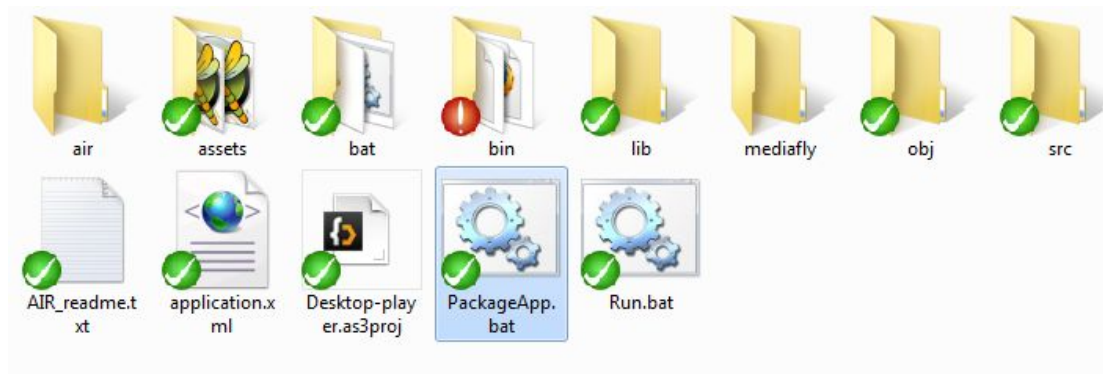
Make sure flex/air sdks are correctly set in the project properties.

## Compiling



In order to compile the project the gear icon must be clicked, this way the compilation is made

## Packaging



After compiling the application, in order to package it you must run packageApp.bat, located inside the project folder.

the air file will be stored in the air folder.