

# Setting up Haxe/Flambe

1. Install [Haxe version 3.4.3](#) for the intended platform.
2. Install Node + NPM, if not already installed. This is needed for the Flambe install.
3. Create 'haxelib' folder in desired location with write access.
4. Run 'haxelib setup'. Set the haxelib path to the location that was chosen in the previous step.
5. Run 'haxelib install flambe'
6. Run 'haxelib install format 3.4.2'
7. Run 'haxelib set format 3.4.2'
8. Run 'npm install -g flambe'
9. In the haxelib folder, replace the contents of the Flambe 4.1.0 folder with the provided fixed library version. This version contains several code changes to support Haxe 3.4.3.
10. Run 'haxelib list' to confirm everything is installed and set.

## Text Editor / IDE

There are various editors to choose from that support Haxe to varying degrees. An official list can be found on the Haxe website, but the following is recommended: Download and install VSCode, and add the Haxe extension in Code > Preferences > Extensions.

## Test Setup/Compile Game

By default, the VS Code code completion port used by the Haxe extension is the same as the port used by Flambe when compiling. To fix this, change the display port in your VS Code settings: "haxe.displayPort": 9000, (or any other non-standard port number)

Then. Open two terminal windows, and in each cd to the location of the game source and run the below commands. Build will be served at `localhost:7000`, and the built files will be in a 'build' folder within the project folder.

- Window 1: `flambe serve`
- Window 2: `flambe build html --debug`