

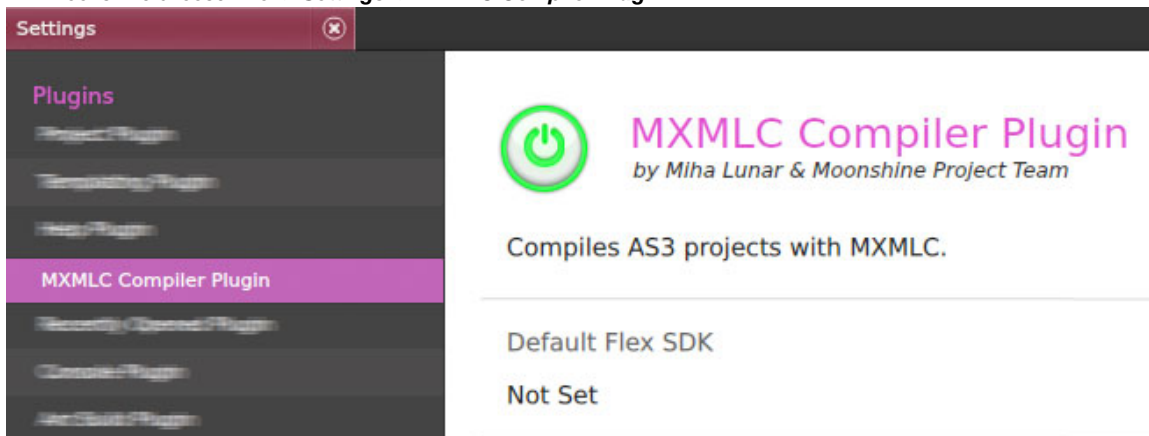
# [Public] Create and Build a Flex Mobile Project in Moonshine (Desktop Build)

This article expected followings before proceed

1. You have Moonshine setup in your local system. If you haven't, you can follow the installation steps by going to the following links:  
**Windows:** <http://moonshine-ide.com/wp-content/uploads/Moonshine.exe>  
**MacOS:** <http://moonshine-ide.com/wp-content/uploads/Moonshine.dmg>
2. You have all the other requisite setups (i.e. Apache Flex SDK (<http://flex.apache.org/installer.html>), SVN (<https://sliksvn.com/download/>) - optional, ANT (<http://ant.apache.org>) - optional etc.) to proceed to next steps.

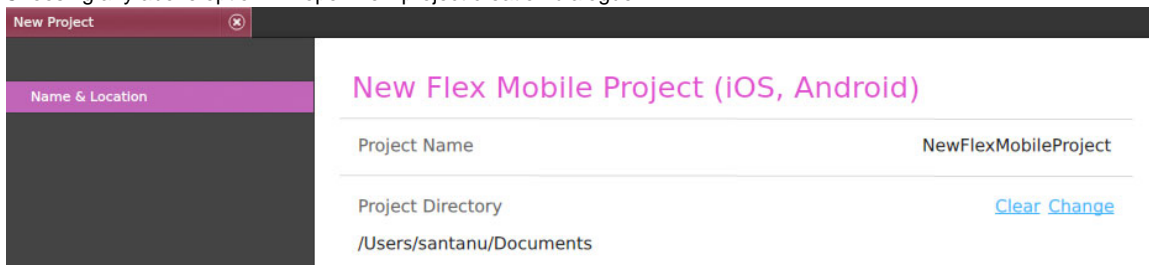
## Create and Build a Project

- Start Moonshine
- Setup *Apache Flex SDK* in **Settings**
  - Make sure you have downloaded Apache Flex SDK with AIR SDK at <http://flex.apache.org/installer.html>
  - In Moonshine choose **File -> Settings -> MXMLC Compiler Plugin**



- In opening view click on **Change** link inside *Default Flex SDK* section, this will open you a file browser dialogue
- Locate the Apache Flex SDK folder (that you've downloaded) in file browser dialogue and choose **Select Folder**
- You should see *Default Flex SDK* is now pointing to Apache Flex SDK directory you choose
- Click **Save**

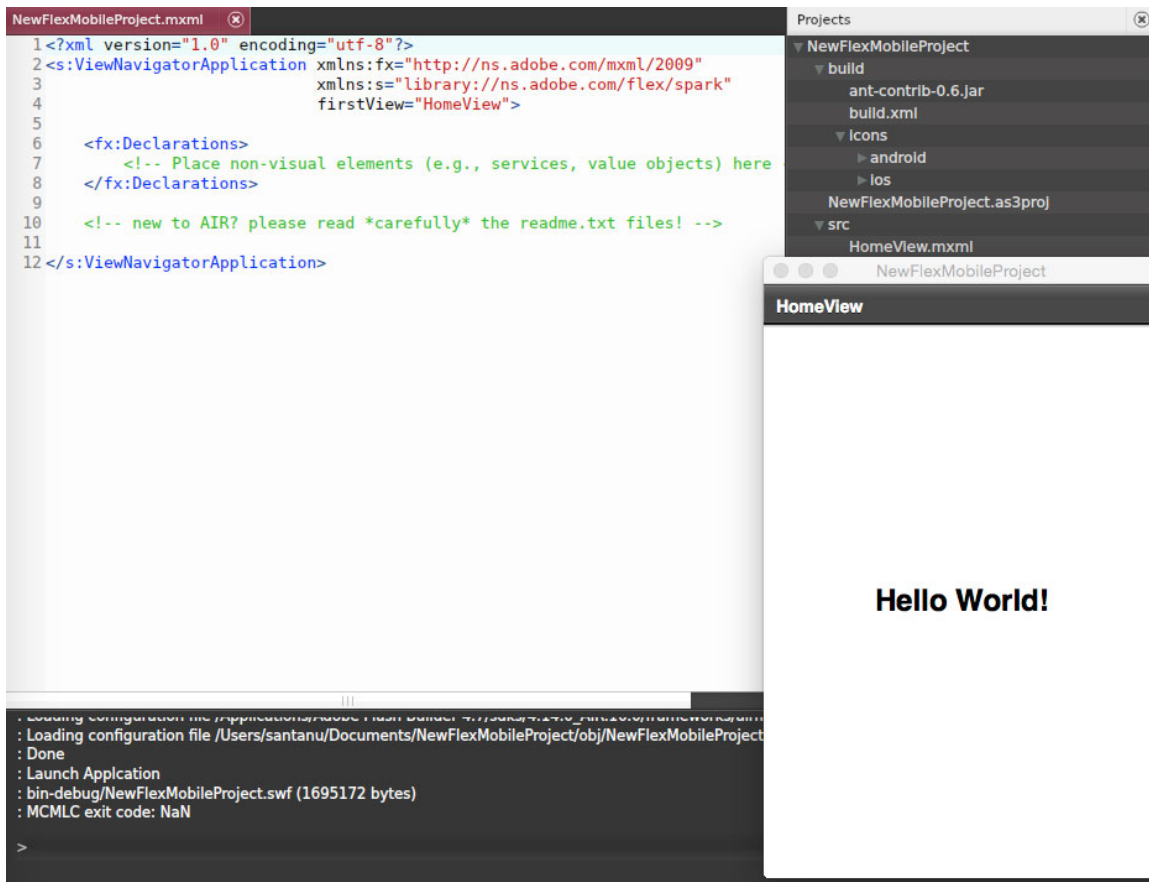
- To create a new mobile based Flex project do either one the following things:
  - In Moonshine choose **File -> New -> Flex Mobile Project (iOS, Android) : MXML and ActionScript support**
  - Choose **New Flex Mobile Project (iOS, Android)** in Moonshine *splash screen*
- Choosing any above option will open new project creation dialogue:



Editable fields are:

- Project Name
- Project Directory

- After necessary inputs in the fields above, click **Create** to generate a new Flex Mobile project
- Create option immediately create a new Flex project, open the project in Moonshine workspace (left-hand tree menu) and it's application file in Moonshine editor
- Moonshine generates any project with it's supported types with demo '**Hello World!**' text, so you can immediately build the project and check it's output; an optional ANT build script fully configured so you build a mobile package (.apk or .ipa) immediately as well!
- To run the project choose **Project -> Build & Run**. You can see command line outputs in Moonshine's *console* window (at bottom)



- If everything goes fine, an AIR window will open running the current project

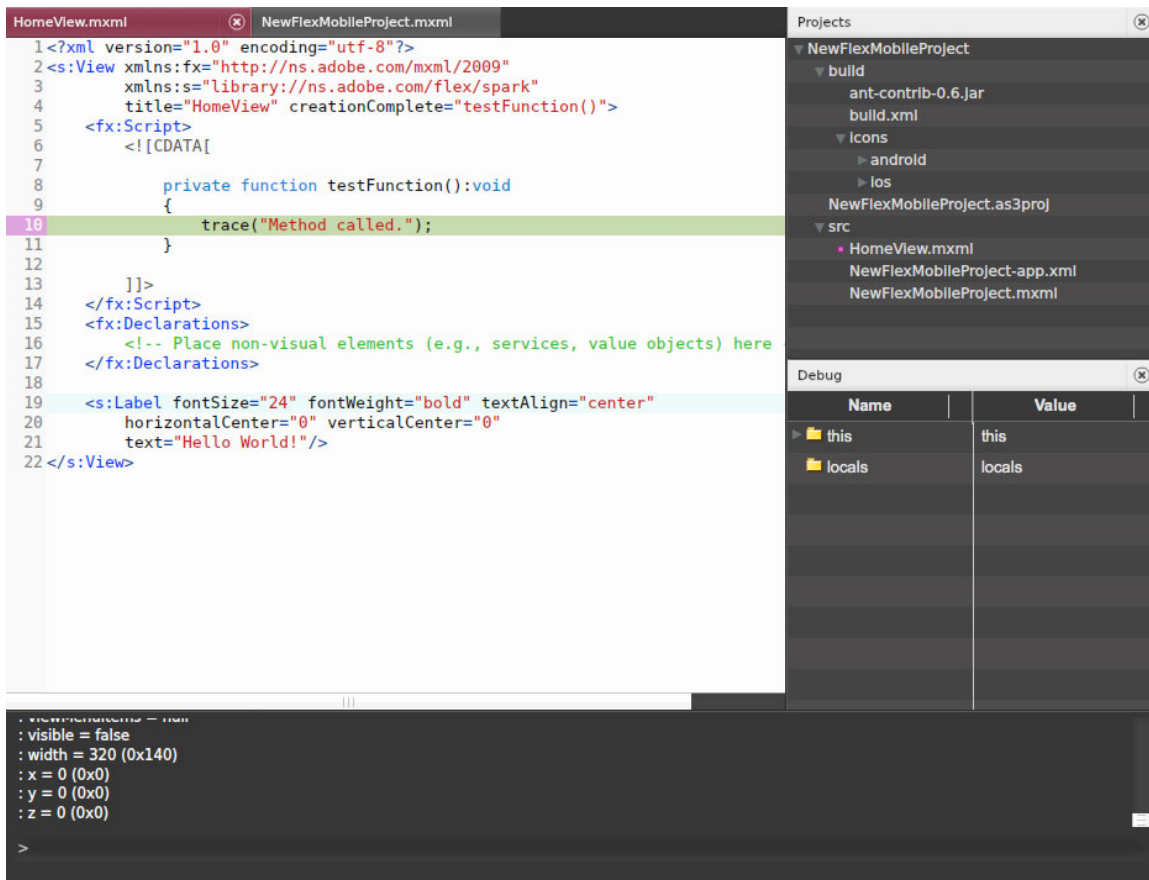
## Debug a Project

- Open the project in Moonshine that you wants to debug
- To set breakpoint (optional), open the class file in Moonshine editor and click once at far-left numbered bar to set breakpoint to any line - line's numbered bar will change color to mark set as breakpoint - click again to remove breakpoint:



(In above image breakpoint set to line# 10)

- To start a debug choose **Debug -> Build & Debug** from top menus. Moonshine will start a debug session, all the debug command line output can be viewable in bottom Moonshine *console* window, Moonshine will add a new **Debug View** at left panel, too. Debugger will halt where breakpoint raised and current memory items will be shown in Debug View panel:



- To step over while debugging you can press **F6** in keyboard or choose **Debug -> Step Over**
- To resume while debugging you can press **F8** in keyboard or choose **Debug -> Resume**
- To stop/terminate debug process choose **Debug -> Stop**

## ANT Build

- Starting an ANT build requires ANT installed in your system and setup as environment variable (<http://ant.apache.org> - ensure ANT version meets minimum requirement of 1.9.2)
- Moonshine supplies all the requisite files for ANT build process and configured. You can immediately start an ANT build process if you already setup ANT in your system; to start an ANT build process we need to locate the ANT build script file (**build.xml**) prior to run the process. Moonshine supplies ANT build script file in it's project's **build** folder. To locate the build script file choose **ANT -> Configure** from m top menu, in opening file browser dialogue navigate to your Flex project's folder and select `build/build.xml` file; click **Open** in browser dialogue
- To run the ANT build process choose **ANT -> Build**. In Windows ANT build should produce .APK, in MacOS it should produce .APK and .IPA (IPA needs specific information of Apple Developer Certificate to build) files.
- Note: Moonshine supplied ANT build process uses self-signed certificate; the ANT script generates a self-signed certificate by it's own if not found during the process. One can edit ANT build file and supply their own certificate details. You can also declare which build type you want - .APK or .IPA inside the build.xml file.
- Upon successful completion of the process, installer files can be located at **DEPLOY** folder inside **build** folder