

Flexmojos connector for m2e

From pitawiki

This page is a work in progress.

Contents

- 1 Overview
- 2 Installation
- 3 Configuring a Project
- 4 Common Configuration Problems
- 5 Output Folder
- 6 Defines
- 7 Locales

Overview

The latest version of m2e (previously m2eclipse) has a concept of *lifecycle mappings* which allows for plugin executions in the maven build lifecycle to "mapped" to plugins in Eclipse. These plugins can handle things like refreshing output folders or configuring the Eclipse project.

Flexmojos connector for m2e is an internal CDM project intended as a replacement for `flexmojos:flexbuilder` and `flexmojos:flashbuilder`. It handles creation of the various Flash Builder project files based on Flexmojos configuration data in the pom.

Installation

Update site: <http://sloeclipseupdates/flashbuilder> (devnet)

Latest build: 2012-10-16, [Change log](#)

Configuring a Project

When the Flex Configurator Plugin (a.k.a. Flexmojos connector for m2e) is installed, configuration should take place automatically when the project is imported as a Maven project or converted to one. After this initial configuration, project files can be updated at any time by right clicking the project and choosing Maven -> Update Project Configuration. This is akin to running `flexmojos:flexbuilder` on the project and will recreate your `.actionScriptProperties`, `.flexLibProperties`, etc.

Common Configuration Problems

If your project configuration fails to update, please check the following:

1. Ensure that you have a Flex SDK installed in Flash Builder matching the version specified in your project

pom. If this is not the case, the Flex Configurator plugin cannot update the configuration and will create an error marker on your project.

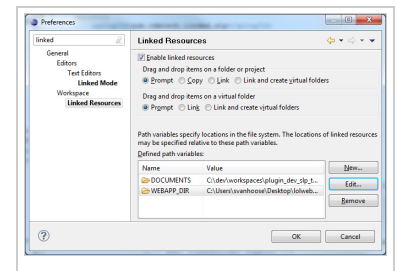
2. Check that your pom does not contain any lifecycle mapping information related to flexmojos. m2e relies lifecycle mapping information in order to trigger the Flex Configurator. If you previously added any `<ignore />` or `<execute />` mappings to the pom for flexmojos goals, these will interfere with the plugin which contains its own mapping information for flexmojos.

Output Folder

The output folder used in Flash Builder is specified by the `ideOutputFolderPath` configuration option, which defaults to `bin-debug`. This is completely separate from the Maven output directory so changing it will only affect your Flash Builder configuration.

`ideOutputFolderPath` can be project relative or absolute. It may also start with a path variable defined in Eclipse. This is useful for projects which must build into an external folder but the location of that folder is different per developer.

e.g. You may create a path variable in your workspace properties named `WEBAPP_DIR`, pointing to `C:\slp\Java\slp-war\target\SLP`. You can then set the `ideOutputFolderPath` in the pom to `${WEBAPP_DIR}` and Flash Builder will create a linked output folder pointing to the correct location.



```
<build>
  <sourceDirectory>src/main/flex</sourceDirectory>
  <plugins>
    <plugin>
      <groupId>org.sonatype.flexmojos</groupId>
      <artifactId>flexmojos-maven-plugin</artifactId>
      <configuration>
        <ideOutputFolderPath>${WEBAPP_DIR}</ideOutputFolderPath>
        <localesRuntime>
          <locale>en_US</locale>
        </localesRuntime>
      </configuration>
    </plugin>
  </plugins>
</build>
```

Defines

The syntax for compiler defines changed between Flexmojos 3.8 and 4. The syntax that the configurator recognizes depends on your Flexmojos version. For Flexmojos 3.8 and earlier use `<definesDeclaration>`. Starting with 4.0 use `<defines>`.

Locales

	Flexmojos <= 3.8	> 3.8
Path to the source folder for a given locale. This defaults to <code>\${basedir}/src/main/locales/{locale}</code> .	<code>resourceBundlePath</code>	<code>localesSourcePath</code>

List of locales to merge into the output swf/swc. Cannot be used with localesRuntime.	compiledLocales	localesCompiled
List of locales to be compiled separately and loaded at runtime. Flash Builder does not offer support for this directly so the configurator plugin treats this the same localesCompiled for now.	runtimeLocales	localesRuntime
	mergeResourceBundle Whether to merge the locales into the output.	No equivalent. The presence of localesCompiled or localesRuntime effectively determines this value.

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Category: Development Support

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