Setting up flex/adobe air sdk in flash develop on windows OS

1. Download and install adobe air for windows.
2. (To deploy or debug on Android) download and install android sdk.
3. Download adobe air sdk compiler and extract its contents to a folder [any location].
4. Download and extract Flex-SDK(this is about 386MB!! WOAH!!) [any location].
5. Create a new folder call it flexsdk[any location].
6. Copy all the contents inside the downloaded flexSDK and paste it in the newly created folder.
7. Copy and paste all the contents inside adobe air compiler folder and paste it into the same folder where you have pasted in step6 and MERGE THE CONTENT (This is the reason we are doing this).
8. Now navigate to your flashdevelop/tools in your programfile-x86 or similar location.
9. Check if you already have a flexSdk folder there? If you have remove it and paste the merged folder.
10. Open your flashdevelop go to tools program settings plugins as3context.. installed flex sdk and point the path to the folder you have pasted in step 9.
11. Lastly change the path of the flex sdk in your SetupSDK.bat to the path of the same folder in step 9.

THIS MIGHT HAVE SOME REDUNDANT STEPS! SORRY ABOUT IT!

I was trying to provide easy guide.. and sorry again if I have failed in that also.