

# Will It Rain Tomorrow?



A  
Game  
Developer,  
Passionate  
Gamer,  
Dumb Student,  
In Taiwan.

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## Latest Tweets

RT  
@tristinemae:  
\*posts  
inspirational  
quote\*  
\*continues  
being terrible  
person\*

Why  
<foreignObject>  
can't be nested  
in another  
element? It  
eliminates  
almost all  
usage of  
embedded  
HTML in  
SVG...

TIL: CSS3  
pointer-events  
property can  
decide whether

## Setup IDEA IntelliJ for Haxe/NME development

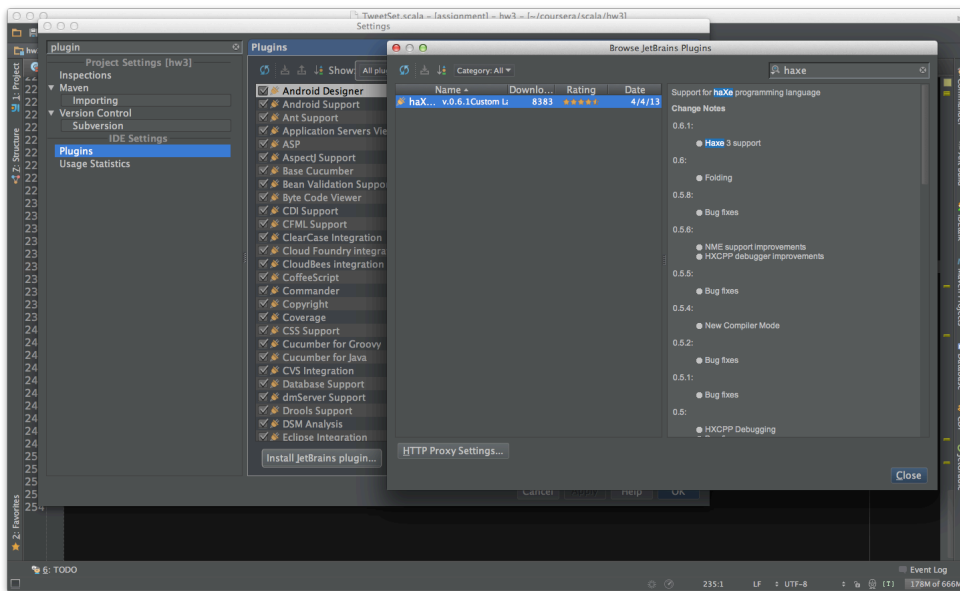
As far as I know, most of AS3/Haxe developers are using [FlashDevelop](#) as their IDE. Sadly it's Windows-only. For us OSX(and Linux) users, one of the best choice is Sublime Text's [Haxe bundle](#)(thanks clemos!). But what if I really want a IDE rather than a text editor? Although I have used vim(and Sublime) for years, I'm still missing auto-completion and refactoring provided by full-featured IDEs.

Finally I chose [IDEA IntelliJ](#). Yes, it's a commercial software which costs \$199(or \$99 if you are a student like me, plus 30-day free trial). And no, I will not explain why I prefer it to free [Eclinx](#) here because [other people did](#). Although there is severe [problem](#) about its debugger, I still consider it's worth trying.

## Setup

First, you should install it's Haxe plugin. IDEA has built-in plugin manager, in Preference->Plugins->Install JetBrains plugins... and search 'haxe'. After it's installed you need to restart IDEA.

(On Windows or Linux, the Preference may be File->Settings)



an element can be clicked.  
#css3

RT @robovm:  
Wanna see  
#Java 8 and  
#JavaFX 8 run  
on #iOS?  
Native iOS  
APIs and full  
hardware  
access? Help  
fund the  
#RoboVM  
project: <http://t.>  
...

It always  
scares me that  
our democracy  
social is run by  
economic and  
political  
illiterates.

Snap.js makes  
it much easier  
to build svg in  
Javascript.  
<http://t.co/NTJEPI>

Then it's time to create new Haxe project. In **File**→**New Project** you can find haXe module. If the SDK is empty, click **New...** and type where you installed Haxe, which is usually `/usr/lib/haxe` if you followed my [earlier post](#). On \*nix system it can be located by which haXe.

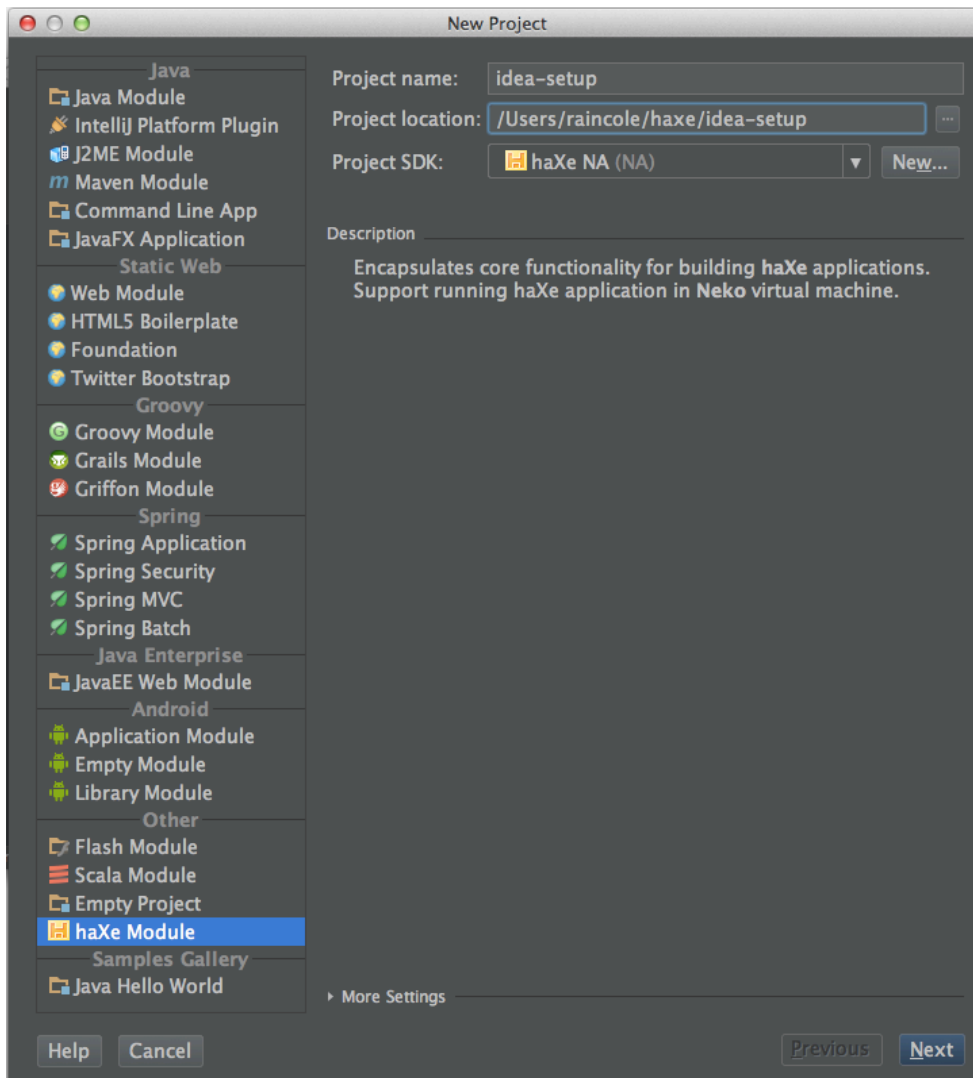
What you need  
is not a  
framework in  
Javascript, but  
the one in your  
brain. #riotjs

@godfat  
libGDX, it's a  
wrapper  
around  
LWJGL, which  
itself is a  
wrapper  
around  
OpenGL/AL.  
But I haven't  
tried its 3D  
API. #libgdx

@raincolee  
@godfat btw  
by 'caching the  
hash' I meant  
to overload  
default  
hashCode()  
with a lazy val.

@raincolee  
@godfat (but  
why is it just  
slow, but  
doesn't cause  
infinite  
loop/stack  
overflow)

@godfat Got  
culprit. A case  
class  
calculates its  
hash by

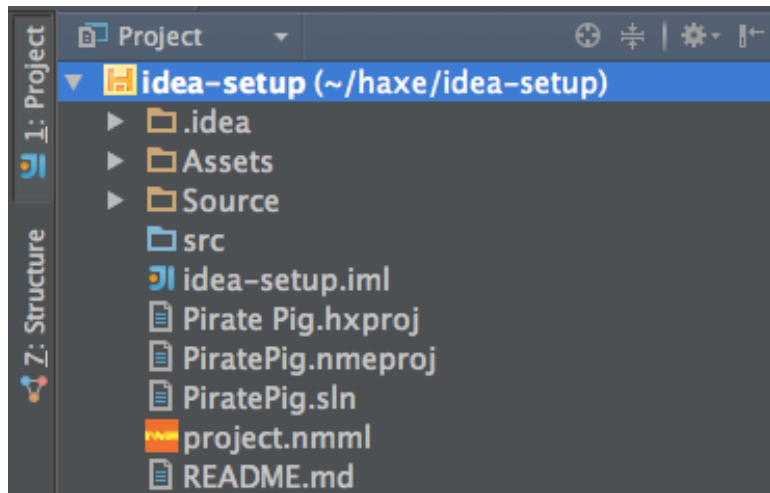


Now you have a... blank project. For the sake of test we use

PiratePig, the NME official sample game. (To the uninitiated, you can download it [here](#) or just run `nme create piratePig`)

Strangely IDEA has no 'import files' button, so you have to move all the files and directories in `piratePig` to the project you just created. (`idea-setup` in my case)

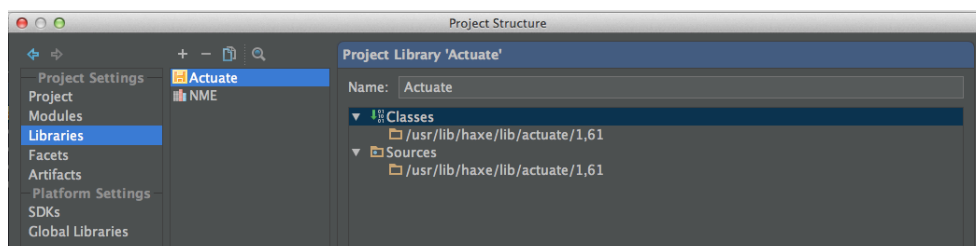
If you do it right the files should appear in the Project tool window:



## Build

Before you build the project, IDEA need to know where the dependencies are(technically one can skip this step because `.nmm1` file indicated dependencies, but IDEA's JIT will keep complaining and you won't be able to take advantage of auto-completion). Right-click the project and `Open Module Settings->Libraries`. Click the + to add new library. For those libraries you installed through `haxelib` you can get their paths with `haxelib path library_name`.

By the way the library settings can be stored in `Global Libraries` so that you don't need type the path again for other projects.



Then in `Module->haxe` you indicate how should the project be compiled and which platform it targets. In this example we choose `NMML` and `Flash`.

constructor parameters, and I had a reference circle between 2 case classes...

I increased the performance by 50 times by... caching the hashes? What sorcery is this? Why is Scala's `hashCode()` so slow? #gamedev #scala

@sntc06 @itsR6 No one knows the future... but IF gold standard can't provide the moderate inflation we need, Bitcoin will do much worse.

"I can deliver it next Friday!" -- The Fatal Conceit, of programmers.

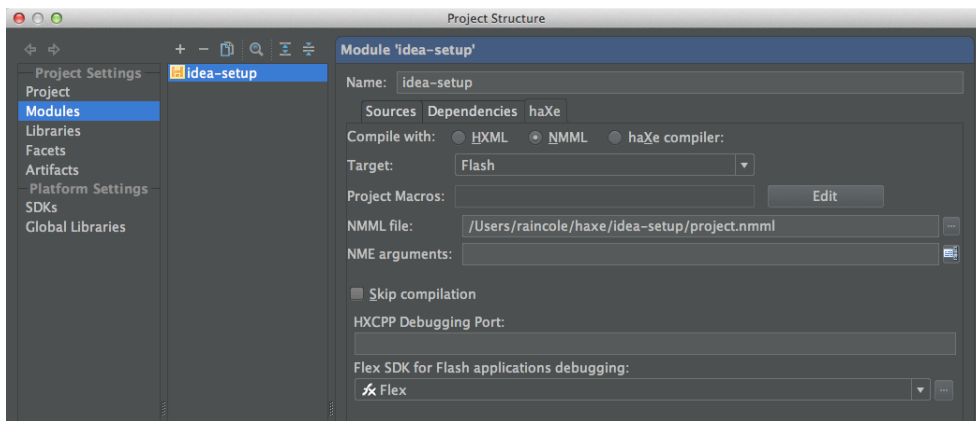
@itsR6 @sntc06 I don't like Paul Krugman's ideology, but this article very precisely explained the nature of Bitcoin.

Didn't expect I would run into a Scala bug. <http://t.co/bV9fDw>

After starting to make a game in Scala, I realized that I had understood literally nothing about immutability.

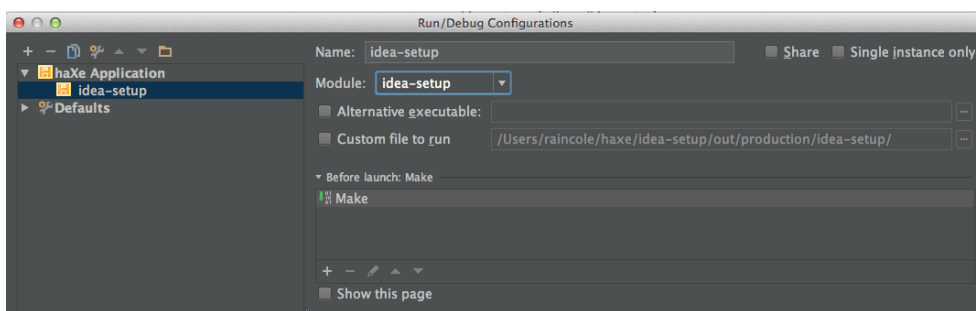
Multiplexing messaging in... C++? Why not use Scala/Node.js or even Erlang?

Finally I figure out how to implement a



(more about Flex SDK later)

As the last step before compilation, in Run->Edit Configurations..., click + and select the module.



It's done! Try Run->Run 'idea-setup' (Cmd+Ctrl+R on OSX) to see if it can be successfully compiled.

## Debug Message

To use IDEA as debugger it needs Flex SDK. As just mentioned, set its path in Open Module Settings->Modules->haXe. You can download Flex SDK on [Apache site](#) if you haven't. When in doubt you can find fdb in your system.

Then you have to tell NME to use fdb as debugger. Add this line in your .nmml:

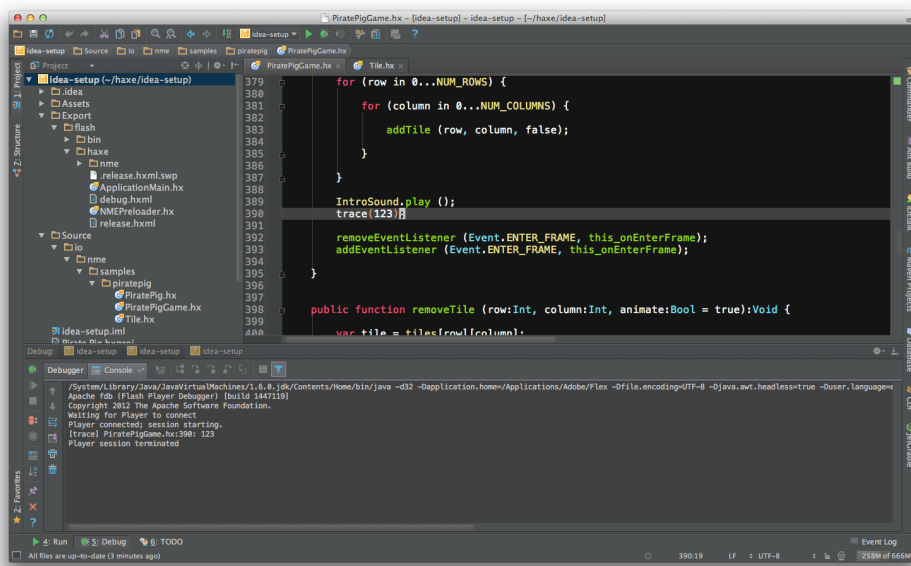
The trace() messages will show in IDEA console.

pure functional  
Entity-  
Component-  
System pattern  
in Scala.  
#gamedev  
#scala

@caasih  
@yorkxin I  
read this series  
when I was a  
kid. Seriously,  
it's the coolest  
popular  
science series  
ever.

Following





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Unfortunately I can't get the breakpoints working for now. I hope I can find a workaround or they can fix [this](#) soon.

Posted 8 months ago

1 Comment

Tagged: [how-to](#), [NME](#), [haxe](#).

1 comment



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Tolsi · 6 months ago

very useful, thanks

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