

Compiler Options Tab

Use this tab to manage the [compiler options](#) for the build configuration as well as the associated project and module defaults.

See the descriptions of the compiler options in Flex documentation:

- [For applications](#) 
- [For libraries](#) 

Item	Description
Option	<p>The option name or the name of a group of options. The groups of options are shown as nodes which you can expand or collapse.</p> <p>Note that each option has an associated Restore Default Value context menu command. Use this command to restore the module default for an option.</p> <p>Also note that you can quickly find an option of interest among the options that are currently shown. Click somewhere within the area where the compiler options and their values are shown and start typing the text which, as you expect, is present within the option name. The Search for box appears which contains the text that you are typing. As soon as it's possible to identify an option basing on the text that you have typed, this option is highlighted in the table.</p>
Value	<p>The option value. In most of the cases, to start editing a value, you should click the corresponding table cell.</p> <p>Generally, the way to edit a value depends on which value the corresponding option may have:</p> <ul style="list-style-type: none">■ The options that you can turn on or off are controlled by check boxes. The actual option values in such cases are <code>true</code> or <code>false</code>.■ If an option value is a string, the value is edited right in the field.■ If a value represents a path to a certain location (for example, a path to a file), you can edit such a value right in the field. Alternatively, you can use  (Shift+Enter) to select the necessary location in the corresponding dialog.■ If an option value represents a list, such a value cannot be edited directly. To edit the value, use  (Shift+Enter). This will open a dedicated dialog for managing the list items.
Legend	<p>The options whose values are inherited from the default sets of different levels (the IDE, project, or module) and the ones having specific values (that is, whose values are redefined at the level of the build configuration) are shown differently.</p> <p>The legend shows how to distinguish between these four categories of options.</p>

Item	Description
Copy resource files to output folder	<p>For Applications: select this check box if you want resource files to be copied to the output folder. Specify which files within the module source roots should be treated as the resource files:</p> <ul style="list-style-type: none"> ■ All except *.as and *.mxml. All the files with the extensions other than .as and .mxml are considered to be the resource files. ■ According to resource patterns. The files that match the resource patterns are treated as the resource files. <p>Click the resource patterns link to view or edit the resource patterns. (The settings in the dialog that opens correspond to those on the Compiler page in the Settings dialog.)</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">Files and folders excluded from compilation won't be copied to the output folder. See Compiler. Excludes.</div>
Files to include in output *.swc	<p>For Libraries: if necessary, specify additional files and folders that should be included in the resulting .swc file.</p> <p>Click  (Shift+Enter). In the Files And Folders To Include In *.swc dialog that opens:</p> <ul style="list-style-type: none"> ■ To add a file or folder to the list, click + (Alt+Insert) and select the necessary file or folder in the dialog that opens. ■ To replace a file or folder which is already in the list with a different file or folder, click the corresponding entry, click  (Shift+Enter), and select the file or folder in the dialog that opens. ■ To remove items from the list, select the items to be removed and click - (Alt+Delete). <p>Please note the following:</p> <ul style="list-style-type: none"> ■ For the source files (.as, .mxml and .fxg) to be included, all such files should be selected individually, as separate files. That is, if you select a folder, none of the .as, .mxml and .fxg files contained therein will be included in the .swc file. ■ Files and folders excluded from compilation won't be included in the .swc file. See Compiler. Excludes.

Item	Description
Additional compiler configuration file	<p>You have an option of specifying a compiler configuration file, an XML file that contains the compiler settings that are used in addition to those specified in the table.</p> <p>The additional compiler configuration file, usually, is a file that you compose yourself. Alternatively, this may be a file generated by means of the Maven plugin, or the like.</p> <p>You can find examples of the configuration files in the directory <code><Flex_SDK_directory>\frameworks</code>.</p> <p>Note that in the case of contradictions, the settings in the configuration file take precedence over the ones specified in the table.</p> <p>To specify the configuration file, click  (Shift+Enter) and select the necessary file in the dialog that opens.</p>
Inherited options	<p>In this field, the compiler options inherited from upper levels (module and project) are shown (readonly).</p>
Additional compiler options	<p>If necessary, specify the compiler options to be used in addition to those in the table and in the additional compiler configuration file.</p> <p>When specifying the options, you can use path variables. These include the predefined variables <code>\${MODULE_DIR}</code>, <code>\${PROJECT_DIR}</code> and <code>\${USER_HOME}</code>, and also the ones set on the Path Variables page of the Settings dialog. The format to be used is:</p> <pre data-bbox="443 1093 1090 1122">-some-option=\${PATH_VARIABLE_NAME}/relative/path</pre> <p>For example:</p> <pre data-bbox="443 1211 1090 1240">-dump-config=\${MY_PATH_VARIABLE}/config_dump.xml</pre> <p>To separate individual options, use spaces.</p> <p>If you need more room to type, click  (Shift+Enter) to open the Additional Compiler Options dialog where the text entry area is larger.</p>
Project Defaults	<p>Click this button to edit the project defaults in the Default Compiler Options For Project dialog.</p>
Module Defaults	<p>Click this button to edit the module defaults in the Default Compiler Options For Module dialog.</p>

See Also

Procedures:

- [Working with Build Configurations](#)

Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

Reference:

- [Build Configuration Page for a Flash Module](#)
- [General Tab](#)
- [Dependencies Tab](#)

- [AIR Package Tab](#)
- [Android Tab](#)
- [iOS Tab](#)

Web Resources:

- [Developer Community](#) 