Dependencies Tab

Use this tab to configure the build configuration build path (the build configuration dependencies).

Item	Description
Flex/AIR SDK	The Flex or AIR SDK associated with the build configuration. Select the SDK from the list or click **New** and select the folder containing the necessary SDK in the dialog that opens. To edit the current SDK, click **Edit**. (The SDK page of the **Project Structure** dialog will open.) Note that the necessary SWCs from the specified SDK are selected automatically depending on the build configuration type.
Target player	For the Web target platform only: the version of Flash player the build configuration output is intended for. If the SDK includes more than one player version, you can choose which of the corresponding SWCs should be used.
Component set	For Flex framework-based build configurations (the Web and Desktop output types only): select the Flex 4 component set or sets: - **Spark + MX.** Select this option to be able to use the Spark and MX components (SWCs) available in the SDK. - **Spark only.** The names of this and the following option are self-explanatory. - **MX only.** Note how the list of dependencies changes depending on your selection.
Framework linkage	For Flex framework-based build configurations: select the linkage type ⧉ for the Flex framework components included in the build configuration dependencies. (The set of available options depends on the build configuration type.)
➕ (Alt+Insert)	Use this icon or shortcut to add another dependency. Select: - **Build Configuration** to add a dependency on a build configuration that generates a library or a runtime-loaded module (RLM). Note that for Web and desktop applications, the dependencies on RLMs can alternatively be specified on the General tab in the Runtime-loaded modules field. See also, Configuring Dependencies for Modular Applications. - **New Library** to add a dependency on third-party libraries. Select the libraries of interest in the dialog that opens. - **Project or Global Library** to add a dependency on a global or project library. Select the libraries of interest in the **Choose Libraries** dialog.
➖ (Alt+Delete)	Use this icon or shortcut to remove the selected dependency.

Item	Description
	Click this icon to edit the selected third-party library in the **Configure Library** dialog.

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
- Compiler Options Tab
- AIR Package Tab
- Android Tab
- iOS Tab

Web Resources:

- Developer Community