

## General Tab

Use this tab to edit such build configuration settings as its name, [type](#), output file name and folder, etc.

Item	Description
Name	Use this field to edit the name of the build configuration.
Type	<p>A brief description of the build configuration <a href="#">type</a>, for example, <i>ActionScript application for web (Flash Player)</i> which means:</p> <ul style="list-style-type: none"><li>■ The target platform is Web.</li><li>■ The output type is Application (SWF).</li><li>■ The application is pure ActionScript (i.e. it doesn't use the Flex framework).</li></ul> <p>To change the build configuration type, click <b>Change</b> and specify the build configuration properties in the dialog that opens.</p>
Main class	<p>For the Application and the Runtime-loaded module output types: the <a href="#">main class of the SWF file</a>.</p> <p>Edit the name of the class right in the field or click  (Shift+Enter) and select the necessary class in the <b>Choose Main Class</b> dialog.</p>
Output file name	Use this field to edit the name and extension of the output file.
Output folder	<p>The folder in which the output file is generated.</p> <p>Edit the path to this folder right in the field or click  (Shift+Enter) and select the necessary folder in the <a href="#">dialog that opens</a>.</p>
Use HTML wrapper	<p>For Web Applications: select this option if you want an <a href="#">HTML wrapper</a> to be included in the output.</p> <ul style="list-style-type: none"><li>■ <b>Folder with template.</b> Specify the path to the folder where the files that constitute an HTML wrapper template are located.<ul style="list-style-type: none"><li>■ To select an existing folder with the wrapper template files, click  (Shift+Enter) and select the folder in the <a href="#">dialog that opens</a>.</li></ul><p>Note that the corresponding folder must contain the file <code>index.template.html</code> and this file must contain the token <code>\${swf}</code>.</p></li><li>■ To create a new folder with the wrapper template files, click <b>Create</b> and specify the folder location and the wrapper options in the <a href="#">Create HTML Wrapper Template dialog</a>.</li></ul> <p>During the compilation, the tokens contained in the template (<code>index.template.html</code>) are replaced with the appropriate values. For example, <code>\${swf}</code> is replaced with the <code>.swf</code> file name. The resulting <code>.html</code> wrapper file will have the same name as the <code>.swf</code> file.</p> <p>See also, <a href="#">Using the SWF metadata tag to control HTML wrapper properties</a>.</p>

Item	Description
Runtime-loaded modules	<p>For Web and Desktop Applications: if your application has modular structure (see <a href="#">Modular applications overview</a> in Flex documentation), you can use this field to specify dependencies on the corresponding runtime-loaded modules (RLMs).</p> <p>Click  (Shift+Enter). In the <a href="#">Runtime-Loaded Modules dialog</a> that opens:</p> <ul style="list-style-type: none"> <li>■ To add a dependency, click <b>+</b> (Alt+Insert) and select the main class of the corresponding RLM in the <b>Choose Main Class of Runtime-Loaded Module</b> dialog that opens.</li> <li>■ To optimize the module SWF file size, select the <b>Optimize</b> check box.</li> <li>■ To replace a class with a different one, click the corresponding <b>Main Class</b> table cell, click  (Shift+Enter), and select the necessary class in the dialog that opens.</li> <li>■ To remove dependencies from the list, select the dependencies (RLMs) to be removed and click <b>-</b> (Alt+Delete).</li> </ul> <p>Note that there is also an alternative way of specifying dependencies on RLMs: you can add dependencies on RLM build configurations on the <a href="#">Dependencies tab</a>.</p> <p>See also, <a href="#">Configuring Dependencies for Modular Applications</a>.</p>
Runtime style sheets	<p>For Web and Desktop Applications: if necessary, specify the .css files that should be compiled into <a href="#">runtime style sheets</a>.</p> <p>Click  (Shift+Enter). In the <b>CSS Files To Compile</b> dialog that opens:</p> <ul style="list-style-type: none"> <li>■ To add a .css file to the list, click <b>+</b> (Alt+Insert) and select the necessary file in the <a href="#">dialog that opens</a>.</li> <li>■ To replace a file which is already in the list with a different one, click the corresponding entry, click  (Shift+Enter), and select the file in the <a href="#">dialog that opens</a>.</li> <li>■ To remove items from the list, select the items to be removed and click <b>-</b> (Alt+Delete).</li> </ul>
Skip compilation	<p>Select this option if you do not intend to compile your module using this build configuration. If you do so, the build configuration will only affect your code validation and (error) highlighting.</p>

## See Also

### Procedures:

- [Working with Build Configurations](#)

### Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

### Reference:

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

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

**Web Resources:**

- [Developer Community](#) 