

# Importing Adobe Flash Builder Projects

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You can import [Adobe Flash Builder](#) projects and then continue working with them in IntelliJ IDEA.

Each individual Flash Builder project imported into IntelliJ IDEA is represented by a Flash [module](#).

By importing Flash Builder projects, you can create a new IntelliJ IDEA [project](#). You can as well import Flash Builder projects into an existing IntelliJ IDEA project.

For creating a new project, two options are available. You can use the **Import Project** or the **Open Project** command. Importing is more precise but longer, opening is quicker but less precise.

- [Supported Flash Builder formats](#)
- [Creating an IntelliJ IDEA project by using the Import Project command](#)
- [Creating an IntelliJ IDEA project by using the Open Project command](#)
- [Importing Flash Builder projects into an existing project](#)

## Supported Flash Builder formats


When importing Flash Builder projects into IntelliJ IDEA, you can specify the following as a source of import:

- A Flash Builder workspace or project directory
- A .project file
- A .fxp or .fxpl file
- A .zip file that contains an ActionScript project or projects.

## Creating an IntelliJ IDEA project by using the Import Project command

1. If no project is currently open in IntelliJ IDEA, click **Import Project** on the [Welcome screen](#). Otherwise, select **Import Project** from the **File** menu.
2. In the [dialog that opens](#), select the directory or file which you want to use as a [source of import](#). Click **OK**.

As a result, the [Import Project wizard](#) opens.

3. On the [first page of the wizard](#), select **Import project from external model**, then select **Flash Builder** and click **Next**. (This page is not shown if IntelliJ IDEA has guessed that you are importing a Flash Builder project.)
4. On the [next page](#) of the wizard:
  1. Specify the location of the [file or directory to be imported](#). Use  to select the necessary file or folder in the [corresponding dialog](#).
  2. If necessary, change the name and location of the IntelliJ IDEA project that is going to be created.
  3. Optionally, select the **Create subfolder** option (if present).
  4. If necessary, change the suggested [project format](#).
  5. Click **Next** or **Finish**.
5. If you are importing a workspace, select the projects that you want to import on the [next page](#) of the wizard and click **Finish**.
6. If undefined [path variables](#) are found in the project or projects that you are importing, the [Configure Path Variables dialog](#) is shown. Specify the values of the undefined variables or include them in the list of ignored variables.
7. In the **Flash Builder Project Import** dialog, specify the Flex SDK to be associated with the imported project or projects in IntelliJ IDEA.


## Creating an IntelliJ IDEA project by using the Open Project command

1. If no project is currently open in IntelliJ IDEA, click **Open Project** on the [Welcome screen](#). Otherwise, select **File | Open**.
2. In the [dialog that opens](#), select a file or directory that you want to use as a [source of import](#), and click **OK**.
3. If suggested, specify the location of the IntelliJ IDEA project that is going to be created (shown under **Extract project to** in the corresponding dialog).
4. If undefined [path variables](#) are found in the project or projects that you are importing, the [Configure Path Variables dialog](#) is shown. Specify the values of the undefined variables or include them in the list of ignored variables.
5. In the **Flash Builder Project Import** dialog, specify the Flex SDK to be associated with the imported project or projects in IntelliJ IDEA.

## Importing Flash Builder projects into an existing project

1. [Open the project](#) into which you want to import Flash Builder projects, and select **File | Import Module**.
2. In the [dialog that opens](#), select the directory or file which you want to use as a [source of import](#). Click **OK**.

As a result, the [Import Module wizard](#) opens. (There is also another way of accessing this wizard, see [Opening the Import Module wizard](#).)

3. On the [first page of the wizard](#), select **Import module from external model**, then select **Flash Builder** and click **Next**. (This page is not shown if IntelliJ IDEA has guessed that you are importing a Flash Builder project.)
4. On the [next page](#) of the wizard:
  1. Specify the location of the [file or directory to be imported](#). Use  to select the necessary file or folder in the [corresponding dialog](#).
  2. If necessary, change the location of the module that is going to be created. (Shown under **Extract project to**; the corresponding option may be missing.)
  3. Click **Next** or **Finish**.
5. If you are importing a workspace, select the projects that you want to import on the [next page](#) of the wizard and click **Finish**.
6. If undefined [path variables](#) are found in the project or projects that you are importing, the [Configure Path Variables dialog](#) is shown. Specify the values of the undefined variables or include them in the list of ignored variables.
7. In the **Flash Builder Project Import** dialog, specify the Flex SDK to be associated with the imported project or projects in IntelliJ IDEA.

## See Also

Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

Reference:

- [Import Project or Module Wizard](#)

External Links:

- [Importing Flash Builder projects included in the Adobe Gaming SDK](#)

Web Resources:

- [Developer Community](#)

