

# Module Page for a Flash Module

File | Project Structure | Modules



This page opens in the right-hand part of the [Project Structure dialog](#) when you select a Flash module in the [element selector pane](#).

Use this page to edit the module name and configure the module contents.

The module contents are configured by adding and removing the module content roots as well as by assigning individual folders (within the content roots) to source folders, test source folders and also by excluding the folders.

- [Name field](#)
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## Name field

Item	Description
Name	Use this field to edit the module name.

## The left-hand pane

The left-hand pane shows a tree of folders for a module [content root](#). If the module has more than one content root, the structure shown corresponds to the content root selected in the right-hand pane.

The folders belonging to different categories have different icons.

The following table lists the available toolbar buttons (the *Icon* column) and explains their functions (the *Description* column). Note that the corresponding functions can also be accessed as the context menu commands. These are listed in the *Command* column.

Most of the icons/commands work as toggles, and can be used to cancel the corresponding assignment (to make a folder "an ordinary folder").

Icon	Command	Description
	Sources	Use this icon or command to assign the selected folder or folders to the source folder category.
	Tests	Use this icon or command to assign the selected folder or folders to test sources.
	Excluded	Use this icon or command to make the selected folder excluded.
	New Folder	Use this command to create a folder in the selected folder. Specify the name for the new folder in the <b>New Folder</b> dialog that opens.

## The right-hand pane

The right-hand pane shows the module [content roots](#).

For each content root, a categorized view of the module folders is provided. The categories are the source folders, test source folders, etc.




The "ordinary" folders are not shown in this view.

The individual folders within the categories are identified by their paths. The folder paths are all relative to the module root folder (content root).

The folder paths, functionally, are hyperlinks that let you jump to the corresponding folders in the tree shown in the left-hand pane.

If a module has more than one content root, selecting a content root in the right-hand pane also switches the tree view in the left-hand pane. That is, when you click somewhere within the content root area, the folder structure of this particular content root is shown in the left-hand pane.

The following table lists the controls available in the right-hand pane (icons) and describes their functions.

Icon	Tooltip	Description
	Add Content Root	Use this icon to add a content root. Select the folder to be added as a content root in the <a href="#">dialog that opens</a> .
	Remove Content Entry	Use this icon to remove the corresponding content root from the list of the content roots.
	Unmark	Use this icon to remove the folder from the corresponding category. As a result, the folder becomes "an ordinary folder", that is, not belonging to any specific category.

## See Also

### Concepts:

- [Content Root](#)

### Procedures:

- [Preparing for ActionScript or Flex Application Development](#)
- [Configuring Content Roots](#)

### Web Resources:

- [Developer Community](#) 