

# Package AIR Application Dialog

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Build | Package AIR Application

Use this dialog to specify packaging options and to package your AIR applications (Desktop and Mobile) according to the specified options.

- [The upper part of the dialog](#)
- [Packaging options](#)

## The upper part of the dialog

Use the available check boxes to select the [build configurations](#) for which you want to create the application packages.

Included in the list are the Desktop and Mobile-targeted build configurations whose output type is Application.

The build configurations are grouped by Flash modules.

## Packaging options

Select the packaging options for Desktop and Mobile (Android and iOS) applications, and click **Package**.

Note that the availabilities of the options depend on the selected build configurations and their settings (e.g. on whether packaging for Android and iOS is enabled in the selected Mobile-targeted build configurations).

Item	Description
Desktop application package	Select one of the following: <ul style="list-style-type: none"><li>■ <b>installer (*.air)</b>. Select this option to create a digitally-signed installer file or a number of such files (one for each of the selected Desktop-targeted build configurations).</li><li>■ <b>native installer</b>. Select this option to create a <a href="#">native application installer</a> or a number of native installers for the operating system that you are using.</li><li>■ <b>captive runtime bundle</b>. Select this option to create a <a href="#">captive runtime bundle</a> or a number of bundles for the operating system that you are using.</li><li>■ <b>unsigned package (*.airi)</b>. Select this option to create an unsigned AIR intermediate file or a number of such files.</li></ul>
Android package type (*.apk)	Select one of the following <a href="#">target types for the Android package</a> or packages: <ul style="list-style-type: none"><li>■ <b>release</b>. For the AIR runtime to be packaged, select the <b>Captive runtime</b> option. See the discussion of the <a href="#">captive runtime</a> option.</li><li>■ <b>debug over USB port</b>. If necessary, change the port suggested by IntelliJ IDEA.</li><li>■ <b>debug over network</b>.</li></ul>

Item	Description
iOS package type (*.ipa)	<p>Select one of the following <a href="#">target types for the iOS package</a> or packages:</p> <ul style="list-style-type: none"> <li>■ <b>test without debugging.</b> If necessary, select the <b>Fast packaging</b> option. If this option is selected, the ActionScript bytecode is interpreted and not translated to machine code. As a result, packaging is performed faster but code execution is slower.  In technical terms, the ipa-test-interpretter target is used instead of ipa-test.  See the discussion of the corresponding targets in <a href="#">Adobe AIR documentation</a>.</li> <li>■ <b>debug over network.</b> If necessary, select the <b>Fast packaging</b> option. (The ipa-debug-interpretter target will be used instead of ipa-debug.)</li> <li>■ <b>ad hoc distribution.</b></li> <li>■ <b>Apple App Store distribution.</b></li> </ul>
Package	Click this button to package your applications.

## See Also

### Procedures:

- [Packaging AIR Applications](#)

### Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

### Web Resources:

- [Developer Community](#)