

# Preparing for ActionScript or Flex Application Development

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To prepare for ActionScript or Flex application development:



1. Make sure that the Flash/Flex Support [plugin is enabled](#).
2. Download and install a Flex or AIR SDK on your computer. IntelliJ IDEA provides integration with [Apache Flex](#), [Adobe Flex](#), [Adobe AIR](#) and [Adobe Gaming SDKs](#).
3. [Register the Flex or AIR SDK](#) in IntelliJ IDEA. (You can postpone this step until a later time. You will be able to specify the SDK when [creating a Flash module](#).)
4. [Check general Flex compiler settings](#) and, if necessary, adjust them to your needs.
5. Create a new project with a Flash module, or add a Flash module to an existing project. See [Creating a Flash module](#).

Note that you can create a project or a module by [importing Adobe Flash Builder projects](#).

6. Check the initial module configuration and make the necessary adjustments. These may include [configuring the module contents](#), [adding libraries](#), modifying the existing [build configuration](#) and creating additional ones, etc.


All these tasks, however, may be performed at a later time, when needed, in parallel with [developing your source code](#).

## Registering a Flex or AIR SDK in IntelliJ IDEA

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. Under **Platform Settings**, click **SDKs**.
3. Click **Add New SDK**  on the toolbar, and then click  **Flex/AIR SDK** in the **Add New SDK** list.
4. In the [dialog that opens](#), select the directory in which the Flex or AIR SDK is installed and click **OK**.


As a result, the SDK configuration is shown on the [SDK page](#) in the right-hand part of the **Project Structure** dialog.

5. Generally, you don't need to make any changes on the **Classpath** and **Sourcepath** tabs because all the necessary libraries and sources are already there. However, you may want to add external online documentation to be able to access additional reference information when writing your code. To do that:

On the **Documentation Paths** tab, click  (Alt+S). In the dialog that opens, just click **OK**. (The URL suggested by IntelliJ IDEA is the one that you want.)

6. Click **OK** in the **Project Structure** dialog.

## Configuring general Flex compiler settings

1. Open the **Settings** dialog (Ctrl+Alt+S, **File | Settings**, or  on the toolbar).
2. In the left-hand part of the dialog, under **Project Settings**, open the **Compiler** node and click **Flex Compiler**.
3. On the [Compiler > Flex Compiler page](#), configure the settings as required.

## Creating a Flash module

1. Do one of the following:

- If you are going to create a new project: click **Create New Project** on the [Welcome screen](#) or select **File | New Project**.

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

- If you are going to add a module to an existing project: [open the project](#) you want to add a module to, and select **File | New Module**.

As a result, the [New Module wizard](#) opens.

2. On the first page of the wizard, in the left-hand pane, select **Flash**.

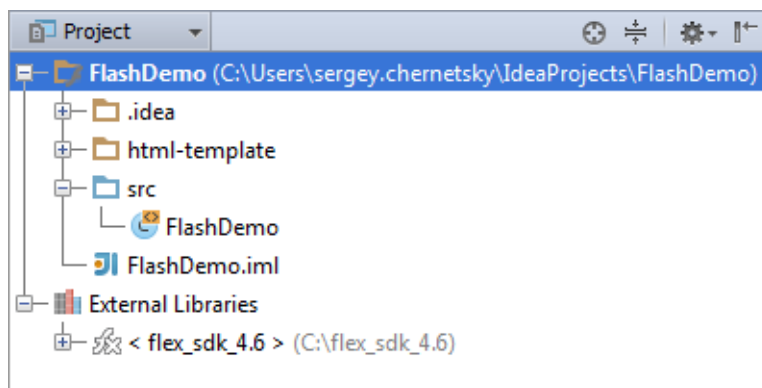
3. In the right-hand part of the page, select the necessary options. For more information, see [Flash](#).

Click **Next**.

4. Specify the name and location settings. For more information, see [Project Name and Location](#) or [Module Name and Location](#).

Click **Finish**.


As a result, the module structure looking similar to this is generated (the contents may be different depending on the module options that you have selected):



In this structure:

- `html-template` is a folder with files that constitute an [HTML wrapper](#) template.
- `src` is a folder for your application source files (`.as` and, possibly, `.mxm1`).

In addition to the module itself, IntelliJ IDEA creates the following:






- One [build configuration](#).
- One [run/debug configuration](#). If when creating the module you have selected to create a sample application, you can use this configuration to run the application straight away. To do that, click  on the toolbar (`Shift+F10`).

## Configuring 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.

For a Flash module, generally, these task are performed on the [Module page](#) of the **Project Structure** dialog.

To access this page:

1. [Open the Project Structure dialog.](#)
2. Under **Project Settings**, select **Modules**.
3. In the area under **+ -**     , select the necessary Flash module.

## See Also

Procedures:

- [Importing Adobe Flash Builder Projects](#)




Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

Reference:

- [SDKs. Flex](#)
- [Compiler: ActionScript & Flex Compiler](#)
- [Module Page for a Flash Module](#)

External Links:

- [Developing, running and packaging AIR mobile applications for Android](#) 
- [Working with Flexmojos projects in IntelliJ IDEA](#) 
- [Getting Started with the Adobe Gaming SDK in IntelliJ IDEA 12.1](#) 

Web Resources:

- [Developer Community](#) 