

Run/Debug Configuration: Flash App

Use this dialog to create or edit Flash App [run/debug configurations](#) which let you run and debug your ActionScript and Flex applications.

Note that this run/debug configuration type is not available for [build configurations](#) whose output is a RLM or Library.

Also note that the settings depend on the target platform specified in the associated build configuration (Web, Desktop (AIR) or Mobile (AIR Mobile)).

- [Name, Build configuration and Override main class fields](#)
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Name, Build configuration and Override main class fields

| Item | Description |
|---------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Name | Use this field to edit the name of the run/debug configuration. |
| Build configuration | Select the build configuration to be used. |
| Override main class | <p>Normally, the main application class is defined in the build configuration. If you want a different class to be used as the main application class, select this option and specify the class.</p> <p>Use  (Shift+Enter) to select the necessary class in the Select Main Class dialog.</p> <p>Optionally, change the application output file name suggested by IntelliJ IDEA in the Output file name field.</p> |

Settings specific to Web-targeted applications

| Item | Description |
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| What to Launch | <p>Select one of the following options:</p> <ul style="list-style-type: none">■ Build output. Use this option to run the generated SWF file using the associated HTML wrapper.■ URL or local file. Use this option to open a specified URL in a Web browser, or to run a specified local <code>.swf</code> file (either directly or using the corresponding <code>.html</code> wrapper). <p>Type the desired URL in the field. Generally, this is going to be something like <code>http(s)://<host>:<port>/<context-root></code>.</p> <p>In the case of a local file, you can use  and select the necessary <code>.swf</code> or <code>.html</code> file in the dialog that opens.</p> |

| Item | Description |
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| Launch with | <p>Specify the program to be used for running your application. You can use:</p> <ul style="list-style-type: none"> ■ The system default application, that is, the program associated with the target file type (HTML or SWF) in the operating system. Usually, this is a Web browser. For SWF files, this may also be a stand-alone Flash player. ■ A Web browser. ■ A Flash player. <p>To select the required program, click  to the right of the Launch with field, and then specify the program in the Launch With dialog:</p> <ul style="list-style-type: none"> ■ To select the system default application, just click System default application. ■ To select the browser, click Browser and select the required browser from the list. <p>Additionally, you can access the Web Browsers dialog to adjust Web browser settings. To open this dialog, use  next to the list.</p> <ul style="list-style-type: none"> ■ To select the Flash player, click Flash Player and then click  next to the Flash Player field. Then, specify the location of the required Flash player in the dialog that opens. |
| Use debugger from SDK | <p>Specify the Flex SDK that contains the debugger that should be used. (If you are using a Flex SDK 3 for compilation, a Flex SDK 4 is recommended for debugging.)</p> <p>If the corresponding SDK is already defined in IntelliJ IDEA, select the SDK from the list. Otherwise, click  (Shift+Enter) and add a definition of the necessary SDK in the Configure SDK dialog that opens.</p> |
| Place SWF file in a local-trusted sandbox | <p>If the Build output option is selected: select this check box if you want to register your application SWF file as trusted.</p> <p>Trusted SWF files can interact with any other SWF files. They can load data from anywhere, remote or local.</p> <p>Technically, trusted SWF files are assigned to the local-trusted sandbox .</p> |

Settings specific to Desktop-targeted applications (AIR)

| Item | Description |
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| AIR Debug Launcher options | <p>If necessary, specify the AIR Debug Launcher  options.</p> <p>Use the same rules as for specifying the program parameters.</p> |

| Item | Description |
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| Program parameters | <p>Specify the parameters to be passed to the application.</p> <ul style="list-style-type: none"> ■ Use spaces to separate individual parameters. ■ If a parameter includes spaces, enclose the spaces or the argument that contains the spaces in double quotes, for example, some " arg or "some arg". ■ If a parameter includes double quotes (e.g. as part of the argument), escape the double quotes by means of the backslashes, for example, - Dmy.prop=\"quoted_value\". |

Settings specific to Mobile device-targeted applications (AIR Mobile)

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| Item | Description |
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| Run on | <p>Specify whether you want to use an emulator or a real Android or iOS device to run or debug your application:</p> <ul style="list-style-type: none"> ■ Emulator. Select this option to use a built-in emulator. Select the intended target device from the list. The figures shown to the right of the list are the screen characteristics of the selected target device and are just for your information. <ul style="list-style-type: none"> ■ Screen is the screen size available to your application. ■ Full is the full screen size of the device. ■ ppi (pixels per inch) is the screen pixel density. <p>If the necessary device is not present in the list, you can select Other and specify the desired screen parameters in the corresponding fields.</p> ■ Android device. Select this option to run or debug your application using an Android mobile device. <div style="border: 1px solid #ccc; padding: 5px; margin: 5px 0;"> <ul style="list-style-type: none"> ■ To be able to use an Android device for running or debugging your application, packaging your application for Android must be enabled in the associated build configuration (the Enabled option on the Android tab). ■ Running or debugging an application using an Android device, normally, assumes installing the application package on the target device. For this operation to succeed, the mobile device must be connected to your computer using USB. </div> ■ iOS Simulator. (This option is available only on Mac computers.) Select this option to run or debug your application using an iOS device simulator. In the SDK field, specify the path to the Apple iOS SDK to be used. (The simulator is included in an Apple iOS SDK.) <p>You can click  (Shift+Enter) and select the SDK installation folder in the dialog that opens.</p> <div style="border: 1px solid #ccc; padding: 5px; margin: 5px 0;"> <p>To be able to use an iOS simulator for running or debugging your application, packaging your application for iOS must be enabled in the associated build configuration (the Enabled option on the iOS tab).</p> </div> ■ iOS device. Select this option to run or debug your application using an iOS mobile device. If necessary, enable fast application packaging. (If fast packaging is enabled, the ActionScript bytecode is interpreted and not translated to machine code. As a result, packaging is performed faster but code execution is slower.) <div style="border: 1px solid #ccc; padding: 5px; margin: 5px 0;"> <ul style="list-style-type: none"> ■ To be able to use an iOS device for running or debugging your application, packaging your application for iOS must be enabled in the associated build configuration (the Enabled option on the iOS tab). ■ Running or debugging an application using an iOS device, normally, assumes installing the application package on the target device. For this operation to succeed, the mobile device must be connected to your computer using USB. ■ If you are using the AIR SDK version 3.4 or later, the application package will be installed on the target device automatically. For earlier SDK versions, you'll have to initiate the installation manually. </div> |

| Item | Description |
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| Debug on device over | <p>For an Android or iOS device: specify how the device will communicate with your computer after the application has been installed and started:</p> <ul style="list-style-type: none"> ■ Network. Select this option if the device is going to communicate with your computer over the network. <div data-bbox="427 349 1396 481" style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Installing the application package on a device requires a USB connection.</p> </div> <ul style="list-style-type: none"> ■ USB. Select this option if the device will be connected to your computer using USB. If necessary, change the port suggested by IntelliJ IDEA. |
| ADL options (emulator) | <p>For the emulator: if necessary, specify the AIR Debug Launcher (ADL) options.</p> <p>Use the same rules as for specifying the program parameters.</p> |
| App descriptor (emulator) | <p>For the emulator: specify the application descriptor to be used. The available options refer to the descriptor-related settings in the associated build configuration.</p> <ul style="list-style-type: none"> ■ as set for Android means the corresponding settings on the Android tab. ■ as set for iOS refers to the settings on the iOS tab. <p>Depending on the settings in the build configuration, the following cases are possible:</p> <ul style="list-style-type: none"> ■ as set for Android: <Android support is not enabled>. Generating the descriptor for Android is disabled. Use the Enabled check box on the Android tab if you want to enable the corresponding option. ■ as set for Android: generated. An auto-generated descriptor will be used. If you want a template-based descriptor to be used instead, select the Custom template option and specify the template. ■ as set for Android: <file_name>.xml. The corresponding custom template will be used to generate the descriptor. The <file_name> in this case is the name of the template file that will be used. <p>The corresponding cases are also possible for the as set for iOS option.</p> |

Before Launch options

Specify which tasks should be carried out before starting the run/debug configuration. The specified tasks are performed in the order that they appear in the list.

| Item | Shortcut | Description |
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| Item | Shortcut | Description |
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|  | Alt+Insert | <p>Click this icon to add a task to the list. Select the task to be added:</p> <ul style="list-style-type: none"> ■ Run External tool. Select this option to run an application which is external to IntelliJ IDEA. In the dialog that opens, select the application or applications that should be run. If the necessary application is not defined in IntelliJ IDEA yet, add its definition. For more information, see Configuring Third-Party Tools and External Tools. ■ Make. Select this option to have the project or module compiled. The Make Module command will be carried out if a particular module is specified in the run/debug configuration, and the Make Project command otherwise. If an error occurs during the compilation, IntelliJ IDEA won't attempt to start the run/debug configuration. ■ Make, no error check. The same as the Make option but IntelliJ IDEA will try to start the run/debug configuration irrespective of the compilation result. ■ Build Artifacts. Select this option to have an artifact or artifacts built. In the dialog that opens, select the artifact or artifacts that should be built. See also, Configuring Artifacts. ■ Run Another Configuration. Select this option to have another run/debug configuration executed. In the dialog that opens, select the configuration to be run. ■ Run Ant target. Select this option to have an Ant target run. In the dialog that opens, select the target to be run. For more information, see Ant. ■ Generate CoffeeScript Source Maps. Select this option to have the source maps for your CoffeeScript sources generated. In the dialog that opens, specify where your CoffeeScript source files are located. For more information, see CoffeeScript Support. ■ Run Maven Goal. Select this option to have a Maven goal run. In the dialog that opens, select the goal to be run. For more information, see Maven. |
|  | Alt+Delete | Click this icon to remove the selected task from the list. |
|  | Enter | Click this icon to edit the selected task. Make the necessary changes in the dialog that opens. |
|  | Alt+Up | Click this icon to move the selected task one line up in the list. |
|  | Alt+Down | Click this icon to move the selected task one line down in the list. |
| Show this page | | Select this check box to have the run/debug configuration settings shown prior to actually starting the run/debug configuration. |

Toolbar

| Item | Description |
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| + (Insert) | Use this icon or shortcut to create a new run/debug configuration. |
| - (Delete) | Use this icon or shortcut to delete the selected run/debug configuration. |
|  (Ctrl+D) | Use this icon or shortcut to create a copy of the selected run/debug configuration. |
|  | Click this button to edit the default settings for run/debug configurations. |
|  | <p>Use these buttons to move the selected run/debug configuration up and down in the list.</p> <p>The order of configurations in the list defines the order in which the configurations appear in the corresponding list on the main toolbar.</p> |

See Also

Concepts:

- [Run/Debug Configuration](#)
- [Breakpoints](#)

Procedures:

- [Running and Debugging ActionScript and Flex Applications](#)
- [Creating and Editing Run/Debug Configurations](#)

Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

Web Resources:

- [Developer Community](#) 