

## Run/Debug Configuration: Flash Remote Debug

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Use this dialog to create or edit Flash Remote Debug [run/debug configurations](#) which let you debug applications (SWF files) that have already been compiled and, if necessary, packaged, and are ready to be run on a local or remote computer, or a mobile device.

- [Main settings](#)
- [Before Launch options](#)
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### Main settings

Item	Description
Name	Use this field to edit the name of the run/debug configuration.
Build configuration	Select the <a href="#">build configuration</a> to be used. Note that only the following build configuration properties are relevant in the context of this run/debug configuration type: <ul style="list-style-type: none"><li>■ Flex SDK. The debugger included in the corresponding SDK is used.</li><li>■ Dependencies. In addition to the module sources, the source files are also searched for among the build configuration dependencies for which source code is available.</li></ul>

### 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
	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"> <li>■ <b>Run External tool.</b> 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 <a href="#">Configuring Third-Party Tools</a> and <a href="#">External Tools</a>.</li> <li>■ <b>Build Artifacts.</b> Select this option to have an <a href="#">artifact</a> or artifacts built. In the dialog that opens, select the artifact or artifacts that should be built.  See also, <a href="#">Configuring Artifacts</a>.</li> <li>■ <b>Run Another Configuration.</b> Select this option to have another run/debug configuration executed. In the dialog that opens, select the configuration to be run.</li> <li>■ <b>Run Ant target.</b> Select this option to have an Ant target run. In the dialog that opens, select the target to be run. For more information, see <a href="#">Ant</a>.</li> <li>■ <b>Generate CoffeeScript Source Maps.</b> 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 <a href="#">CoffeeScript Support</a>.</li> <li>■ <b>Run Maven Goal.</b> Select this option to have a Maven goal run. In the dialog that opens, select the goal to be run.  For more information, see <a href="#">Maven</a>.</li> </ul>
	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
 (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.

Item	Description
	Click this button to edit the default settings for run/debug configurations.
	Use these buttons to move the selected run/debug configuration up and down in the list.  The order of configurations in the list defines the order in which the configurations appear in the corresponding list on the main toolbar.

## See Also

### Concepts:

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

### Procedures:

- [Creating and Editing Run/Debug Configurations](#)
- [Using Flash Remote Debug configurations](#)

### Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

### Web Resources:

- [Developer Community](#) 