

# Web Overview }

*Intro to Flex Builder*

# Intro to Flex Builder

- { What is Flex Builder?
- { Why Flex Builder?
- { Create a Flex Project
- { Tour of Flex Builder



# What is Flex Builder?

# Flex Builder

IDE used to **develop**, **debug**, and **deploy** Flex and Flash applications. It has a rich tool aimed for application development. Far beyond the Flash IDE.

# Why Flex Builder?



# Why Flex Builder?

- { Code hinting for custom classes
- { Compile time errors every save
- { Code bookmarking
- { The outline
- { Hot links to code definitions
- { Automatic imports
- { Debugging and Profiling tools



# Create a Flex Project

# Create a Flex Project

- { RMB -> Flex Navigator ->
- { *Flex Project*
- { *ActionScript Project*
- { *Library Project*

# Flex Project

Compiles MXML + ActionScript projects to a .swf.

# ActionScript Projects

Compiles .as files into .swf's similar to the docClass in an .fla.

# Library Project

Compiles code and .swc's into a single .swc used to distribute code and asset libraries.

**Warning! Flex projects are not as portable as you're use to.**

Flex projects are in an  
**environment** and Flex  
Builder relies on a consistent  
folder structure.

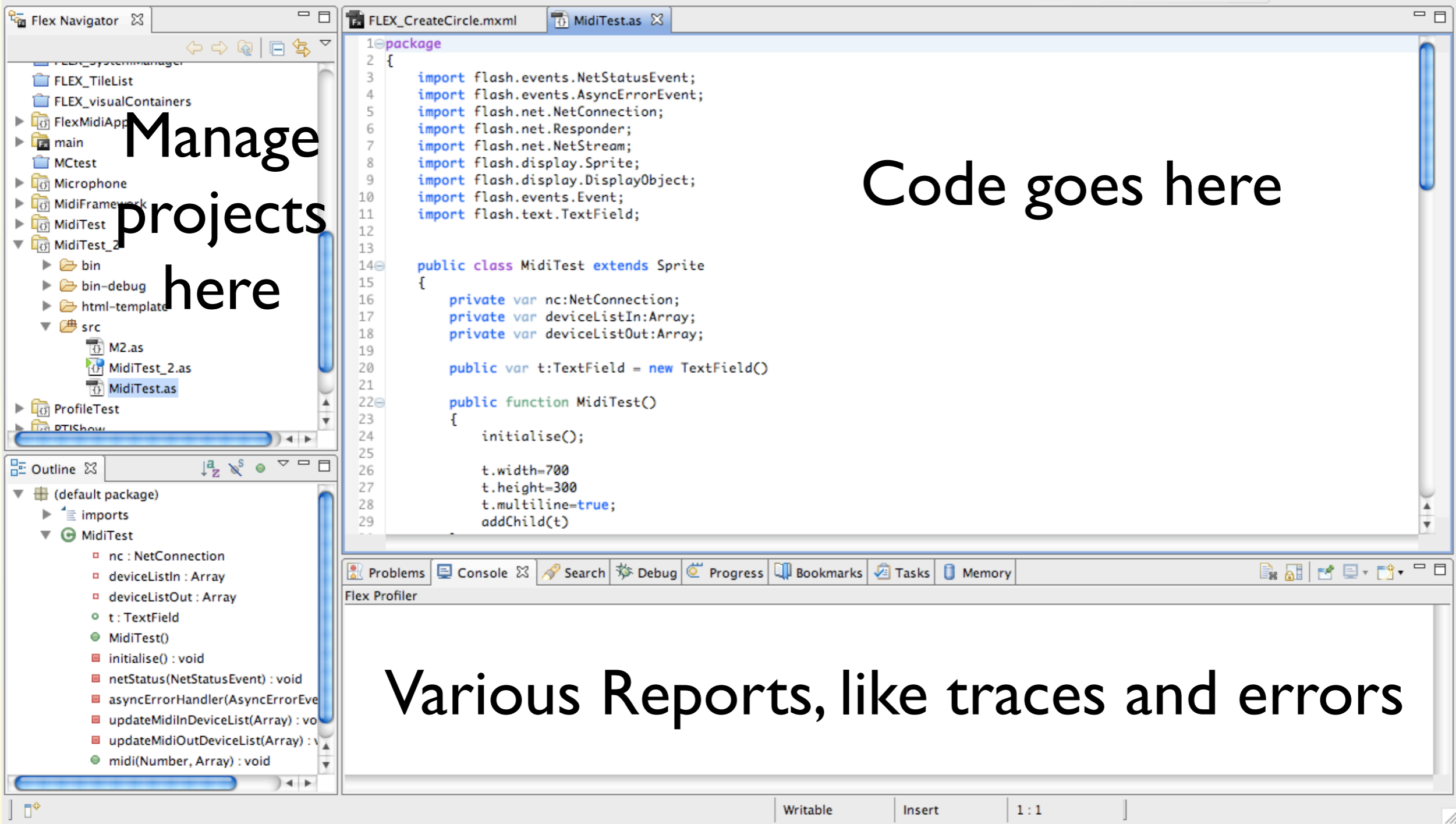
**It is not recommend to  
use Flex Builder to edit  
stand alone .as files.  
Many features will be disabled.**

I know it's a lot to commit to,  
but it's worth it!

Okay okay so what are we  
looking at?



# Tour of Flex



Manage projects here

Code goes here

Various Reports, like traces and errors

List / links to methods, vars and property definitions.

# Navigator

Panel to manage your projects.

# Outline

Links to method, variable, and property definitions. *Tip hold down control and click on a dataType, class, variable, method or property.*

# Problems

A report of compile type errors every  
time you save.

# Source

Type code here.

# Design

If available drag and drop components to the application.

# Perspectives

Custom views geared towards your workflow. Common perspectives are development, debugging, and profiling.

# Compiling

Click on the **green** play button. Go ahead and click on it.

You just compiled a Flash  
application.

Exciting :)

**Note your .swf is  
placed in the bin-debug folder.**

Debug? How do you create  
final projects?

**Project -> Export Release Build**

Wow that's official :)



**Export your project now.**

**Inspect your folder structure via  
your operating systems file viewer.**

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Lets start making stuff!