



## **Adobe Air/ActionScript 3 (AS3) Development**

To develop Adobe Air (Flash coding only), you need to use the FlashDevelop IDE, along with the Flex SDK.

Download and install the latest Flash Develop build from here:

<http://www.flashdevelop.org/>

Use the Flex SDK compiler:

<http://www.flashdevelop.org/wikidocs/index.php?title=AS3>

In the above link, see the steps

- Installing the Flex SDK
- Configuring FlashDevelop to use the Flex SDK

Check your installation by running the sample project:

Dropbox\FF\_Files\DEV\AS3\FlashDevelopIDE\Sample Project

Introduction to Actionscript

Before the next step (workflow), ensure you are familiar with the basics of AS3 and the Flash Display List.

Workflow: Compile using the Flex SDK and create assets using Flash

- Use Flash to create graphics and to embed resources such as sounds and fonts
- Use Flash to publish an SWC library file
- Add the SWC as a library in your FlashDevelop project
- Use FlashDevelop to compile your project using the Flex SDK

[http://www.flashdevelop.org/wikidocs/index.php?title=AS3:FlexAndFlashCS3Workflow#Writing\\_the\\_main\\_class](http://www.flashdevelop.org/wikidocs/index.php?title=AS3:FlexAndFlashCS3Workflow#Writing_the_main_class)

Introduction

<http://code.tutsplus.com/articles/beginners-guide-to-flashdevelop-basix--active-7168>

Debugging

<http://www.flashdevelop.org/wikidocs/index.php?title=AS3:Debugging>

Game Asset: Flash Library

<https://helpx.adobe.com/animate/how-to/learn-library-assets.html>

Game Assets (Flash Library): Linking to a SWC

<https://github.com/polygonal/ds/wiki/Using-SWC-Files-With-AS3-And-FlashDevelop>

<http://code.tutsplus.com/tutorials/how-to-use-an-external-library-in-your-flash-projects--active-8759>

### **Recommended Support Docs:**

- Introduction to the Actionscript 3
  - <http://code.tutsplus.com/series/as3-101--active-7395>
- AS3 Reference
  - [http://help.adobe.com/en\\_US/as3/dev/index.html](http://help.adobe.com/en_US/as3/dev/index.html)

### **Further Reading:**

Ten tips for building better Adobe AIR applications

[http://www.adobe.com/devnet/air/articles/10\\_tips\\_building\\_on\\_air.html](http://www.adobe.com/devnet/air/articles/10_tips_building_on_air.html)

AIR GPU (Stage 3D/Starling) Accelerated Game Development

<https://www.youtube.com/watch?v=jemwtz0pqZM>