



# Illumination Software Creator

## Tutorial : Building an Adobe Flex/Flash Web App

Illumination Software Creator allows you to build applications, for all available target platforms, with no changes to your project.

However, when building Flash based web applications there are a few additional items you will need to setup (outside of Illumination).

### **Step 1) Installing Adobe Flex SDK**

Illumination Software Creator builds Flash web applications utilizing the Adobe Flex SDK.

All you need is to download and install the latest version of the Adobe Flex SDK from here: <http://opensource.adobe.com/wiki/display/flexsdk/Flex+SDK>

If you have difficulty getting the Flex SDK properly installed on your system, another approach is to download and install Adobe Flash Builder (which comes with a pre-setup installation of the Flex SDK). You can download a trial version here: <http://www.adobe.com/products/flashbuilder/>

Once you've done that, run Illumination and open the Preferences window (under the Edit menu). From there you can locate where you have installed the Flex SDK.

### **Step 2) Build your project for iOS**

Open your project in Illumination and select “Build Project – Adobe Flex - Web” from the Project menu or select “Run Project – Adobe Flex – Web” from the Run menu in the Project menu (this will compile your Flash web application and auto-launch the default web browser and run your new application).

Once complete (this is typically a very fast process that takes only seconds) you will be presented with a folder full of files. These files are a complete, ready to go Flash web application including an html file with code that will show you how to embed your new application on your own website.

### **Things To Know**

The Adobe Flex SDK is freely available on MacOS X, Windows and Linux.

If you have difficulty setting up the Adobe Flex SDK or building Flex Web applications feel free to ask any question in the Illumination Software Creator Support forum at : <http://radicalbreeze.com/forum>