# [Public] Moonshine Source Setup Instructions

#### This article expected followings before proceed

- Following setup instructions demonstrated with Moonshine IDE, users may use other IDE to setup also
   To setup Moonshine IDE please download and install the IDE by following link(s): Windows: http://moonshine-ide.com/wp-content/uploads/Moonshine.exe
- MacOS: http://moonshine-ide.com/wp-content/uploads/Moonshine.dmg
- Make sure you have other prerequisites followed by the setup process (i.e. Apache Flex SDK (http://flex.apache.org/installer.html))
   Download Moonshine sources by following link:

Desktop & Web: http://moonshine-ide.com/wp-content/uploads/Moonshine-source.zip

### Setup Moonshine IDE with Apache Flex SDK

- Start Moonshine
- Setup Apache Flex SDK in Settings
  - -- Make sure you have downloaded Apache Flex SDK with AIR SDK at http://flex.apache.org/installer.html
  - -- In Moonshine choose File -> Settings -> MXMLC Compiler Plugin

Settings	۲	
Plugins		(by Miha Lunar & Moonshine Project Team
The Page		Compiles AS3 projects with MXMLC.
MXMLC Compiler Plugin		
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-- In opening view click on Change link inside Default Flex SDK section, this will open you a file browser dialogue

-- Locate the Apache Flex SDK folder (that you've downloaded) in file browser dialogue and choose Select Folder

- -- You should see *Default Flex SDK* is now pointing to Apache Flex SDK directory you choose
- -- Click Save

#### **Setup Moonshine Sources**

- Download and unzip Moonshine source bundle from the link mentioned above (in this article), to your local file system
- Moonshine unzipped sources will have three different Flex project folders:
  - --- MoonshineSharedCore(library project shared in desktop and web IDE)
  - --- MoonshineDESKTOP(desktop IDE's gateway project)
  - --- MoonshineWEB(web IDE's gateway project)

(Note: this setup instructions demonstrated with desktop version's IDE source)

- Import Moonshine's desktop version source in running Moonshine IDE, you can do so by any of the following ways:
  - --- Choose by Project -> Open/Import Flex Project
  - --- Click on Open Flex Project link in IDE's splash screen

In opening folder browser dialogue navigate to the unzipped source location, and select MoonshineDESKTOP folder to open

Moonshine should import you now desktop version's source in the IDE

Splash screen 🛞		Projects	(*
OPEN Open Flex Project Import or Open an ActionScript or Flex Project in Moonshine.	RECENT	<ul> <li>▼ MoonshineDESKTOP</li> <li>▶ build IIbs</li> <li>♥ src</li> <li>▶ actionScripts</li> <li>▶ com MoonshineDESKTOP-app.xml MoonshineDESKTOP.mxml</li> </ul>	
CREATE	MoonshineDESKTOPevolved	▶ tourDeFlex	
New Actionscript Project (SWF, Desktop) Create a pure ActionScript project. New Flex Browser Project (SWF) Create a Flex project that will generate an SWF and HTML files, to run on browser. New Flex Desktop Project (MacOS, Windows) Create a Flex project that will generate a desktop application. This can be used to generate .AIR, .EXE (Windows only) and .DMG (OSX) Installers. New Flex Mobile Project (iOS, Android) Create a project that will create an application designed for mobile devices. New HaXe SWF Project Create a HaXe-based project that will generate a SWF file only.	NewFlexMobileProject NewFlexBrowserProject NewFlexDesktopProject MewFlexBrowserProject.mxml HomeView.mxml NewFlexMobileProject.mxml Duild.xml NewFlexDesktopProject.mxml		
: Moonshine IDE 1.0.0 : Source is under Apache License, Version 2.0 : http://code.google.com/p/moonshineproject/ : Uses as3abc (LGPL), as3swf (MT), fzip (ZLIB), asblocks (Apache 2), I : Running on Adobe AIR 20.0.0.204 >	NativeApplicationUpdater (LGPL)		

We now need to setup it's library project (MoonshineSharedCore), to do this right-click on project root node in workspace (right-hand tree panel) and choose Settings I

You should now open with MoonshineDESKTC	)P pro	oject's settings	window
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MoonshineDESKTOP settings			Projects	۲
MoonshineDESKTOP settings Output	Framerate (FPS)	24	✓ MoonshineDESKTOP	
Build options Paths	Width	100		s vonst
Warnings & Errors Run	Height	100	MoonshineDESKTOP-app MoonshineDESKTOP.mxr	ni
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	Minimum player version	16		

• To setup library projects, SWC, other sources etc. go to Paths section in project's settings window:

MoonshineDESKTOP settings (x)			Projects	()
MoonshineDESKTOP settings Output	Class paths	Browse dir -	✓ MoonshineDESKTOP ▶ build libs v src	
Build options Paths	/MoonshineSharedCore/src	Browse dir -	► actionScripts ► com	
Warnings & Errors	Click to add		MoonshineDESKTOP-app.> MoonshineDESKTOP.mxml	cml
Run	Resource folders Click to add		⊳org ≽tourDeFiex	
	External libraries Click to add			
	Libraries Click to add			

--- Class Paths: Used to connect linked projects' source paths --- Resource Folders: Copy selected folders to bin-debug directory while compilation

--- Libraries: Links to the project SWC files

You can add entry to the sections by *Click to Add* button or modify paths by *Browse Dir* button. Make sure *Class Paths* sections points to the *MoonshineSharedCore* sources per your local file system correctly. Save settings.

To test the project choose Project -> Build & Run, if all things are works you should see compilation output in bottom Console view in Moonshine IDE and an AIR window starts running Moonshine IDE's instance, eventually.

## **ANT Build**

- Starting an ANT build requires ANT installed in your system and setup as environment variable (http://ant.apache.org ensure ANT version meets minimum requirement of 1.9.2)
- Moonshine sources supplies with it's ANT build scripts and configured. Upon completion, the process will output desktop installer files for Windows and MacOS. You can immediately start an ANT build process if you already setup ANT in your system; to start an ANT build process we need to locate the ANT build script file (build.xml) prior to run the process. Moonshine supplies ANT build script file in it's project's build folder. To locate the build script file choose ANT -> Configure from top menu, in opening file browser dialogue navigate to your Flex project's folder and select build/build.xml file; click Open in browser dialogue
- To run the ANT build process choose ANT -> Build. ANT build should produce .SWF and it's HTML wrapper file set
- Upon successful completion of the process, installer files can be located at DEPLOY folder inside build folder
- You can edit **build/ApplicationProperties.xml** to build optional Flex SDK path, build certificate paths etc. If no certificate supplies, ANT script will create a self-signed certificate for the build process automatically