

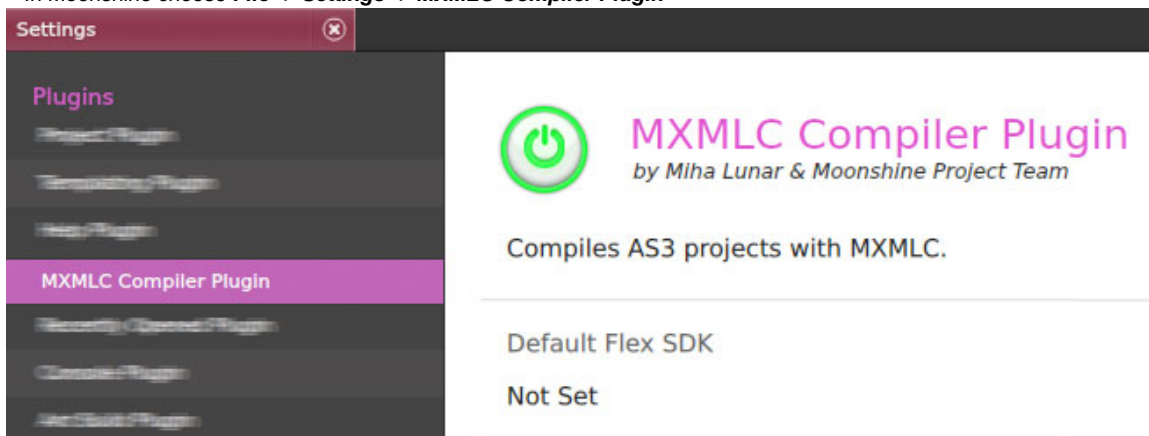
[Public] Moonshine Source Setup Instructions

This article expected followings before proceed

1. Following setup instructions demonstrated with Moonshine IDE, users may use other IDE to setup also
2. 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>
3. Make sure you have other prerequisites followed by the setup process (i.e. Apache Flex SDK (<http://flex.apache.org/installer.html>))
4. 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**



- 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*)

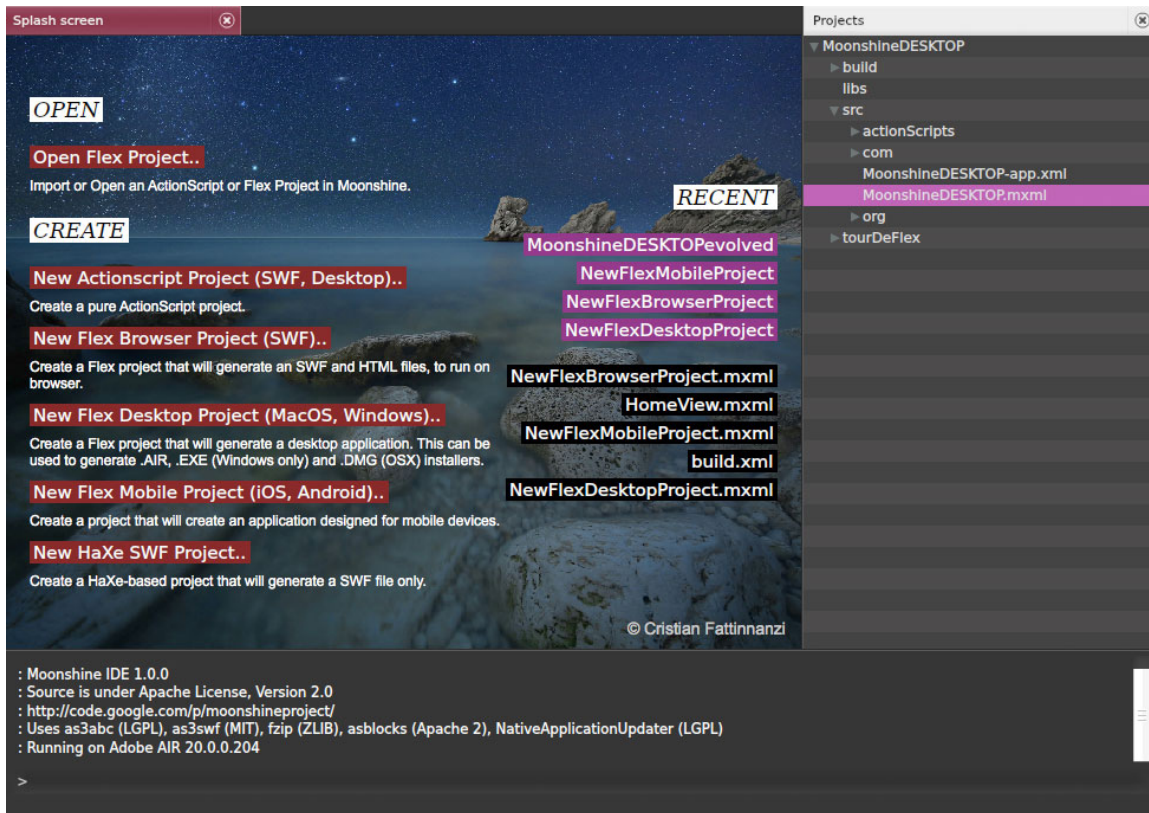
(Note: this setup instructions demonstrated with desktop version's IDE source)

- 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

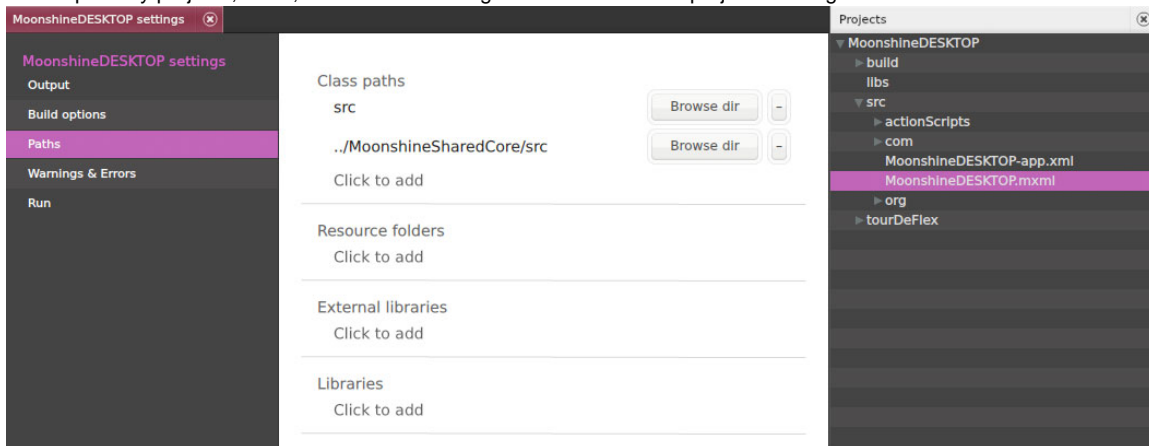
- Moonshine should import you now desktop version's source in the IDE



- We now need to setup its library project (**MoonshineSharedCore**), to do this right-click on project root node in workspace (right-hand tree panel) and choose **Settings**
- You should now open with *MoonshineDESKTOP* project's settings window



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



- **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