

Flex Support Plug-in open sourcing



[Peter Chanthamynavong](#) 3 posts since

Mar 2, 2009

Has JetBrains consider open sourcing the Flex Support plug-in? I've recently switched from Eclipse/Flex Builder and would like to contribute to the development of Flex/AS3 support in IDEA.

Tags: flex, plugin, open_source, idea, as3



[Peter Jacobsen](#) 299 posts since

Apr 22, 2003 1. **Re: Flex Support Plug-in open sourcing** Mar 2, 2009 12:47 PM

+100

Excellent idea, especially to speed up support for the upcoming Flex 4 Gumbo.

Regards,

Peter



[Dmitry Jemerov](#) 11,708 posts since

Aug 19, 2002 2. **Re: Flex Support Plug-in open sourcing** Mar 2, 2009 2:25 PM

Hello Peter,

JetBrains should consider open sourcing the Flex Support plug-in. I've recently switched from Eclipse/Flex Builder and would like to contribute to the development of Flex/AS3 support in IDEA.

What exactly would you like to contribute?

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Note that the majority of Flex functionality actually lives in the JavaScript plugin, the source for which is available in the plugin development kit.

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Dmitry Jemerov

Development Lead

JetBrains, Inc.

<http://www.jetbrains.com/>

"Develop with Pleasure!"



[Peter Jacobsen](#) 299 posts since

Apr 22, 2003 3. Re: **Flex Support Plug-in open sourcing** Mar 2, 2009 4:13 PM

Hello Dmitry,

I am not talking about the AS3/JavaScript language features which are an essential part of the IDEA API. But it would be great to be able to customize how the Flex SDK is handled (MXML compiler, command line arguments, paths etc). During the last EAP I had a few discussions/misunderstandings with Maxim until the compile process and configuration dialogs were usable for me. For example I still have to use a second configuration xml file to compile my project as AIR application (switching manually between compiler xml files and/or adding custom command line arguments in the project settings) and also the code inspection when working with the AIR configuration has problems (probably because some AIR libraries are missing). It would also be convenient to target Flash Player 9/10 with a simple configuration switch. That kind of stuff.

Thanks and Regards,

Peter



[Dmitry Jemerov](#) 11,708 posts since

Aug 19, 2002 4. **Re: Flex Support Plug-in open sourcing** Mar 2, 2009 4:25 PM

Hello Peter,

At the moment we have a developer working full time on this area of functionality (Flex compilation, AIR support etc.) In situations like this it is usually very hard to coordinate the work done internally with external contributions.

I am not talking about the AS3/JavaScript language features which are an essential part of the IDEA API. But it would be great to be able to customize how the Flex SDK is handled (MXML compiler, command line arguments, paths etc). During the last EAP I had a few discussions/misunderstandings with Maxim until the compile process and configuration dialogs were usable for me. For example I still have to use a second configuration xml file to compile my project as AIR application (switching manually between compiler xml files and/or adding custom command line arguments in the project settings) and also the code inspection when working with the AIR configuration has

problems (probably because some AIR libraries are missing). It would also be convenient to target Flash Player 9/10 with a simple configuration switch. That kind of stuff.

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Dmitry Jemerov

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JetBrains, Inc.

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[Peter Jacobsen](#) 299 posts since

Apr 22, 2003 5. Re: **Flex Support Plug-in open sourcing** Mar 2, 2009 4:33 PM

Hello Dmitry,

I see the problem. It would be great, though, to have access to the source code of just the Flex plugin and customize it for myself - since I am trying to convince everybody I know using Flex Builder away to use IDEA :-)

Regards,

Peter

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[Peter Chanthamynavong](#) 3 posts since

Mar 2, 2009 6. **Re: Flex Support Plug-in open sourcing** Mar 2, 2009 9:27 PM

I would contribute by addressing some of the already 100+ issues in JIRA. As well as the following.

- Flex 4 Support
- Ability to import Flex assets created in any of the CS4 applications
- Support for creating Flex `<mx:Module/>` applications, with the IDE builder that automatically optimizes class dependency with `-link-reports` and `-load-externs` compiler arguments
- Use of RSL, ability to export third-party linked SWCs
- Compute digest for SWC
- AIR support
- Flex 4 CSS
- Better support for working with SWC projects, ability to include and exclude specific classes via the project/module settings window
- Integration with xUnit framework, such as ASTUce on Google Code
- Improve the compiler and use of FCSH with additional enhanced coming in Flex 4

Regarding the problem of coordinating the changes, I do agree with you since there is only one full time developer on it. Taking a note from Adobe, the benefit of open sourcing the SDK clearly outweighs that and has help the adoption of the SDK.

Can the changes to the source be submitted by the community as patches/updates into a different branch and the engineers can choose which update to review and included into the next main branch for release?

I would imagine having additional developers/users will positively impact the development velocity for getting the plug-in up to par, if not exceed Flex Builder entirely.

~ Peter C



[Matt Smith](#) 40 posts since

Flex Support Plug-in open sourcing

Aug 22, 2002 7. **Re: Flex Support Plug-in open sourcing** Jul 28, 2009 12:59 AM

Completely Agree.

Another important aspect to consider is Adobe's decision to scrap Flex Builder on Linux, thus making Idea the premier development platform on Linux for Flex and / or java-flex projects. We had moved to maintaining dual project structures with Idea and Eclipse when implementing Flex presentation layers, but are now looking to consolidate within Idea again.

The integration of the Flex plugin within Idea is nice, however, we are still experiencing issues that block real use of it when compared to Flex Builder.

Matt S.