

1. All the repositories must be checked out into the same folder and must be named exactly as the originals. (i.e. flex-sdk, flex-tlf, flex-falcon, flex-asjs)
2. The AIR SDK must be downloaded and saved to the AIR_HOME location.
3. Flash playerglobal.swc must be downloaded for the correct versions and downloaded to subfolders in the PLAYERGLOBAL_HOME (details in the env-template.properties files)
4. A copy of Flash Player Debugger must be downloaded. FLASHPLAYER_DEBUGGER must point to the **executable** and not the application package on Mac.
5. env.properties file in the following folders must be set with the correct locations of AIR_HOME, PLAYERGLOBAL_HOME and FLASHPLAYER_DEBUGGER: flex-sdk, flex-falcon and flex-asjs. The env-template.properties files in the above locations must be copied, renamed and edited.
6. a unittest.properties file must be created in BOTH the compiler.tests and comiler.jx.tests folders within flex-falcon. The files should be created using the template-unittest.properties in the compiler.tests folder. It is necessary to set 5 path variables in these locations.

Troubleshooting:

The first build of Falcon downloads lots of dependencies. Once these files are already downloaded they are not downloaded again. It should all “just work”, but as falcon is a moving target it’s possible for the local files to not match the required ones exactly. If you get weird errors try clearing extra files as much as possible. If all else fails, delete the whole falcon folder and re-check out the repository as a fresh copy.