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LorenzGames, All about Flash Games!

LorenzTwit @inspirit I think you are a genius,
today read your blog for the first time and I cannot
believe at what you can do with AS3! Great job! :)
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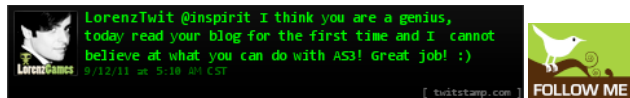
How to make a game for Android using Air and FlashDevelop

MAY 15TH, 2011 - CATEGORY: ActionScript3, Android, FlashDevelop, Flex

Making games for Android is very easy thanks to Air and FlashDevelop.
It is actually also free, if you manage to make your art assets without using Flash IDE.

Before to start make sure you download and install all the necessary:

- Java JRE
Make sure you have JAVA on your machine. Sometimes it happens that even if you have it, the class path is not registered, so make sure that the command 'java' is available. (You can test it from the cmd by writing: java, if you get an error then you already have a problem.)

- Flex SDK
Extract it into your C:, for example i put mine into C:/flex

- Air SDK
Extract it in the same directory where you have the Flex SDK. (Overwrite few files)

- Android SDK
Extract it into C:, mine is at C:/android-sdk

- FlashDevelop
...of course you need FlashDevelop.

- Custom Android + Air Template for FlashDevelop
This template has to be extracted into the projects folder of FlashDevelop, (...mine is C: /Program Files (x86)/ FlashDevelop /Projects)

Ready, set, go!

To keep this tutorial short I decided to create a fairly easy game, Tic Tac Toe, I created the art assets using Flash CS4, here you can download the SWC file.

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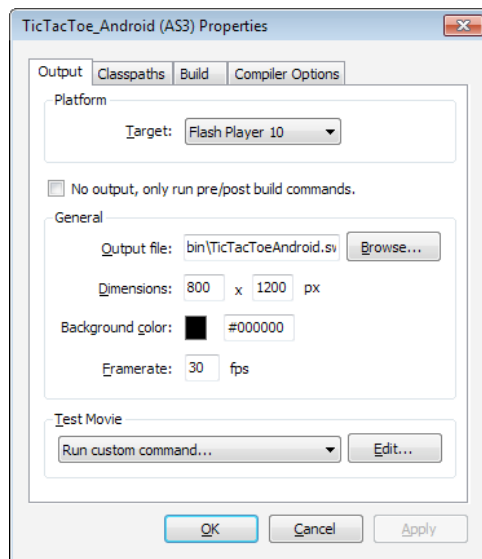
Open FlashDevelop and start a new project, you will see something like this:
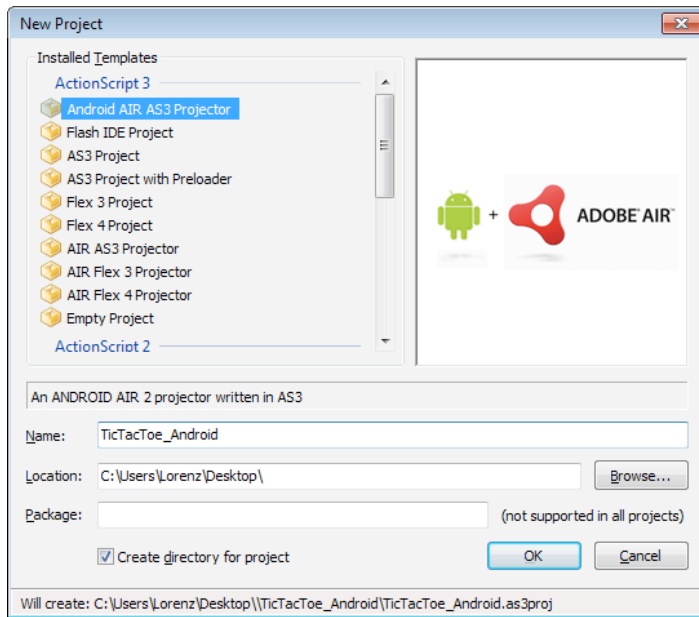
Then go Menu - Project - Properties... and set the Dimensions to 800 x 1200. This game is only going to have the portrait mode, also you will notice that 1200, instead of 1280, this is because in the Honeycomb the little bar on the bottom steals 80 pixels.

Also don't forget in the Compiler Options to add your custom path to Flex.
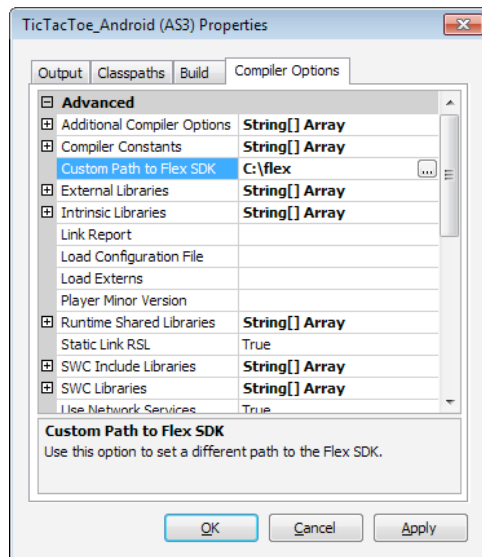
Now edit your Main.as, it will look pretty much like this:

```actionscript
package
{
		import flash.display.MovieClip;
		import flash.display.Sprite;
		import flash.display.StageAlign;
		import flash.display.StageScaleMode;
		import flash.events.MouseEvent;
		import flash.events.Event;

		import flash.system.Capabilities;
		import flash.desktop.NativeApplication;
		import flash.desktop.SystemIdleMode;
		import flash.events.KeyboardEvent;
		import flash.ui.Keyboard;

	/**
	 * Tic Tac Toe for Android via Air
	 * @author Lorenzo Nuvoletta
	 * @link http://www.lorenzgames.com/blog
	 */
	public class Main extends Sprite
	{
		private var turnType:int = 2;
		private var playScreen: PlayScreen;
		private var aEB:Array = [1, 1, 1, 1, 1, 1, 1, 1, 1];
		private var stopPlay:Boolean;

		public function Main():void
		{
			stage.align = StageAlign.TOP;
			stage.scaleMode = StageScaleMode.SHOW_ALL
```

```actionscript
                        playScreen = new PlayScreen();
                        playScreen.winner.visible = false;
                        addChild(playScreen);

                        playScreen.addEventListener(MouseEvent.CLICK, click

                        //Check if being run on Android device
                        if(Capabilities.cpuArchitecture=="ARM")
                        {
                                NativeApplication.nativeApplication.addEven
                                NativeApplication.nativeApplication.addEven
                                NativeApplication.nativeApplication.addEven
                        }
                }

        private function click(e:MouseEvent):void {
                var mc:MovieClip = e.target as MovieClip;
                var c:String = mc.name;
                var ac:Array = c.split("_");

                if (!stopPlay && ac[0] == 'boardElement' && mc.curr
                        mc.gotoAndStop(turnType);
                        aEB[ac[1]] = turnType;
                        turnType = turnType == 2 ? 3 : 2;
                        var winner:int = checkWinner();
                        if (winner != 1) {
                                stopPlay = true;
                                playScreen.winner.visible = true;
                                playScreen.winner.winnerElement.got
                        }
                }
                else if(c== 'resetButton'){
                        for (var i:int = 0; i < 9; i++) {
                                playScreen.board['boardElement_' +
                                aEB[i] = 1;
                                stopPlay = false;
                                playScreen.winner.visible = false;
                        }
                }
        }

        // Winner checker
        private function checkWinner():int {
                      if (aEB[0]!= 1 && aEB[0] == aEB[1] && aEB[
                else if (aEB[3]!= 1 && aEB[3] == aEB[4] && aEB[3] =
                else if (aEB[4]!= 1 && aEB[6] == aEB[7] && aEB[6] =
                else if (aEB[0]!= 1 && aEB[0] == aEB[3] && aEB[0] =
                else if (aEB[1]!= 1 && aEB[1] == aEB[4] && aEB[1] =
                else if (aEB[2]!= 1 && aEB[2] == aEB[5] && aEB[2] =
                else if (aEB[6]!= 1 && aEB[6] == aEB[4] && aEB[6] =
                else if (aEB[0]!= 1 && aEB[0] == aEB[4] && aEB[0] =
                else return 1;
        }

        private function handleActivate(event:Event):void
        {
                NativeApplication.nativeApplication.systemIdleMode
        }

        private function handleDeactivate(event:Event):void
        {
                NativeApplication.nativeApplication.exit();
        }

        private function handleKeys(event:KeyboardEvent):void
        {
                if(event.keyCode == Keyboard.BACK)        NativeAppli
        }

        }

}
```

Set the autoOrients to false into the application.xml,
Doing so you will make sure that the game always remain in portrait mode.
Also for now you don't need those strings written in the 'manifest' so if you
want you can delete them.

In the 'bin' folder you will be able to find 3 icons (36, 48, 72), feel free to
change them using your own art, but keep the correct sizes.

icon36.png   icon48.png   icon72.png
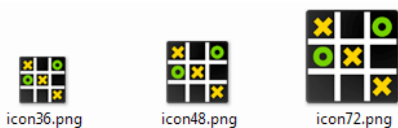
You are almost there, make sure that CreateCertificate.bat and

PackageApplication.bat have the correct path to the SDKs then execute CreateCertificate.bat first and then PackageApplication.bat, the default password is 'fd'.
(The file InstallRuntime.bat is only used if you are testing with virtual devices and you need to install Air runtime all the times)

Now a file named "AndroidProject.apk" has been generated into the folder "bin_android", load that on your Android device and install it (before you do it remember to allow Unknown sources in Settings-Applications).

And that's pretty much it, enjoy your new custom made game.

Download here the entire source code.

Sharing is caring...

ARTICLE COMMENTS

ALBERT - MAY 17TH, 2011
Dude that's COOL.... I will try it ASAP. Thanks! How do you upload it though to the android Market? Thanks!

ANDREAS - MAY 18TH, 2011
Hey!
First of all, great guide.
I'm having a problem with PackageApplication.bat though.
When I reach the part where a password is requires, it doesn't allow any input from me - i.e. I cant write anything.

Did I mess up something real bad, or do I just have to wait a little longer before I can put in the password?

ANDREAS - MAY 18TH, 2011
Hello again.

I solved my problem. Turns out, there's no visual feedback when typing in the password. Might be worth mentioning.

Once again, thank you for the great guide, and a briliant source-code. :)

UB - MAY 29TH, 2011
hi, i try the PackageApplication.bat n get this error "Initial window content SWF 11 version exceeds namespace version"

how to fix this error?

JON - AUGUST 1ST, 2011
Hi, thanks for the tutorial! I am having trouble installing the swc file, however.

I've never used one before, so I am trying to place it in the profile folder, then right click and 'Add to library' as this is what I think I have to do based on some googling, but FlashD then becomes unresponsive and my CPU goes into overdrive.

Is it doing something intensive here? Should I leave it until it's done? How long should it take? Am I even doing this right?

Any help would be much appreciated, thank you.

LORENZ - AUGUST 1ST, 2011
What kind of issue are you having with the SWC?

JON - AUGUST 2ND, 2011
Ok I just tried it all again on my work PC, and this time the swc was added with no problem.

My issue with the swc at home is that I would right-click the swc and select "Add to library", but then FlashD would seem to hang whilst using all my CPU (the fan whirs up to full). I left it like this for 20 minutes in case it was busy doing something, but on my work PC it worked instantly.

Though I do have an issue using packageapplication.bat on my pc due to a namespace error:

C:FlashTicTacToe_Androidapplication.xml: error 305: Intial window content SWF version 11 exceeds namespace version http://ns.adobe.com/air/application/2.5

LORENZ - AUGUST 3RD, 2011
Yep, 20 minutes wait to load a SWC is certanly not the case :) there must be something wrong with your settings.

JACK BROCKLEY - **AUGUST 28TH, 2011**
Thank you, this worked perfectly. Now it's time to have fun and make an Android game with FlashDevelop! Woooo.

CHAUSSURES FEMMES - **SEPTEMBER 5TH, 2011**
Your essay is good, I like it very much. Here I would like to share with you some things Replica Handbags: http://www.replicabagsell.com ---shacai

STU - **SEPTEMBER 6TH, 2011**
Nice tutorial. Needs updating though... By which I mean just use a fresh install of FlashDevelop 4 Beta. It includes the SDKs and "one-button" packaging to an .apk file, and has a nicer new Android project setup.

FREEZEEE - **OCTOBER 3RD, 2011**
thank's bro, its very useful 😊

BABIS - **OCTOBER 6TH, 2011**
Thanks it is working.
How can i choose flash player 6 ?
The options i have starts from 9.

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1 PLUS 1 ? (REQUIRED):

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