

How to publish a mobile application

You create AIR for Android and AIR for iOS mobile applications with Adobe Flash Professional by working in a FLA file. These documents have a .fla extension and you can open and edit the in Flash.

For people to install your app on their mobile devices, they need access to a valid installation file. You create this file by opening your finished FLA document and publishing the mobile application. You use the Publish Settings dialog box or the Publish Settings section in the document Properties panel to specify which formats to publish.

Note: In this guide, you confirm publish settings and then publish the application. For information on creating a new mobile application document and specifying application settings, see the guide “How to set up a mobile application file.” For more information on Flash publish settings, see the guide “How to publish a Flash document.”

Confirming publish settings

When you created your mobile application file, you specified application and publish settings. When you are finish creating the application in Flash, you can view and confirm these settings before publishing.

To confirm publish settings:

1. Open the FLA document used to create your mobile application.
2. Make sure nothing on the Stage is selected and, in the Properties panel, click Publish Settings.
The Publish Settings dialog box appears (**Figure 1**).
3. Make sure that only Flash (.swf) is selected in the Publish list on the left. You don't need to publish an HTML wrapper or other files for the mobile application.
4. Confirm the Target and Script settings for the application (**Figure 2**).

The Target should list the name of the application type you're publishing. For a Flash mobile application, this is either AIR 3.2 For Android or AIR 3.2 For IOS.

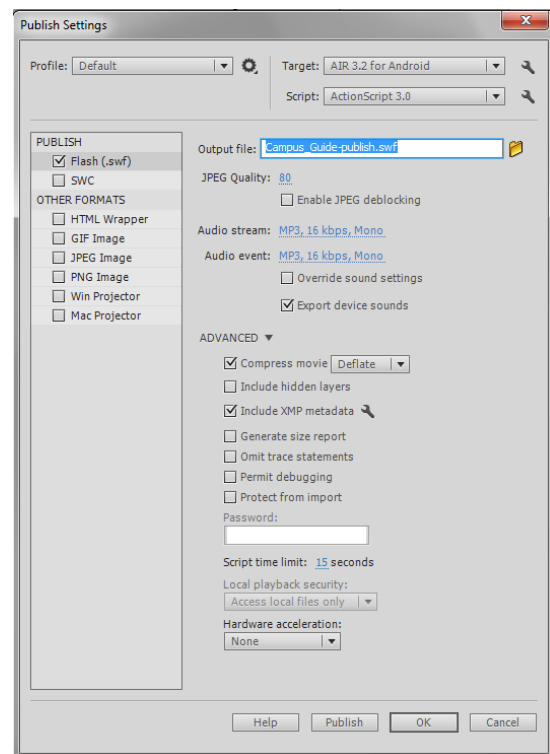


Figure 1 Publish Settings dialog box

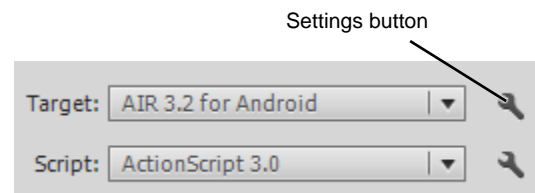


Figure 2 Target and Script settings in the Publish Settings dialog box

5. Click the Settings button (**Figure 2**).

Note: This button is labeled Edit Application Settings in the Properties panel.

The AIR For Android Settings or AIR For IOS Settings dialog box appears, with the General tab selected (**Figure 3**). The options differ depending on which type of mobile application you're publishing.

If you're publishing for Android devices, the output file has the .apk filename extension. If you're publishing for iOS devices, the extension is .ipa.

6. Confirm the General application settings and then click the Deployment tab.

The Deployment tab (**Figure 4**) shows the security certificate for the application. You created this when you set up your application.

7. Enter the password for the certificate and select Remember Password For This Session.

The remaining options on the Deployment differ depending on which type of mobile application you're publishing. You can publish Android apps as a Device release, Emulator release, or Debug release. You can choose to embed the AIR runtime or direct users where to download AIR when they install the application.

If you want Flash to automatically copy the application to an Android device after publishing, you can connect the device by USB cable and select Install Application On The Connected Android Device.

If publishing for iOS, you'll also need to include your Provisioning Profile and App ID. For iOS apps, you specify which type of deployment you want, such as device testing, device debugging, or publishing to the Apple App store.

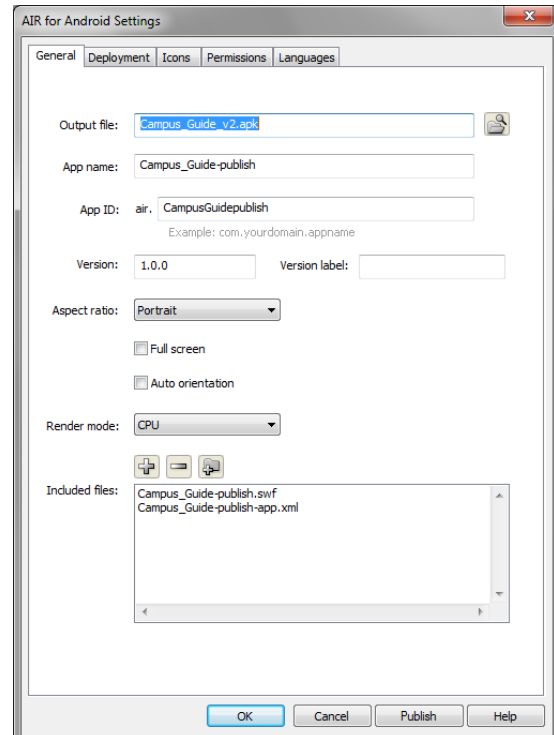


Figure 3 AIR For Android Settings dialog box, General tab

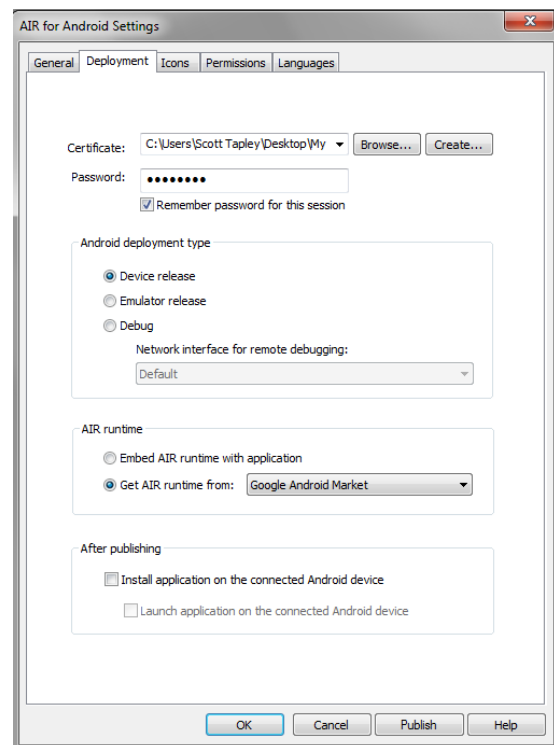


Figure 4 AIR For Android Settings dialog box, Deployment tab

8. Select the Icons tab and confirm that you've selected icons for the application.

The Icons tab shows the icons you've selected to associate with the application (**Figure 5**). If you have not selected icons for the application, you can do that here.

9. Select the Languages tab and confirm the supported languages.

The Languages tab lists languages you can support in the application (**Figure 6**).

Notice you can publish from the AIR For Android Settings (or AIR For IOS Setting) dialog box by clicking Publish.

10. Click OK to confirm the application settings and close the dialog box.

You return to the Publish Settings dialog box. You can also publish the application here by clicking Publish.

Before you publish, it's a good idea to test the application.

11. Click OK to confirm your publish settings and close the dialog box.

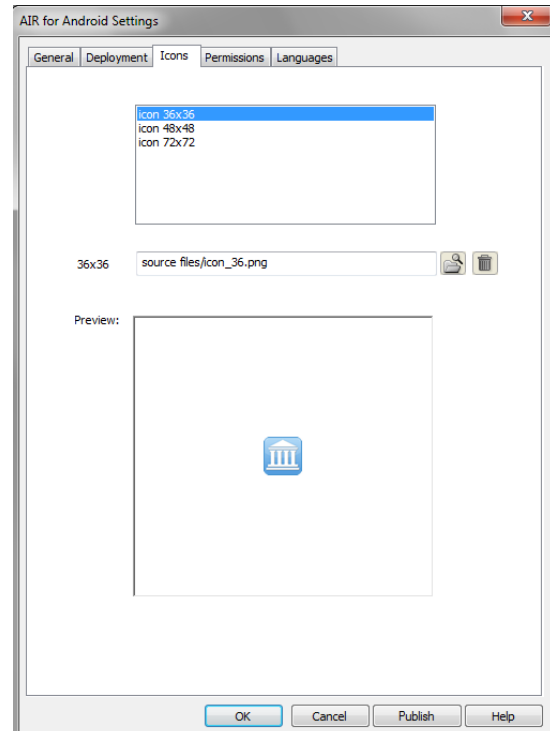


Figure 5 AIR For Android Settings dialog box, Icons tab

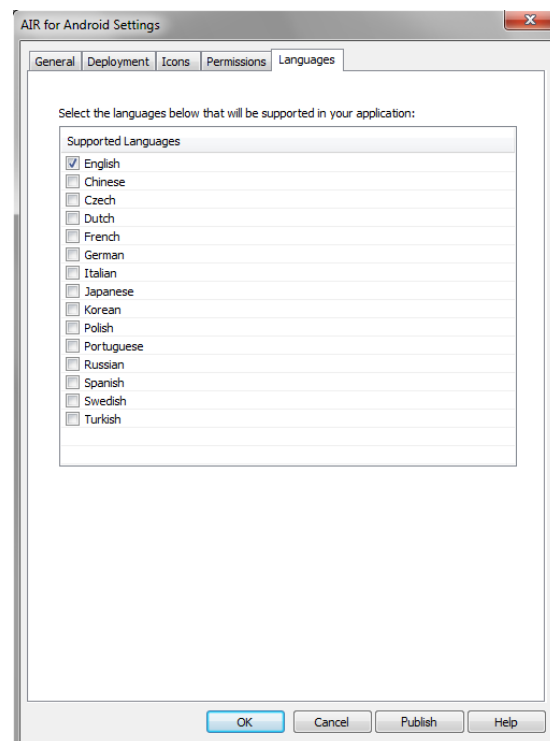


Figure 6 AIR For Android Settings dialog box, Languages tab

Testing and publishing the application

Before you publish the application, you can test it on your computer or on a mobile device that is connected to your computer by USB and has USB debugging enabled.

When you test the application on your computer, Flash opens the app in a preview window and starts the Simulator. The Simulator is a device emulator that you can use to test mobile features such as accelerometer, touch screen, and geolocator. For more information on using the Simulator, see the guide “How to test a Flash project.”

In the following steps, you test the application on your computer and then publish it.

To test and publish the application:

1. Choose Control > Test Movie > In AIR Debug Launcher (Mobile).

The application opens in the Device preview window (**Figure 7**) and the Simulator appears (**Figure 8**). You can use the sliders in the Simulator or change values in the Accelerometer, Touch And Gesture, and Geolocation sections to simulate common mobile application features.

2. Test the buttons, navigation, and any other features in the application.
3. Close the Device preview window.

Closing the Device preview window closes the Simulator automatically.

4. Select File > Publish to publish the application with the settings you specified.

The APK (Android) or IPA (iOS) application files are added to the project folder you specified.

Use these files to deploy and install the application on the target mobile devices.



Figure 7 Device preview window

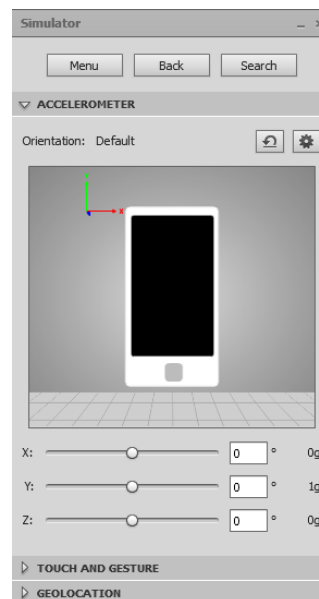


Figure 8 Simulator