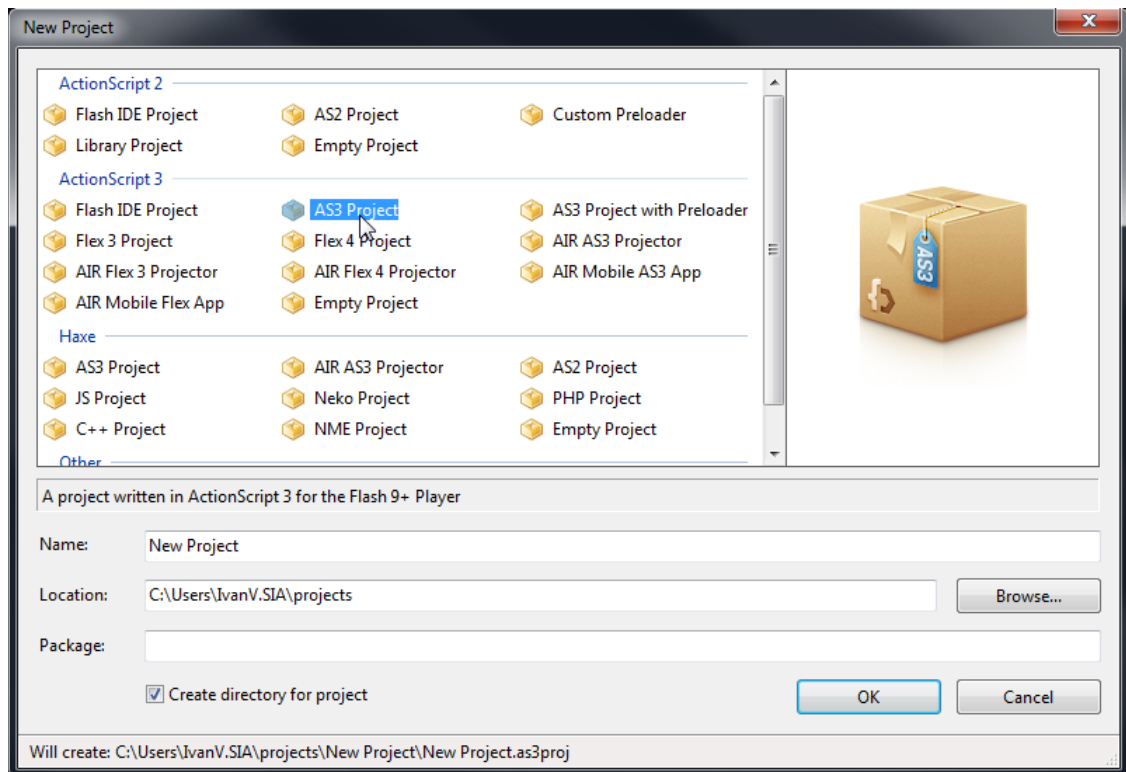


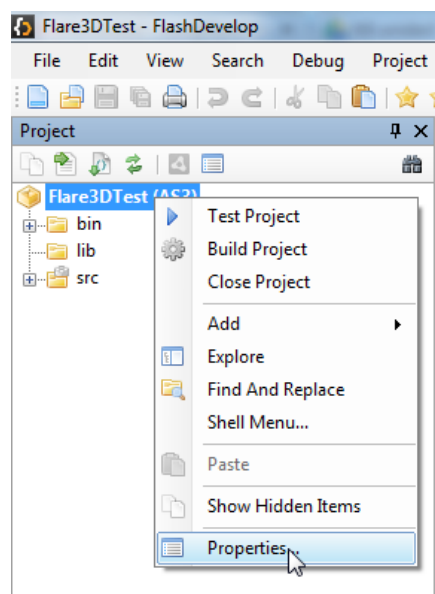
Getting Started with Flare3D and FlashDevelop

In this guide we'll learn how to configure a FlashDevelop project to use Flare3D 2.5. This guide was written using FlashDevelop 4.2 RTM as reference so some things might look slightly different depending on your version.

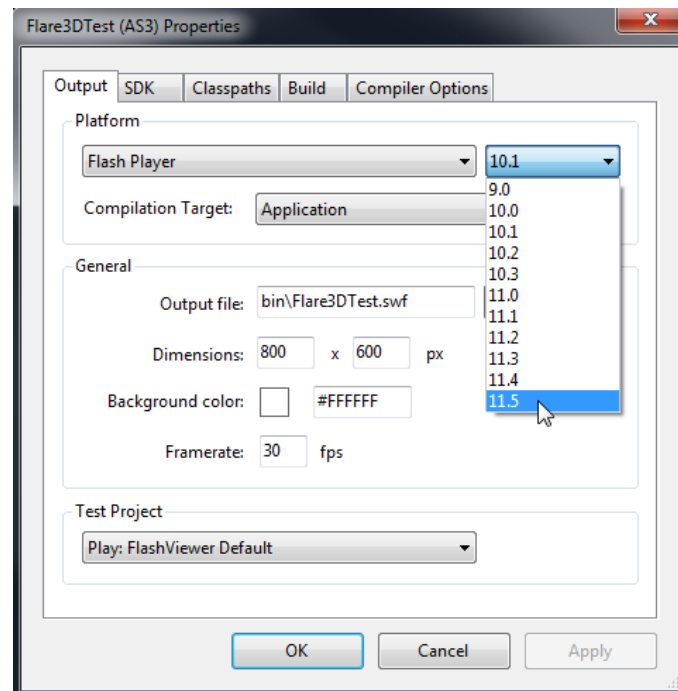
Let's start by creating a new AS3 project:



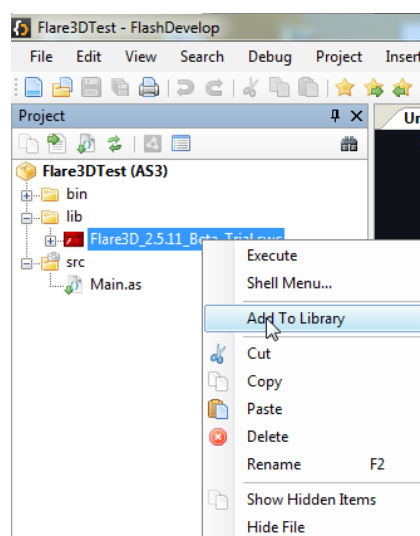
Once created, right-click the project on the project explorer and select Properties:



Now we have to select the target Flash Player version. Remember that for Flare3D to function properly, we must target Flash Player 11 or above:



That's it for the project configuration, now we have to link against the Flare3D runtime library. Just copy the SWC file to the "lib" folder of your project, right-click it and select "Add To Library":

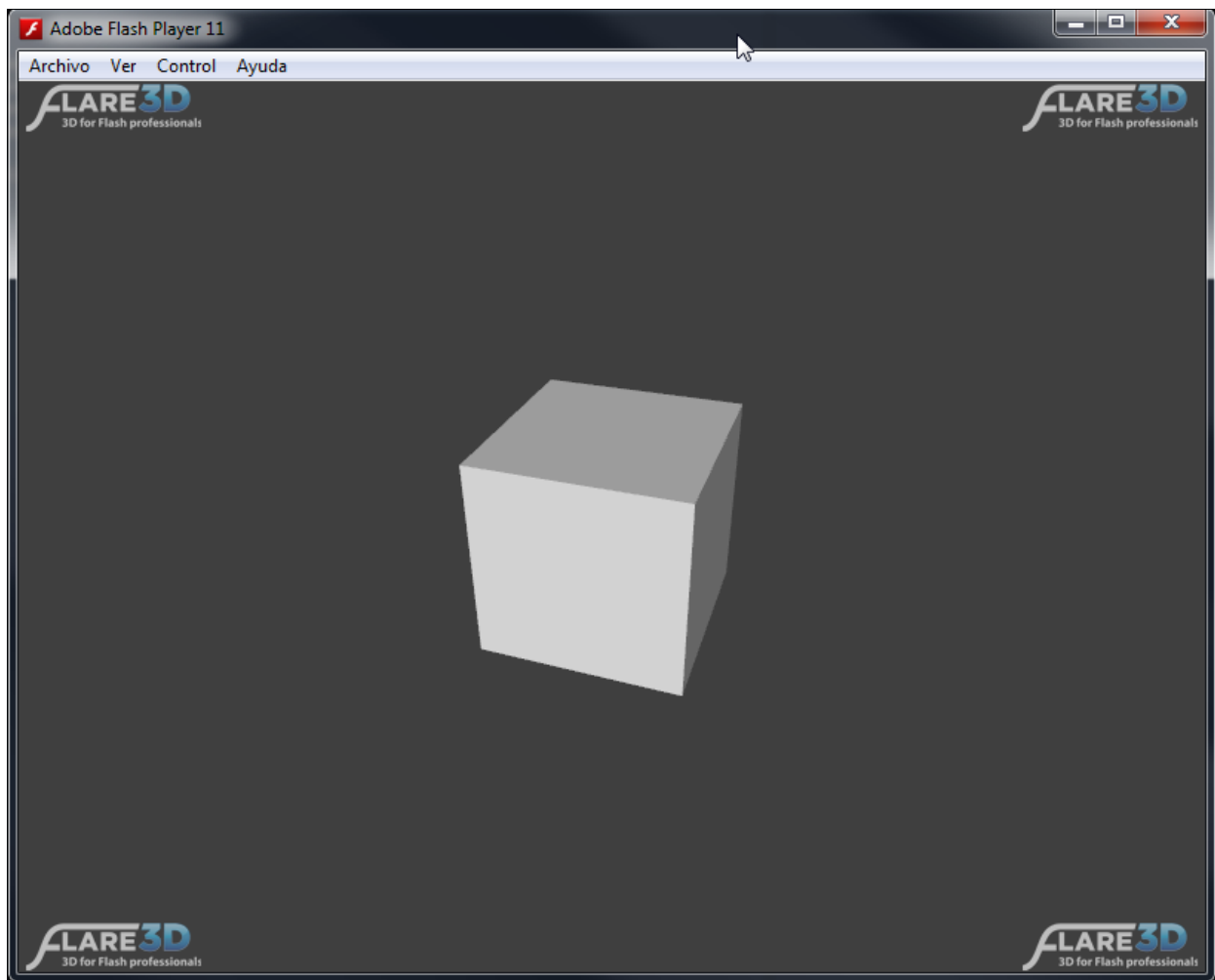


And that's it. We can now start writing our AS3 code, just make sure your Main class looks similar to this:

```
1. package
2. {
3.     import flare.basic.*;
4.     import flare.primitives.*;
5.     import flash.display.*;
6.
7.     public class Flare3DTest extends Sprite
8.     {
9.         private var scene:Scene3D;
10.
```

```
11.         public function Flare3DTest():void
12.         {
13.             scene = new Scene3D( this );
14.             scene.camera.setPosition( 10, 20, -30 );
15.             scene.camera.lookAt( 0, 0, 0 );
16.             scene.addChild( new Cube() );
17.         }
18.     }
19. }
```

Compile and run and you should see something like this:



If you can see this then congratulations! You just finished configuring your new Flare3D-powered project. [Head to our wiki](#) to learn how to get the most out of Flare3D or [check out our forums](#) to get the latest news, ask questions or interact with the community.