



Adobe® Flash® Builder™ 4 for Adobe® LiveCycle® ES2 Developers

What does the Flash Builder 4 release mean to LiveCycle ES developers?

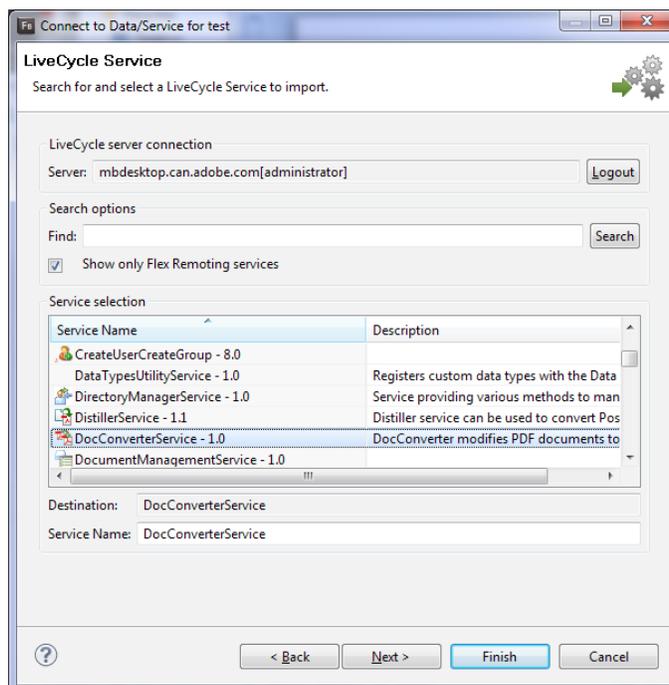
Introduction

In March of 2010 the Adobe Flex team released the latest version of Adobe® Flash® Builder™ 4 (formerly Adobe Flex® Builder™). The name changed due to the fact that the Flex Engineering teams wanted to reflect the expanded role of the software. Flash Builder 4 will be used by Flex developers creating MXML and ActionScript applications. ActionScript developers will use Flash Builder 4 to build software targeted for mobile devices along with a full breadth of audiences and additional use cases. While most of the features are highlighted on the [Flex Developer Center](#), this document will highlight some of the dramatic improvements in Flash Builder 4 that directly impact enterprise developers.

LiveCycle ES2 Service Discovery Plug-in

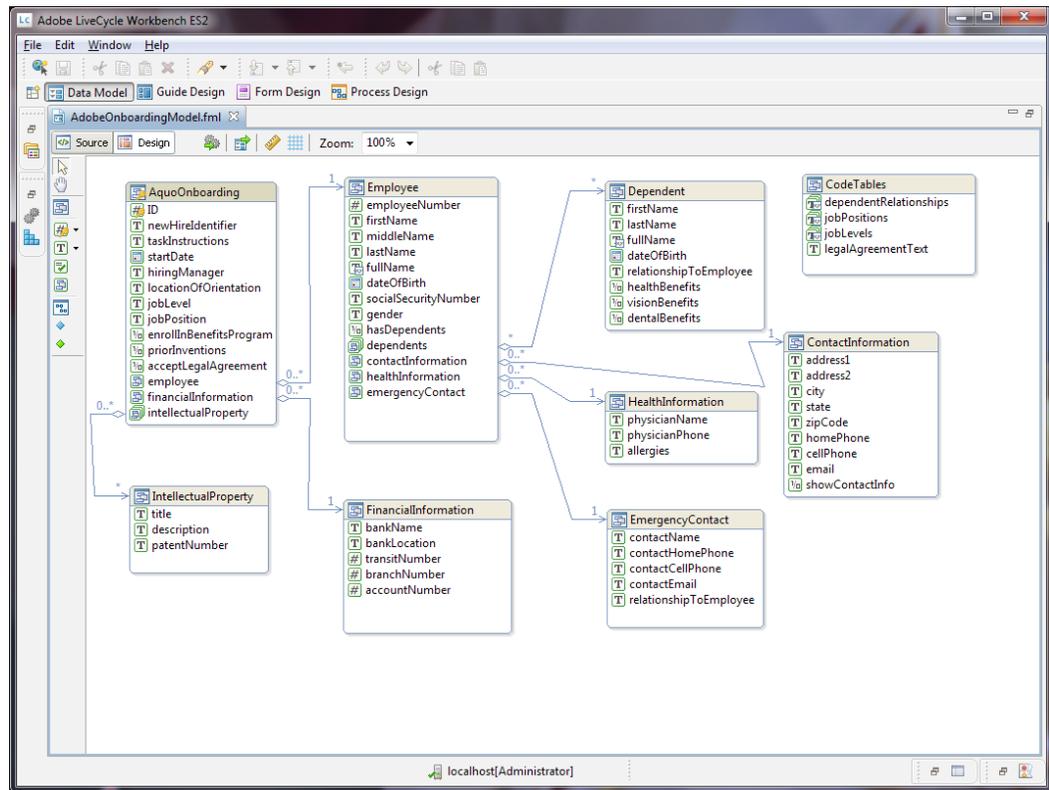
The Discovery Plug-in provides the gateway between Adobe® Flash® Builder™ 4 and Adobe® LiveCycle® ES2. It facilitates the connection between expressive and engaging rich internet applications (RIAs) and your enterprise back-end systems.

The biggest challenge enterprise developers face when creating enterprise RIAs is connecting them to the enterprise infrastructure. While LiveCycle ES has always provided remoting endpoints to access services and processes, Flex developers had to be aware of those endpoints and their attributes to be able to write the ActionScript required to consume them. With the LiveCycle ES2 Service Discovery Plug-in for Flash Builder 4, developers can easily browse all available services and processes in a given LiveCycle ES2 instance. Once the desired service has been located, the Plug-in will introspect the service and auto-generate the ActionScript code (stubs) to consume that service.



Adobe Application Modeling Plug-in

The Adobe Application Modeling Plug-in is a must have for enterprise developers that are using LiveCycle Data Services ES2. Like other data modeling technologies, the Adobe Application Modeling technology enables developers to describe entities, attributes and their relationships. The difference is that Adobe Application Modeling technology includes the ability to define model logic and service access.



ADOBE TV

You can see this feature in action in an Adobe TV episode called [LiveCycle ES2 – Introduction to Developers](#)

Resources

- [Service Discovery plug-in](#)
- [Application Modeler plug-in](#)
- [The LiveCycle Product Blog](#)
- [Adobe LiveCycle Café](#)

This tool enables enterprise developers to achieve true separation of the application view from the data model. Using the Adobe Application Modeling Plug-in provides the ability to define the data model as well as bind that model to the visual components. At runtime, your application will automatically enforce the data model behaviors such as mandatory fields, calculated totals or even execute a web service call. Adobe has embraced this technology for Guides within LiveCycle ES2. Workbench also includes the Adobe Application Modeling Plug-in to support the creation of data models used in Guide Builder.

A demonstration of the Adobe modeling plug-in for Adobe Flash Builder™ is located on the [LiveCycle Data Services ES2 Developer Center](#).

Feedback

We welcome your comments. Please send any feedback on this technical guide or suggestions for other topics to: LCES-Feedback@adobe.com



Adobe Systems Incorporated
345 Park Avenue
San Jose, CA 95110-2704
USA
www.adobe.com

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