



Adobe LiveCycle Mosaic ES2 Debug Guide

Project:	Debugging Mosaic
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Status:	Second Release

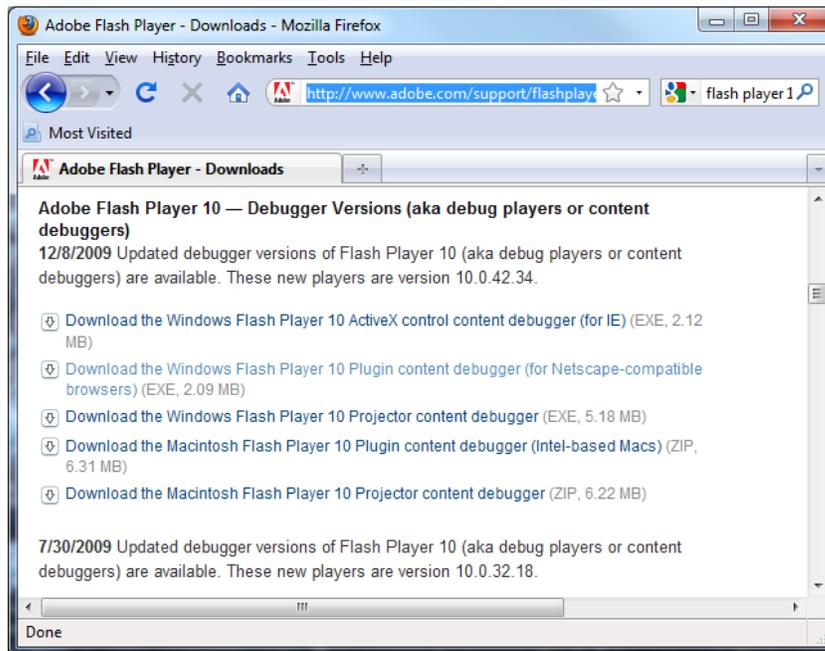
Debugging Mosaic with Flash Builder 4 or Flex Builder

One of the most powerful features of the Mosaic framework is the ability for tiles to share data. Testing this inter-tile communication, however, requires that you debug with all relevant tiles running at the same time.

This document shows how to configure your IDE (Eclipse, Flex Builder 3 or Flash Builder 4) to debug with the entire application running – allowing you to test inter-tile communication.

1.1 Setting up the IDE

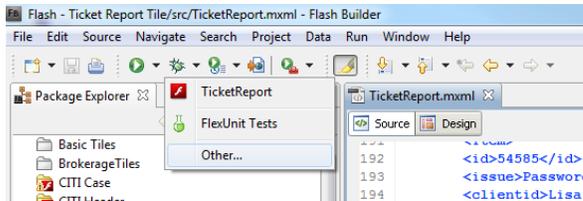
1. If you haven't already, install the debugger version of Flash Player.
<http://www.adobe.com/support/flashplayer/downloads.html>.



This allows you to have stop points, check variables, etc. Since you point the debugger to the application URL you can also test interactions with other tiles.

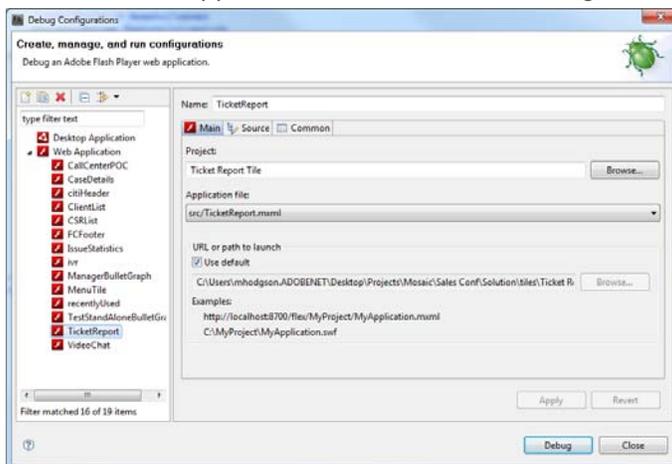
2. Open Flex Builder 3 or Flash Builder 4.
3. Open the project that contains the Tile(s) you would like to debug.
4. Click on the drop-down arrow beside the bug icon in the tool bar.

5. Select “Other...”

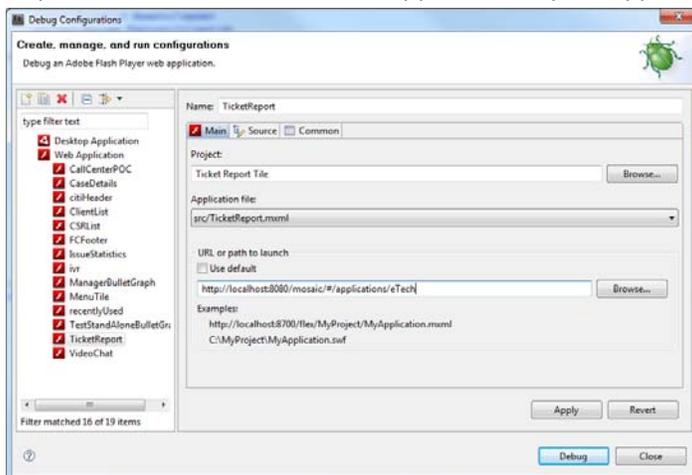


6. Find your tile name (will be the same name as your MXML file) in the list on the left hand side.

Note: If it doesn't appear, right click on the list and choose new. Then make sure your tile is selected in the Application File field as in the image below (this image is taken from Flash Builder 4)



7. Deselect the Use default check mark in the “URL or path to launch” section
8. Change the URL to point to the browser version of your application. This is usually `http://localhost:8080/mosaic/#/applications/{your app name}`



9. Click Apply.

1.2 Use the IDE for Debugging

1. Make changes to your code as needed
2. Deploy it to the server (using ANT). Remember to re-deploy your tiles, catalogs and applications after making modifications. Otherwise they will be out of synch and you won't be testing your code changes.
3. Test it from the Flex/Flash Builder.