Release Notes: Adobe® Creative Suite® Extension Builder 1.5

document revision 2

This SDK provides the information you need to develop Creative Suite extensions for CS5 and higher, using Adobe Creative Suite Extension Builder 1.5.

Legal

You may use this SDK only in a manner consistent with the license agreement. Other notices, terms and conditions pertaining to third-party software can be found at http://www.adobe.com/go/thirdparty.

What's New

These new features are available in Creative Suite Extension Builder 1.5:

- ▶ **CS5.5 extension development**: Develop extensions for both CS5 and CS5.5.

- ▶ **Enhanced hybrid extension developer workflows**: Hybrid extensions incorporate C/C++ plug-in components. You can now use the Bundle Manifest Editor to define components of hybrid extensions, and export hybrid extensions using the Export wizard.

- ▶ **Profiling support**: Use the Flash Builder Profiler to examine a CS extension while it is running to find memory leaks or performance bottlenecks.

- ▶ **Library updater**: Download updates to Extension Builder libraries, or pick up new ones as they become available.

- ▶ **XMP support**: This release offers additional tools for integrating XMP metadata into your extension:

  - ▷ **XMP FileInfo**: Develop Creative Suite XMP FileInfo panels using the Adobe XMP FileInfo SDK.

  - ▷ **XMP Namespace Designer** (BETA in this release): Define custom XMP namespaces and generate libraries and Adobe XMP FileInfo panels for working with them.

Development environment

- ▶ Supported operating systems (currently under test; future requirements may be different)

  - ▷ Microsoft Windows XP with Service Pack 2 or higher

  - ▷ Microsoft Windows Vista

  - ▷ Microsoft Windows 7

  - ▷ Mac OS 10.5.8 or higher

- ▶ Supported development environment

  - ▷ Adobe Flash Builder 4.6, 4.5 (recommended) or 4.

  - ▷ You can use the standalone (recommended) or plug-in version of Adobe Flash Builder .

Installation

Creative Suite Extension Builder is provided as a ZIP archive of a local Eclipse update site. To use the provided ZIP archive, uncompress it and point your Eclipse environment at the folder as a Local update site.

You can install Extension Builder into Flash Builder 4 or 4.5. Both Flash Builder standalone and plug-in versions are supported.

▶   We recommend Flash Builder 4.5 standalone.

▶   If you update Eclipse to use the Flash Builder 4.6 plug-in, you must also update the Creative Suite Extension Builder plug-in at the same time.

▶   If you use the Flash Builder 4 plug-in, you must use Eclipse 3.5.1 with Flash Builder 4. In Mac OS, you must use a Carbon build of Eclipse 3.5.1.

▶   If you use the Flash Builder 4.5 plug-in, use Eclipse 3.6.

Installing into Flash Builder standalone

You can download Flash Builder from http://www.adobe.com/products/flashbuilder/. Install it according to instructions.

To install the Creative Suite Extension Builder plug-in into Flash Builder 4 , 4.5, or 4.6 standalone:

1.   In Flash Builder, choose Help > Software Updates > Find and Install.

2.   In the Install/Update wizard, select "Search for new features to install" and click Next.

3.   Click New Local Site and browse to the local copy of the SDK.

4.   Name the site Extension Builder 1.5 and click OK.

5.   When prompted, select all available updates from the local site you just created.

6.   Click Next, accept the license agreement, and click Next again.

7.   Select all features and click Next.

8.   Accept the default location and click Finish.

9.   Restart Flash Builder as recommended.

Installing into Eclipse with Flash Builder plug-in

Download Flash Builder 4, 4.5, or 4.6 Plug-in for Eclipse from http://www.adobe.com/products/flashbuilder/.

▶   To install Eclipse and the Flash Builder plug-in:

1.   Download and install Eclipse Classic 3.6 (for Flash Builder 4.5 or 4.6) or Eclipse Classic 3.5.1 (for Flash Builder 4).
     In Mac OS, you must download the Carbon build of Eclipse 3.5.1, or the Cocoa build of Eclipse 3.6.

2.   Increase the memory allocated to Eclipse.

    ▷   Set your the Eclipse maximum memory usage to allow at least 1024 Mb, by setting the property "-Xmx1024m" in the `eclipse.ini` file (in the same folder as the executable, `eclipse.exe`).

    ▷   In Mac OS, look inside the package folder by invoking Show Package Contents for `Eclipse.app` and navigating to Contents > MacOS.

3.   Install the Flash Builder plug-in into Eclipse.

▶   To install the Creative Suite Extension Builder plug-in into Eclipse with Flash Builder plug-in:

1.   Expand the Extension Builder zip archive into a folder, called, for example, `SDKROOT`.

2.   In Eclipse, choose Help > Install New Software.

3.   In the Install dialog, click Add.

4.   In the Add Site dialog, click Local and add the folder `SDKROOT` as a local Eclipse update site.

5.   Name the site Extension Builder 1.5 and click OK to confirm the changes.

6.   Select the new Extension Builder 1.5 site in the "Work with" field.

7.   Select all the Adobe Creative Suite Extension Builder components, and click Next to confirm the selection.

8.   In the Install Details review dialog, click Next to confirm that you want to install all the components listed.

9.   Accept the terms of license agreements and click Finish.

10. Restart Eclipse as recommended.

Accessing Creative Suite Extension Builder

Once the plug-ins have been installed, you can access the Creative Suite Extension Builder start page from within the development environment.

When you close the default Welcome screen and switch into CS Extension Builder perspective (**Window > Perspective > Other > CS Extension Builder**), you see the Creative Suite Extension Builder start page. This page contains links to the documentation and samples, and other useful resources. To launch the start page at any time, choose **Help > CS Extension Builder Start Page**.

In the CS Extension Builder perspective, Adobe Creative Suite Extension Builder appears in the contents side bar.

SDK Documentation

The documentation set includes a *Getting Started Guide*, *Programmers Guide* and *API References*. From the start page, click the links to documentation. To launch the documentation directly from the application menu, choose **Help > Help Contents > Adobe Creative Suite Extension Builder**.

▶   For instructions on how to set up a development environment, see the *Getting Started Guide*.

▶   For more detailed information about developing Creative Suite extensions, see the *Programmer's Guide*.

▶ For complete syntax details of all classes and functions, see the *API References*.

Known Issues

The following known issues may affect development. Workarounds are described if applicable. Please check this list of issues before reporting bugs through the prerelease site.

ISSUE: "Mac OS only: Photoshop calls accessing DOM via HBAPI failing from listeners for events like timer or network I/O events" (#2584580).

> **WORKAROUND:** See the related Creative Suite SDK [cookbook](#).

ISSUE: "HostObject.mainExtension is unavailable in Illustrator when using Attach workflow" (#2597809).

> **WORKAROUND:** Use Debug workflow if your code depends on `HostObject.mainExtension`.

ISSUE: "Drag-and-drop throws an exception at the beginning of drag but can successfully complete when run in release mode" (#2571469).

> **WORKAROUND:** Test extension drag-and-drop functionality in release mode.

ISSUE: "[Mac only] Attaching to CS5 and CS5.5 in same ExtBuilder lifecycle causes crash on exit" (#2779127).

> **WORKAROUND:** Ignore crash on exit, or only use Attach As with one version of the Creative Suite in one Extension Builder lifecycle.

ISSUE: "Some Extension Builder 1.5 features not available to Extensions created with 1.0" (#2817263).

> **WORKAROUND:** Projects created with 1.0 must be cleaned and rebuilt in Extension Builder 1.5 before you can access the full Extension Builder 1.5 context menu.

ISSUE: "FileInfo always launches into CS5.5, user should be offered choice" (#2815445).

> **WORKAROUND:** Manually launch the CS5 application after selecting Run As.

ISSUE: "When you edit the Target Apps or Min/Max CS Versions in the Bundle Manifest Editor and save changes, CSAWLib versions on the build path are silently changed to the minimum target version" (2820201).

> **WORKAROUND:** If you are working on a project that targets both CS5 and CS5.5, and you want to use the CS5.5 CSAW libraries, avoid using the Bundle Manifest Editor to change the target applications or minimum and maximum CS versions.

ISSUE: "Export of Adobe Bridge extension fails" (#2821241).

> **WORKAROUND:** For Adobe Bridge extensions, manually export the package using the Packaging and Signing Toolkit. For more information, see the Adobe Bridge-specific product guide in the Extension Builder help.

ISSUE: "Debug As fails if target application is already running" (#2816617).

> **WORKAROUND:** Before using Debug As, ensure the target suite application is not already running.

ISSUE: "FileInfo projects should only have Run As context menu items" (#2815439).

> **WORKAROUND:** Do not attempt to use Debug As or Profile As menu items for FileInfo panel projects.

ISSUE: "XMP Namespace Designer editor allows the user to enter property names that result in compiler errors" (#2819612).

> **WORKAROUND:** Do not enter ActionScript keywords as property names. Check for compiler errors in generated Flex library when entering property names.

ISSUE: "New project wizard allows you to use ActionScript keywords in package name" (#2821599).

> **WORKAROUND:** Do not create projects with ActionScript keywords as package names.

ISSUE: "Trying to run a project with an invalid manifest raises a null pointer exception" (#2769563).

> **WORKAROUND:** Fix invalid manifest warnings before running the extension.

ISSUE: "Launching FL CS5 whilst running Flash Builder launches both FL CS5 and FL CS5.5" (#2797283).

> **WORKAROUND:** Ignore unwanted Flash Pro CS5.5 instance.

ISSUE: "Design View does not reflect the theme" (#2821652).

> **WORKAROUND:** No workaround available.

ISSUE: "XMP FileInfo projects require Flex 3.3-3.5 SDK, but these are not installed by default in Flash Builder 4.5" (#2830148).

> **WORKAROUND:** Download and install Flex 3.5 SDK into Flash Builder 4.5.

ISSUE: "Flash Builder 4.5 Appearance panel fails to open if your project uses the default theme" (#2837417).

> **WORKAROUND:** Set your project to a non-default theme, or do not use Appearance panel (which is, in any case, of limited use for projects built with Extension Builder 3.4 SDK).

ISSUE: "Library Updates panel in CS Extension Builder Preferences requires download folder to exist" (#2838203).

> **WORKAROUND:** If you have not yet downloaded any library updates through the CS Extension Builder Libraries Properties page, click Cancel to exit the Preferences page and do not navigate to it until you have downloaded a library update.

ISSUE: "Export Wizard throws a null pointer exception if you try to export without entering a password" (#2838978).

> **WORKAROUND:** Enter a password for your certificate when using the Export wizard.