

## Goal: Make a Flixel Project Template

- Requirements
  - I can choose the name of the project, and this is reflected in the project's folder name.
  - bin/ and src/ directories are created, as well as src/game/levels, etc.
  - Main.as, PlayState.as and Preloader.as are created
  - External build target uses mxmhc with proper options
  - Template appears in Xcode New Project window with proper Description.
  - Template uses Flixel icon
- Default Project Templates are stored in /Developer/Library/Xcode/Project Templates/.
- (A side note: /Developer/Platforms/iPhoneOS.platform/Developer/Library/Xcode/File Templates/.)
- The template name that appears in New Project is named after the folder name.
- Under New File, there's a "Configuration Settings File" whose icon looks exactly like those pbxproj files. They're found inside the Xcode project file. Use "Show Package Contents" to view them. **I wonder what they're for?**
- Try this:
  - New empty project in Xcode, set up directories, .as files and build target.
  - Name a new folder "Flixel Game" in the user template directory (see blog post).
  - Move or copy all files to this folder except the build folder. (Default Project Templates do not have a build/ directory.)
  - Rename Xcode project file \_\_\_PROJECTNAME\_\_\_.xcodeproj
  - Right-click on the Xcode project file and click "Show Package Contents." Launch Property List Editor, create Description key with the string, "This project builds a Flixel-based SWF file with mxmhc," save as TemplateInfo.plist somewhere\*, and then move into .xcodeproj bundle. \* You can't save it directly into the bundle.
  - Get a Flixel pic and move it into the bundle. Rename it "TemplateIcon.icns."
    - I had to use the Icon Composer (located in /Developer/Applications/Utilities/). Drag a big PNG file into the big box, and into the smaller boxes, and use Pixen to create a 16x16 icon. Save as icns. Move into project bundle.
  - Try to compile.
  - Use /usr/bin/open with Flash Player 10?