

FlashLog Plugin

Plugin Information

View FlashLog [on the plugin site](#) for more information.

Captures Adobe Flash Player logs during a Hudson build in order to save them as build artifacts. Useful to debug unit tests or integration tests.

Description

This plugin hooks up to the location where Flash Player is storing the logs and records only what has been logged during a Jenkins build.



Last Successful Artifacts

- [flashlog.txt](#)

Clicking on flashlog.txt will give you the logs:

```
Property canClose set to false
Testing [class ModuleViewLoaderMXMLTest]
Testing [class CompositeModuleDescriptorLoaderTest]
Testing [class ModuleDescriptorLoaderTest]
Testing [class DescriptorLoaderImplTest]
Testing [class ModuleViewLoaderTest]
Testing [class ModuleViewLoader2Test]
Running tests using Flexunit4
FlexUnit4: Test testModuleLoadingWithProgress in org.:
Running 9 tests
```



Note

Make sure you install the [debugger version of the Flash Player](#), otherwise Flash Player won't log anything.

Plugin configuration options

At job level

- This build generates Flash/Flex apps and I want to capture flash player log during build

When checked, the plugin will save the logs generated by Flash Player, into the artifacts of the current build.
NOTE: You must have the debugger version of the Flash Player installed.

At node level

In very rare cases in which the plugin might not identify the exact location where Flash is recording the logs, you can define a custom path to the flashlog.txt file.

- Specify a custom path to locate Flash Player's log

Absolute path pointing to the location of the file that container flash player logging information. This plugin uses the default paths specified by this [document](#).

And you can also opt not to save the logs for some nodes, even if the project is configured to save the logs.

Don't save flashlog on this node



When this is set, flash log information won't be saved on this node, even if the job is configured to save. This mechanism is useful to avoid capturing flash log where it doesn't make sense.