

# Set up your environment

## Step 1

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First you have to create a UX module if you don't have already one.

## Step 2

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Then at the root of the **src/rc** folder of the module, create the file **active.flex.js** :

**src/rc/active.flex.js**

```
define({  
  widgets: {  
    // Define yours widgets here.  
  },  
});
```

## Step 3

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The UX views runs with RequireJS, so your files have to be AMD modules. You can develop directly in AMD style or you can (like the examples of this tutorial) use ES Module style, but in this case you need to configure Babel.js to transpile your code in AMD.

## Step 4

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Also, if you want to use JSX (it's recommended) you need to configure Babel to transpile it.

To develop a Flex Widget you need to know JavaScript basics, React and eventually BajaScript.