

Mac 电脑搭建 Flutter los 环境以及让 Flutter 运行在 ios 设备上

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一、准备工作

- 1、升级 Macos 系统为最新系统
- 2、安装最新的 Xcode
- 3、电脑上面需要安装 brew https://brew.sh/

二、下载 Flutter、配置 Flutter 环境变量、配置 Flutter 镜像

1、下载 Flutter SDK



https://flutter.dev/docs/development/tools/sdk/releases?tab=macos

2、把下载好的 Flutter SDK 随便减压到你想安装 Sdk 的目录如

/Users/aisheng/flutter mac/flutte



3、把 Flutter 安装目录的 bin 目录配置到环境变量,然后把 Flutter 国内镜像也配置到环境 变量里面

vim ~/.bash_profile

export PATH=/Users/aishengwanwu/flutter_mac/flutter/bin:\$PATH

export PUB_HOSTED_URL=https://pub.flutter-io.cn

export FLUTTER_STORAGE_BASE_URL=https://storage.flutter-io.cn

source ~/.bash_profile

flutter -h 如果能出来一些命令说明 flutter sdk 配置成功。

注意如果配置完成后输入 flutter -h 告诉你 flutter 不是内置命令之类的错误的话,可能 sdk 没有配置成功,也可能 sdk 下载的时候没有下载全



三、运行 flutter doctor 命令检测环境

第一次运行 flutter doctor 的时候会提示下面错误



X libimobiledevice and ideviceinstaller are not installed. To install with Brew, run: brew update brew install -- HEAD usbmuxd brew link usbmuxd brew install -- HEAD libimobiledevice brew install ideviceinstaller X ios-deploy not installed. To install: brew install ios-deploy X CocoaPods not installed. CocoaPods is used to retrieve the iOS platform side's plugin code that responds to your plugin usage on the Dart side. Without resolving iOS dependencies with CocoaPods, plugins will not work on iOS. For more info, see https://flutter.dev/platform-plugins To install: brew install cocoapods pod setup



四、 配置 Flutter los 环境

1、如果电脑上面没有安装 brew 的话首先第一步需要安装 brew

https://brew.sh/

/usr/bin/ruby -e "\$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"



2、分别执行下面命令

sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer brew update brew install --HEAD usbmuxd brew link usbmuxd brew install --HEAD libimobiledevice brew install ideviceinstaller brew install ios-deploy brew install cocoapods pod setup

sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer



```
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```

```
Last login: Mon May 20 23:23:48 on ttys001
[aisMac-mini:~ itying$ sudo xcode-select --switch /Applications/Xcode.app/Content]
s/Developer
[Password:
aisMac-mini:~ itying$
```

brew update

aisMac-mini:~ itying\$ brew update

Updated 1 tap (homebrew	/core).		
==> New Formulae			
appstream-glib	imapsync	libzt	
==> Updated Formulae			
akka		micronaut	
aliyun-cli		mighttpd2	
amazon-ecs-cli		minio	
ammonite-repl		minio-mc	
angular-cli		mkvtoolnix	
apache-archiva		mmark	
app-engine-python		mmseqs2	
arpack		mongoose	
artifactory		mpck	
asciidoctorj		mpd	
asdf		mplayer	
aspectj		mruby	
atlassian-cli		msmtp	
auditbeat		mtools	

brew install --HEAD usbmuxd

```
aisMac-mini:~ itying$ brew install --HEAD usbmuxd
==> Installing dependencies for usbmuxd: autoconf, automake, libtool, pkg-config
, libplist and libusb
==> Installing usbmuxd dependency: autoconf
==> Downloading https://homebrew.bintray.com/bottles/autoconf-2.69.mojave.bottle
==> Downloading from https://akamai.bintray.com/97/9724736d34773b6e41e2434ffa28f
###########
62.1%
###########
=>> Pouring autoconf-2.69.mojave.bottle.4.tar.gz
==> Caveats
Emacs Lisp files have been installed to:
 /usr/local/share/emacs/site-lisp/autoconf
==> Summary
/usr/local/Cellar/autoconf/2.69: 71 files, 3.0MB
==> Installing usbmuxd dependency: automake
1
```



brew link usbmuxd

```
aisMac-mini:~ itying$ brew link usbmuxd
Warning: Already linked: /usr/local/Cellar/usbmuxd/HEAD-873252d
_1
To relink: brew unlink usbmuxd && brew link usbmuxd
aisMac-mini:~ itying$
```

brew install --HEAD libimobiledevice

```
aisMac-mini:~ itying$ brew install --HEAD libimobiledevice
Updating Homebrew...
==> Installing dependencies for libimobiledevice: gdbm, openssl
, readline, sqlite, xz, python, libxml2 and libtasn1
==> Installing libimobiledevice dependency: gdbm
==> Downloading https://homebrew.bintray.com/bottles/gdbm-1.18.
```

brew install ideviceinstaller ios-deploy cocoapods

```
aisMac-mini:~ itying$ brew install ideviceinstaller ios-deploy cocoapods
Updating Homebrew...
==> Installing dependencies for ideviceinstaller: libzip
==> Installing ideviceinstaller dependency: libzip
==> Downloading https://homebrew.bintray.com/bottles/libzip-1.
##
                         ############
                 *****
###########
           ###########
******
############
     ******
*******
                       ******************
==> Pouring libzip-1.5.2.mojave.bottle.tar.gz
/usr/local/Cellar/libzip/1.5.2: 134 files, 579.6KB
```



pod setup

```
laisMac-mini:~ itying$ pod setup
Setting up CocoaPods master repo
$ /usr/bin/git clone https://github.com/CocoaPods/Specs.git master --progress
Cloning into 'master'...
remote: Enumerating objects: 75, done.
remote: Counting objects: 100% (75/75), done.
remote: Compressing objects: 100% (67/67), done.
remote: Total 3154707 (delta 17), reused 19 (delta 6), pack-reused 3154632
Receiving objects: 100% (3154707/3154707), 650.08 MiB | 67.00 KiB/s, done.
Resolving deltas: 100% (1881263/1881263), done.
Checking out files: 100% (329950/329950), done.
```

注意:如果运行命令失败请运行 brew doctor 并按照说明解决问题。

执行完成上面命令后然后重新运行: flutter doctor 如果出来下图表示 ios 的环境配置完成

四、命令行工具生成 Flutter 项目

sudo flutter create flutterdemo

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aisMac-mini:flutter_demo itying\$ sudo flutter create flutter_app02 Password: Woah! You appear to be trying to run flutter as root. We strongly recommend running the flutter tool without superuser privileges. 1 0 Creating project flutter_app02... flutter_app02/ios/Runner.xcworkspace/contents.xcworkspacedata (created)
flutter_app02/ios/Runner/Info.plist (created) flutter_app02/ios/Runner/Assets.xcassets/LaunchImage.imageset/LaunchImage@2x.p ng (created) flutter_app02/ios/Runner/Assets.xcassets/LaunchImage.imageset/LaunchImage@3x.p ng (created) flutter_app02/ios/Runner/Assets.xcassets/LaunchImage.imageset/README.md (created) flutter_app02/ios/Runner/Assets.xcassets/LaunchImage.imageset/Contents.json (created) flutter_app02/ios/Runner/Assets.xcassets/LaunchImage.imageset/LaunchImage.png
(created) flutter_app02/ios/Runner/Assets.xcassets/AppIcon.appiconset/Icon-App-76x76@2x. png (created) flutter_app02/ios/Runner/Assets.xcassets/AppIcon.appiconset/Icon-App-29x29@1x. png (created)

五、修改 Flutter Sdk 目录的权限以及项目的 权限

aisMac-mini:flutter_app02 itying\$ cd /Users/aishengwanwu/flutter_demo/flutter_app02 aisMac-mini:flutter_app02 itying\$ sudo chmod -R 777 * Password: aisMac-mini:flutter_app02 itying\$ cd /Users/aishengwanwu/flutter_mac aisMac-mini:flutter_mac itying\$ sudo chmod -R 777 * aisMac-mini:flutter_mac itying\$ I Flutter_Sdk



六、Xcode 打开 flutter 项目 模拟器运行项 目



注意:打开项目之前一定要修改权限





七、在 Vscode 中配置 开发 Flutter 项目

1、Vscode 中安装 Flutter 插件 Dart 插件。





2、Vscode 中打开 flutter 项目进行开发

3、运行 Flutter 项目

flutter run

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- r键:点击后热加载,也就算是重新加载吧。
- **p 键:**显示网格,这个可以很好的掌握布局情况,工作中很有用。
- o键: 切换 android 和 ios 的预览模式。
- q键:退出调试预览模式。