# 现有android工程加入flutter模块：

1. 创建一个flutter module：

flutter create -t module flutter\_module

1. android工程导入module

在 setting.properties内添加

include ':app', ":flutter\_module/.android/app"

setBinding(new Binding([gradle: this]))   
evaluate(new File(   
 rootDir.path,   
 'flutter\_module/.android/include\_flutter.groovy'   
))

3、在app->build.gradle里添加

implementation project(":flutter")

implementation project(':flutter\_module/.android/app')

1. flutter\_module 里面的manifest文件去除启动项、不然合并会报错
2. flutter\_module 里面的build.gradle 改为 libaray

apply plugin: 'com.android.library'

最后就可以在原项目里面调用flutter\_module的java类

Android主项目启动flutter\_module里面的FlutterActivity会报错：

ensureInitializationComplete must be called after startInitialization

根据错误提示需要在onCreate->super.onCreate之前调用FlutterMain.*startInitialization*(this);

不知道为什么没有自动调用