

说明：工具会自动根据文件夹中的icon来打包apk，配置好后全程自动化打包，有多少icon就生成多少包。

配置环境:

1.在mac根目录打开终端中输入touch .bash_profile

然后open -e .bash_profile

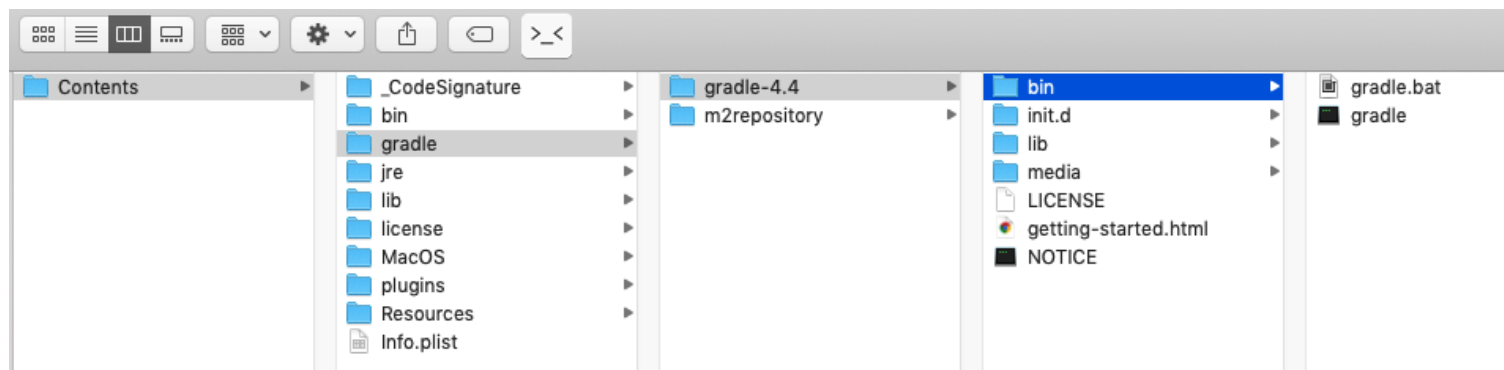
拷贝下面两句，然后保存，注意路径改成你自己的

```
export GRADLE_HOME=/Applications/Android\ Studio.app/Contents/gradle/gradle-4.4
```

```
export PATH=${PATH}:${GRADLE_HOME}/bin
```

终端中输入dradle回车，不再是command not found，就成功了

在应用程序中找到android studio右键显示包内容



2.然后在此路径输入chmod +x gradle回车，然后chmod +x gradle.bat回车

3.安装javasdk（即jdk），安装好即可，不用配置环境

4.安卓三方库：npm i sharp

npm i shelljs

具体步骤:

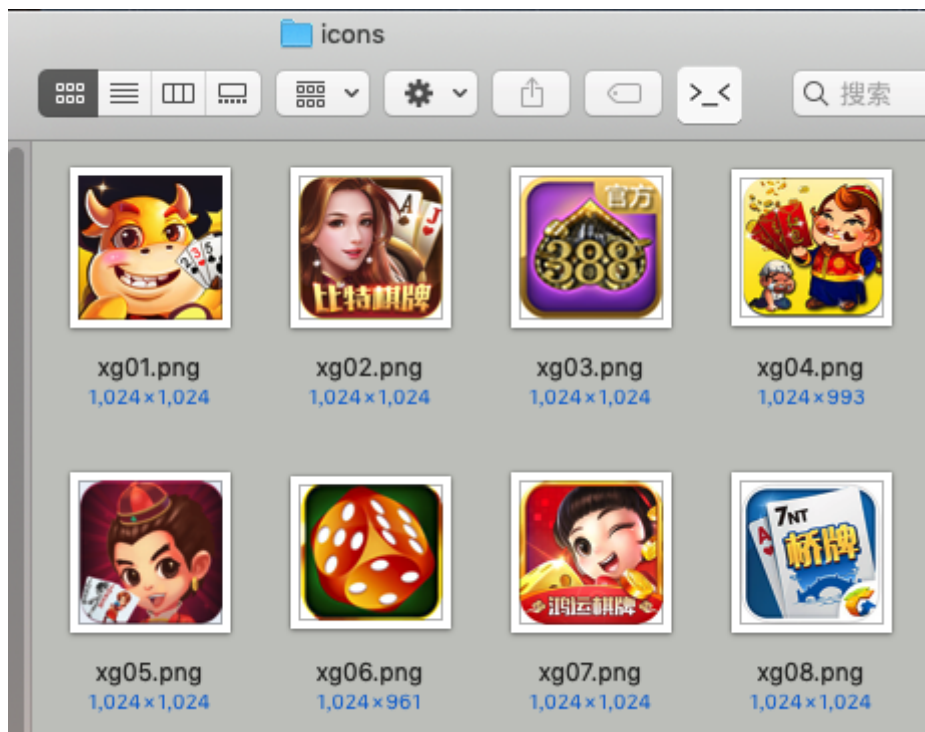
1.将打包的icon放到一个文件夹中，icon必须为png或jpg（对大小无要求，不需要1024）

图片名字很重要，必须为英文或英文+数字

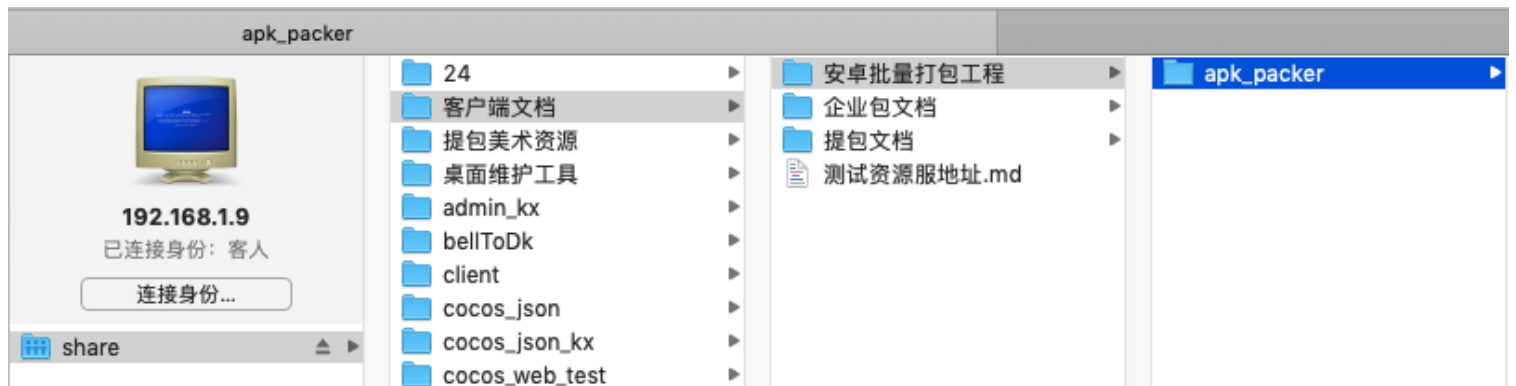
比如图片名为：xg01.png

将生成的包id为：com.mf.xg01（com.mf.是前缀，可配置，后面会讲到）

将生成的apk文件名为：xg01.apk



2.将192.168.1.9上apk_packer工程拷贝到本地



3.在main.ts中配置好游戏名，游戏名个数和icon个数一样多

```
let appNames = ["红心大战", "红心大战2", "红心大战3", "红心大战4", "红心大战5", "红心大战6", "红心大战7", "红心大战8"]
```

4.在main.ts中配置好包id前缀

```
let bidPrefix = 'com.mf.'
```

5.在main.ts中配置好icon的存放地址

```
let sourceDir = "/Users/mac/Desktop/icons"
```

6.在main.ts中配置好安卓工程地址

```
let workDir = '/Users/mac/game-client-1a/build/jsb-default/frameworks/runtime-src/proj.android-studio/app'
```

7.git拉取最新代码

8.cocos构建项目

9.在apk_packer路径打开终端，执行tsc && node main即可等待打包完成

10.生成好的apk存放在工程目录这个地址

release			release			
Classes	▶ app	▶ build	▶ generated	▶ apk	▶ debug	▶ xg01.apk
proj.android	▶ build	▶ jni	▶ intermediates	▶ logs	▶ release	▶ xg02.apk
proj.android-studio	▶ gradle	▶ libs	▶ outputs			▶ xg03.apk
proj.ios_mac	▶ build.gradle	▶ release	▶ reports			▶ xg04.apk
proj.win32	▶ proj.android-studio.iml	▶ res	▶ tmp			▶ output.json
	▶ settings.gradle	▶ src				
	▶ gradlew.bat	▶ key				
	▶ gradle.properties	▶ build.gradle				
	▶ local.properties	▶ GAME.iml				
	▶ build-cfg.json	▶ proguard-rules.pro				
	▶ gradlew	▶ AF-Android-SDK.jar				
		▶ project.properties				
		▶ AndroidManifest.xml				