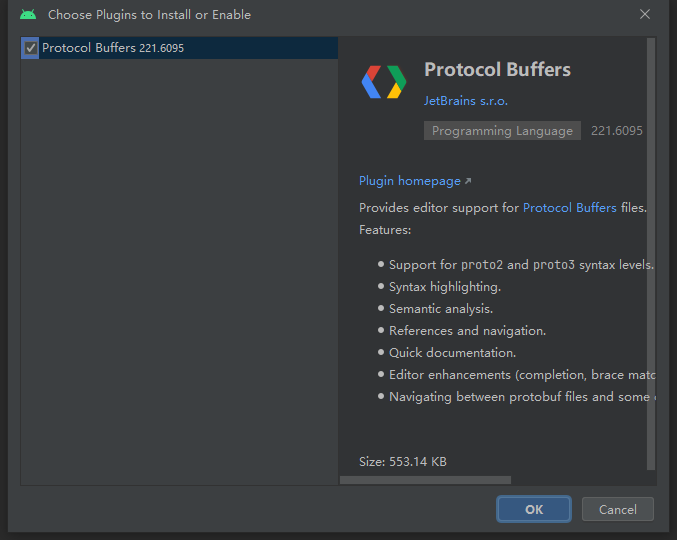
Flutter

# Install Protocol Buffers plugin



# 定义协议

message DBGameSignalTriggerData {

required string trigger\_guid = 1; //PK

optional string trigger\_description = 2;

}

<https://protobuf.dev/getting-started/darttutorial/>

# 1 安装 Protobuf 编译器protoc-22.0-win64.zip

<https://github.com/protocolbuffers/protobuf/releases/tag/v22.0>

protoc-22.0-win64

是个protoc.exe

配置环境变量：

系统变量 path add

D:\android\_studio\_go\protoc-22.0-win64\bin

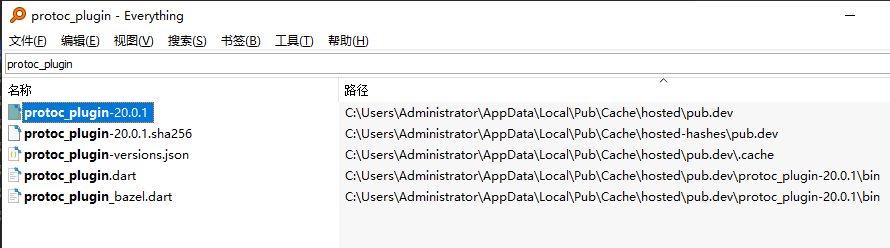
# 2 protoc\_plugin/install

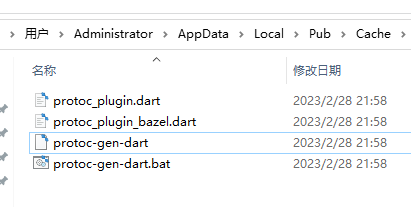
<https://pub.dev/packages/protoc_plugin>

<https://pub.dev/packages/protoc_plugin/install>

pubspec.yaml

protoc\_plugin: ^20.0.1



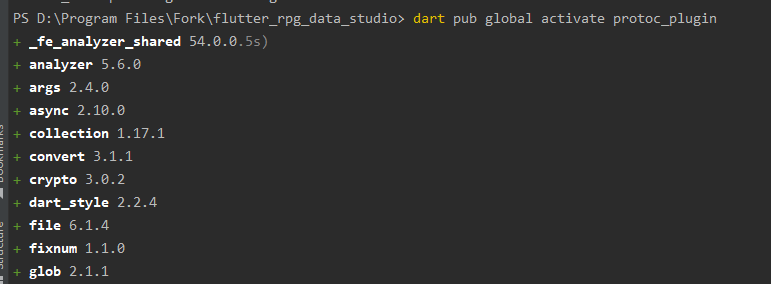


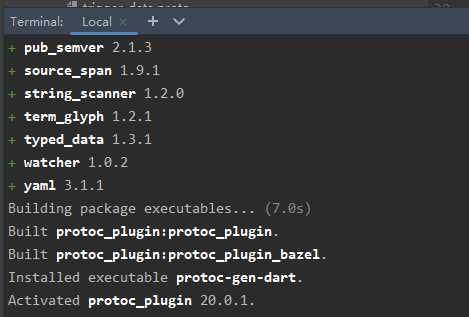
## Windows path

C:\Users\Administrator\AppData\Local\Pub\Cache\hosted\pub.dev\protoc\_plugin-20.0.1\bin

## 运行激活命令

> dart pub global activate protoc\_plugin





# 3 运行命令生成dart代码文件

Android Studio

|  |
| --- |
| > protoc --dart\_out=grpc:lib/src/generated -Iprotos protos/trigger\_data.proto |



## Online doc

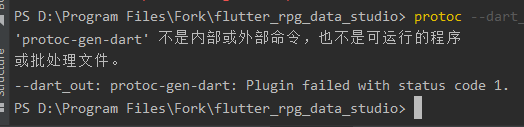
<https://pub.dev/documentation/grpc/latest/>

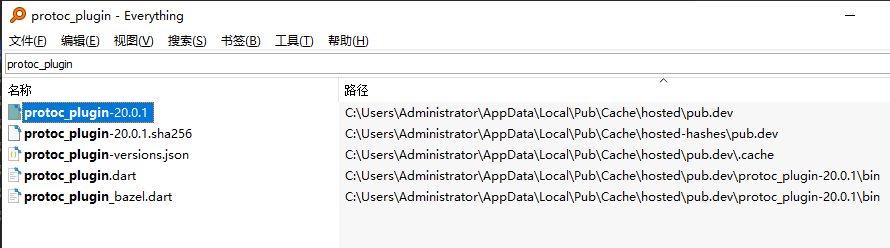
# Error list

## 'protoc-gen-dart' 不是内部或外部命令，也不是可运行的程序

'protoc-gen-dart' 不是内部或外部命令，也不是可运行的程序 或批处理文件。

> protoc --dart\_out=grpc:lib/src/generated -Iprotos protos/trigger\_data.proto





系统变量-path

F:\android\_studio\_go\GOPATH\go\bin

<https://github.com/google/protobuf.dart>

<https://github.com/google/protobuf.dart/tree/master/protoc_plugin>

# Other

<https://developer.android.com/studio/preview>