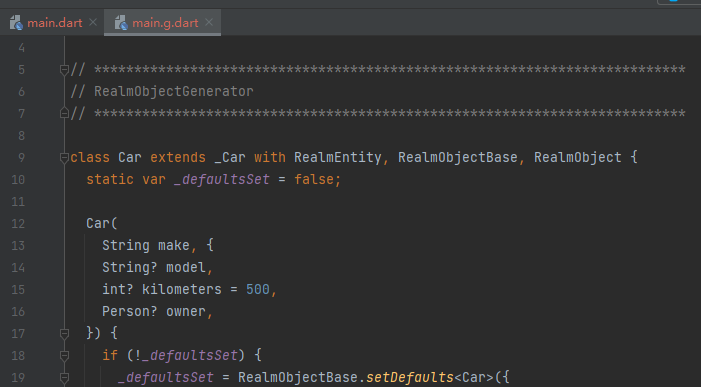
# Run realm

> flutter pub run realm generate

自动生成如下文件：

main.g.dart



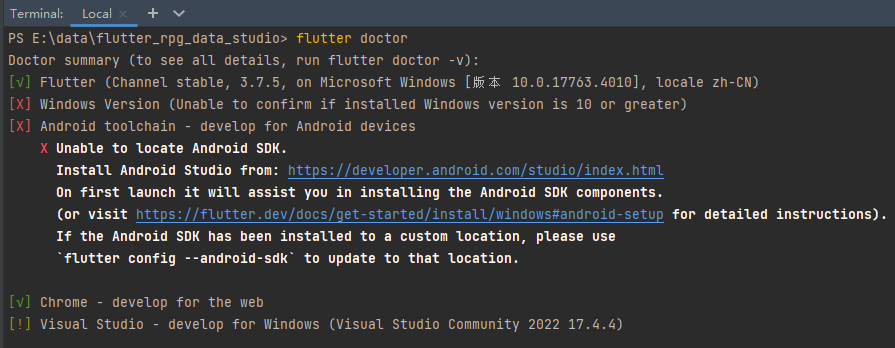
print(realm.config.path);

//C:\Users\Administrator\AppData\Roaming\unity\_game\_tool\default.realm

# 配置环境变量 path

F:\android\_studio\_go\flutter\flutter\bin

flutter doctor



每一个成功的配置都有一个对勾

# 为已有的应用添加桌面支持

flutter create --platforms=windows

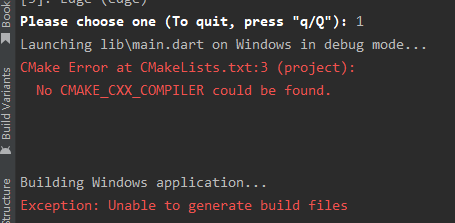
# 从命令行启动你的应用

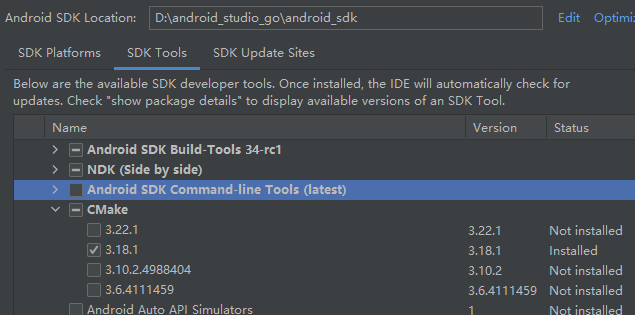
flutter run -d windows

# 要生成 release 版本

flutter build windows

# No CMAKE\_CXX\_COMPILER could be found.





VS 2022 重新安装 C++

1

# Flutter realm demo

import 'package:realm/realm.dart';  
  
part 'DBGameSignalTriggerDAO.g.dart';  
  
@RealmModel()  
class \_DBGameSignalTriggerData {  
 late String trigger\_guid;  
 String trigger\_description = "";  
 int trigger\_type = 0;  
}  
  
//a b  
class DBGameSignalTriggerDAO {  
 static DBGameSignalTriggerDAO *I* = new DBGameSignalTriggerDAO();  
  
 int row\_count = 0;  
  
 late Realm realm;  
  
 Realm GetRealm(){  
 // //DBGameSignalTriggerData.schema  
 var config = Configuration.*local*([DBGameSignalTriggerData.*schema*]);  
 realm = Realm(config);  
 return realm;  
 }  
  
 Insert(DBGameSignalTriggerData info){  
 row\_count = row\_count +1;  
  
 var db = GetRealm();  
 db.write(() {  
 print('Adding a Car to Realm.');  
 db.add(info);  
 // print("Updating the car's model and kilometers");  
 // car.trigger\_description = "Model 3";  
 // car.trigger\_type = 5000;  
 //  
 // print('Adding another Car to Realm.');  
  
 print("Changing the owner of the car.");  
 });  
 }  
  
 Update(DBGameSignalTriggerData info){  
 var db = GetRealm();  
 db.write(() {  
 print('Adding a Car to Realm.');  
 db.add(info);  
 print("Changing the owner of the car.");  
 });  
 }  
  
 // DBGameSignalTriggerData GetInfo(String signal\_guid)  
 // {  
 // var dbrow = GetRealm().query<DBGameSignalTriggerData>([signal\_guid]);  
 // return dbrow;  
 // }  
  
 RealmResults<DBGameSignalTriggerData> GetList()  
 {  
 var lst = GetRealm().all<DBGameSignalTriggerData>();  
 return lst;  
 }  
  
 int GetCount(){  
 var db = GetRealm();  
 return db.all<DBGameSignalTriggerData>().length;  
 }  
  
}  
  
//LateInitializationError: Field 'realm' has not been initialized.  
/\*  
Error code: 5 . Message: Wrong transactional state (no active transaction, wrong type of transaction, or transaction already in progress)  
Exception backtrace:  
<backtrace not supported on this platform>  
  
\* \*/

# flutter build windows

|  |
| --- |
| PS E:\data\flutter\_rpg\_data\_studio> flutter build windows  Building with sound null safety  Building Windows application...  PS E:\data\flutter\_rpg\_data\_studio> |

完成后路径：  
E:\data\flutter\_rpg\_data\_studio\build\windows\runner\Release

# flutter: client error: gRPC Error

flutter: client error: gRPC Error (code: 14, codeName: UNAVAILABLE, message: Error connecting: SocketException: 信号灯超时时间已到

服务器后台登录，防火墙设置，打开端口就正常了。