

# Flutter 调用原生硬件 Api 实现扫码

主讲教师：（大地）

合作网站：[www.itying.com](http://www.itying.com) （IT 营）

我的专栏：<https://www.itying.com/category-79-b0.html>

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## 一、Flutter 扫描二维码条形码插件

[https://pub.dev/packages/barcode\\_scan](https://pub.dev/packages/barcode_scan)

### 1、安装

```
dependencies:  
  barcode_scan: ^1.0.0
```

### 2、配置权限

Add the camera permission to your AndroidManifest.xml

```
<uses-permission android:name="android.permission.CAMERA" />
```

Add the BarcodeScanner activity to your AndroidManifest.xml. Do NOT modify the name.

```
<activity  
  android:name="com.apptreesoftware.barcodescan.BarcodeScannerActivity"/>
```

### 3、检查、配置 build.gradle

### 3.1 编辑你的 **android** 目录下面的 **build.gradle** （Edit your project-level build.gradle file to look like this）

**注意：**官方文档配置的 `kotlin_version` 的版本是 1.2.31，但是实际发现 1.2.31 会报错。所以本项目使用 1.3.0。

```
buildscript {
    ext.kotlin_version = '1.3.0'
    ...
    dependencies {
        ...
        classpath
        "org.jetbrains.kotlin:kotlin-gradle-plugin:$kotlin_version"
    }
}
...
```

### 3.2 编辑你的 **android/app** 目录下面的 **build.gradle** （Edit your app-level build.gradle file to look like this）

```
apply plugin: 'kotlin-android'
...
dependencies {
    implementation
    "org.jetbrains.kotlin:kotlin-stdlib-jre7:$kotlin_version"
    ...
}
```

## 4、使用

```
import 'package:flutter/material.dart';
import 'package:barcode_scan/barcode_scan.dart';
import 'package:flutter/services.dart';

class ScanPage extends StatefulWidget {
    ScanPage({Key key}) : super(key: key);

    _ScanPageState createState() => _ScanPageState();
}

class _ScanPageState extends State<ScanPage> {
```

```
var barcode;

Future _scan() async {
  try {
    String barcode = await BarcodeScanner.scan();
    setState(() {
      return this.barcode = barcode;
    });
  } on PlatformException catch (e) {
    if (e.code == BarcodeScanner.CameraAccessDenied) {
      setState(() {
        return this.barcode = 'The user did not grant the camera
permission!';
      });
    } else {
      setState(() {
        return this.barcode = 'Unknown error: $e';
      });
    }
  } on FormatException{
    setState(() => this.barcode = 'null (User returned using the
"back"-button before scanning anything. Result)');
  } catch (e) {
    setState(() => this.barcode = 'Unknown error: $e');
  }
}

@override
Widget build(BuildContext context) {
  return Scaffold(
    floatingActionButton: FloatingActionButton(
      child: Icon(Icons.camera_roll),
      onPressed: _scan,
    ),
    appBar: AppBar(
      title: Text("扫码"),
    ),
    body:Text("扫码--${barcode}"),
  );
}
```

## 二、Flutter 使用 barcode\_scan 提示如下 错误解决方案

Android dependency 'androidx.core:core' has different version for the compile (1.0.0) and runtime (1.0.2) classpath. You should manually set the same version via DependencyResolution

<http://bbs.itying.com/topic/5d0468735923fe0334c35ea2>

