

## Installation and Project Setup Guide for msecflutterdemo

### 1. Clone Repository

- Open a terminal and navigate to the directory where you want to store the project.
- Use the following command to clone the repository:

```
git clone https://github.com/msecsys-dev/msecflutterdemo.git
```

- Navigate to the project directory: **cd msecflutterdemo**

### 2. Install Dependencies

#### Install Flutter Dependencies:

- In the root directory of the project, run: **flutter pub get**

This command will download and install all libraries listed in the **pubspec.yaml** file.

#### Install CocoaPods for iOS

- Navigate to the **ios** directory: **cd ios**
- Open the **Podfile** and ensure it includes the necessary configurations for Flutter.
- Install all required CocoaPods dependencies: **pod install**

Once completed, you'll see a **Runner.xcworkspace** file in the **ios** directory.

- Navigate back to the project root : **cd ..**


### 3. Running the Project

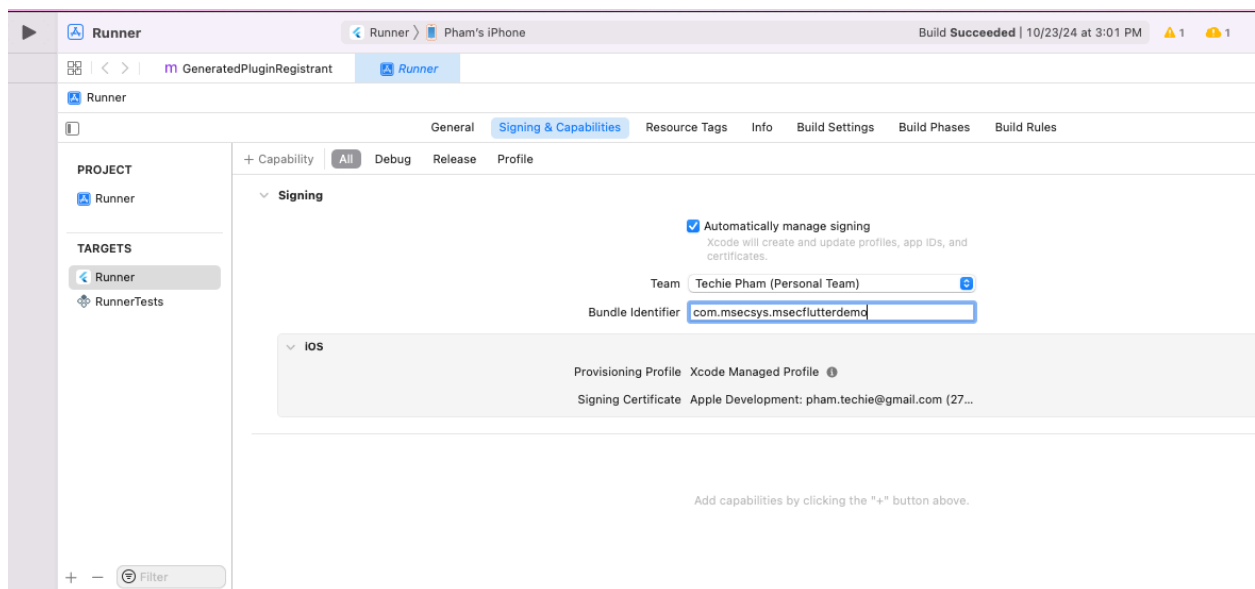
#### Running on Android

- Real Android Device:
  - Connect your Android device to your computer via USB.
  - Enable USB Debugging on the device.
- Android Emulator:
  - Open Android Studio, go to the **Device Manager** to create and start an emulator.

- To build and run the project on the Android device, use: `flutter run`

## Running on iOS

- Real iOS Device:
  - Connect your iPhone or iPad to your computer via USB.
  - Go to **Settings** on the device and enable **Developer Mode**.
- iOS Simulator:
  - Open Xcode, go to **Xcode > Open Developer Tool > Simulator** to launch the iOS Simulator
- You can build and run the project on iOS using either of the following methods:
  - **From the Terminal:** Run the following command to build and launch the app directly:
    - Navigate to the `ios` directory: `cd ios`
    - `flutter run`
  - **From Xcode:** Alternatively, open `Runner.xcworkspace` in Xcode, select your target device or simulator, and click the **Run** button (  ) in Xcode to build and launch the app.



## 4. Common Errors and Troubleshooting

### Missing Dependencies

If you encounter dependency-related errors, verify the `pubspec.yaml` file and run the following commands:

```

thphu@macos-iMac ios % pod install
/System/Library/Frameworks/Ruby.framework/Versions/2.6/usr/lib/ruby/2.6.0/universal-darwin21/rbconfig.rb:230: warning: Insecure world writable dir /Users/thphu/Downloads/flutter/trunk/msec
flutterdemo/ios in PATH, mode 040777
Analyzing dependencies
Downloading dependencies
Installing Flutter (1.0.0)
Installing msecflutter sdk (1.0.1)
Generating Pods project
Integrating client project
Pod installation complete! There are 3 dependencies from the Podfile and 3 total pods installed.

[!] CocoaPods did not set the base configuration of your project because your project already has a custom config set. In order for CocoaPods integration to work at all, please either set
the base configurations of the target 'Runner' to 'Target Support Files/Pods-Runner/Pods-Runner.profile.xcconfig' or include the 'Target Support Files/Pods-Runner/Pods-Runner.profile.xccon
fig' in your build configuration ('Flutter/Release.xcconfig').
thphu@macos-iMac ios %

```

If, after running `pod install`, you see:

Downloading dependencies

Installing Flutter (1.0.0)

Installing msecflutter sdk (1.0.1-dev)

instead of `Installing msecflutter sdk (1.0.1)`, then run the

following commands again:

**flutter pub cache repair**

**flutter clean**

**flutter pub get**

Then, re-run `pod install`.