

Flutter build and run command for diff platforms

1. Web Development

- flutter channel beta
- flutter upgrade
- flutter config --enable-web

for run

Run in Chrome using the default renderer option ([auto](#)):

- flutter run -d chrome

for build release

```
flutter run -d chrome
```

Build your app in release mode, using the default (auto) option:

```
flutter build web --release
```

Build your app in release mode, using just the CanvasKit renderer:

```
flutter build web --web-renderer canvaskit --release
```

Run your app in profile mode using the HTML renderer:

```
flutter run -d chrome --web-renderer html --profile
```

Note:

Build the app for deployment using the `flutter build web` command. You can also choose which renderer to use by using the `--web-renderer` option (See [Web renderers](#)). This generates the app, including the assets, and places the files into the `/build/web` directory of the project.

- Launch a web server (for example, `python -m http.server 8000`, or by using the [dhttpd](#) package), and open the `/build/web` directory. Navigate to `localhost:8000` in your browser (given the python SimpleHTTPServer example) to view the release version of your app.

For more info: <https://flutter.dev/docs/deployment/web>

2: Mobile Development.

Run your app For TEST Build (debug)

- `flutter build apk --debug`

Run your app For Release Build (Release)

- `flutter build apk --release`

Run your app For TEST Build (debug) IOS

- `flutter build ios --debug`

Run your app For Release Build (Release) IOS

- `flutter build ios --release`

make bundle file (ANDROID)

- `flutter build appbundle`

note : for more info:

<https://flutter.dev/docs/deployment/android>

<https://flutter.dev/docs/deployment/ios>

3 Desktop Build (Flutter)

At the command line, perform the following commands to make sure that you have the latest desktop support and that it's enabled. If you see "flutter: command not found", then make sure that you have installed the [Flutter SDK](#) and that it's in your path.

`flutter channel dev`

`flutter upgrade`

`flutter config --enable-<platform>-desktop`

Where *<platform>* is [windows](#), [macos](#), or [linux](#):

```
flutter config --enable-windows-desktop
```

```
flutter config --enable-macos-desktop
```

```
flutter config --enable-linux-desktop
```

then check flutter doc

You might also run [flutter doctor](#) to see if there are any unresolved issues. It should look something like the following on Windows:

```
PS > flutter doctor
```

Doctor summary (to see all details, run flutter doctor -v):

```
[√] Flutter (Channel dev, 1.27.0-1.0.pre, on Microsoft  
Windows [Version 10.0.19042.782], locale en-AU)
```

```
[√] Android toolchain - develop for Android devices  
(Android SDK version 30.0.3)
```

```
[√] Chrome - develop for the web
```

```
[√] Visual Studio - develop for Windows (Visual Studio  
Community 2019 16.7.7)
```

```
[√] Android Studio (version 4.1.0)
```

[✓] VS Code (version 1.51.1)

[✓] Connected device (3 available)

flutter run -d windows

flutter run -d macos

flutter run -d linux

Build a release app

To generate a release build run one of the following commands:

flutter build windows

flutter build macos

flutter build linux

For More Info:

<https://flutter.dev/desktop>

Module

https://pub.dev/packages/esc_pos_printer