

# 搭建Flutter开发环境

- 1、去flutter官网下载其最新可用的安装包，官网地址：<https://flutter.io/sdk-archive/#macos>
- 2、解压安装包到你想安装的目录

```
cd ~/development
unzip ~/Downloads/flutter_macos.zip
```

- 3、配置环境变量

打开根目录下的隐藏文件 .bash\_profile（Finder显示隐藏文件的快捷键 command + shift + .），把下边的三行 命令粘贴进去，保存文件（可以用命令行打开文件也行）  
再执行一下该文件 source ~/.bash\_profile，第三行是sdk安装目录

```
export PUB_HOSTED_URL=https://pub.flutter-io.cn
export FLUTTER_STORAGE_BASE_URL=https://storage.flutter-io.cn
export PATH=${PATH}:/Users/duanmu/FlutterDev/flutter/bin
```

如果安装了zsh，需要在.zshrc配置如下命令

```
source ~/.bash_profile
```

或

```
source ~/.zshrc
```

- 4、终端执行

```
flutter doctor
```

使用vs code运行Dart文件， run code报错：

```
/bin/sh: dart: command not found
```

原因是本地默认shell更改造成的，只需在.zshrc中添加如下代码，在保存就可以了

```
#dart
export DART_HOME=/Users/XXX/XXX/flutter/bin/cache/dart-sdk/bin
export PATH="${DART_HOME}:${PATH}"
```

ios真机运行时错误:

```
error: Building for iOS Simulator, but the linked and embedded framework 'App.framework' was built for iOS. (in target 'Runner' from project 'Runner')
```

解决方法:

```
rm -rf ios/Flutter/App.framework
```

参考: <https://www.jianshu.com/p/6b049adfd211>  
[https://book.flutterchina.club/chapter1/install\\_flutter.html](https://book.flutterchina.club/chapter1/install_flutter.html)