

# Flutter学习001

## 在macOS上搭建Flutter开发环境

---

学习网址: <https://flutterchina.club/setup-macos/>

### 安装过程

- 初次查看

```
flutter doctor
-bash: flutter: command not found
```

- 使用镜像
- <https://flutter.io/docs/development/tools/sdk/archive?tab=macos#macos>

```
wangyongwangdeMac:~ wangyongwang$ export PUB_HOSTED_URL=https://pub.flutter-io.cn
wangyongwangdeMac:~ wangyongwang$ export FLUTTER_STORAGE_BASE_URL=https://storage.flutter-io.cn
wangyongwangdeMac:~ wangyongwang$ cd ~/development/Flutter
wangyongwangdeMac:Flutter wangyongwang$ git clone -b master https://github.com/flutter/flutter.git
```

- 问题仍然存在

```
flutter doctor
-bash: flutter: command not found
```

- 添加flutter相关工具到path中

```
export PATH=`pwd`/flutter/bin:$PATH
```

- 可以下载内容

```
wangyongwangdeMac:Flutter wangyongwang$ flutter doctor
Downloading Dart SDK from Flutter engine 15f2b92cce916982b7dd8ce658bbf2a465c06ba4.
..
  % Total      % Received % Xferd  Average Speed   Time    Time     Time  Current
             %                   Dload  Upload   Total   Spent    Left   Speed
100 50.9M  100 50.9M    0     0  9529k      0  0:00:05  0:00:05 --:--:--  9.8M
Building flutter tool...
```

```

    Welcome to Flutter! - https://flutter.io

```

```

The Flutter tool anonymously reports feature usage statistics and crash
reports to Google in order to help Google contribute improvements to
Flutter over time.

```

```

Read about data we send with crash reports:

```

```

https://github.com/flutter/flutter/wiki/Flutter-CLI-crash-reporting

```

```

See Google's privacy policy:

```

```

https://www.google.com/intl/en/policies/privacy/

```

```

Use "flutter config --no-analytics" to disable analytics and crash
reporting.

```

Flutter assets will be downloaded from <https://storage.flutter-io.cn>. Make sure you trust this source!

Downloading Material fonts...

0.3s

...

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

[X] Android toolchain - develop for Android devices

X Unable to locate Android SDK.

Install Android Studio from:

<https://developer.android.com/studio/index.html>

On first launch it will assist you in installing the Android SDK components.

(or visit <https://flutter.io/setup/#android-setup> for detailed instructions).

If Android SDK has been installed to a custom location, set `ANDROID_HOME` to that location.

You may also want to add it to your `PATH` environment variable.

[!] iOS toolchain - develop for iOS devices (Xcode 10.1)

X ios-deploy not installed. To install:

`brew install ios-deploy`

[!] Android Studio (version 3.2)

X Flutter plugin not installed; this adds Flutter specific functionality.

X Dart plugin not installed; this adds Dart specific functionality.

[✓] Connected device (3 available)

! Doctor found issues in 3 categories.

- 存在的上述3个问题

```
X ios-deploy not installed. To install:
    brew install ios-deploy
X Flutter plugin not installed; this adds Flutter specific functionality.
X Dart plugin not installed; this adds Dart specific functionality.
```

- 问题1是关于Android Studio的SDK定位的问题: [X] Android toolchain - develop for Android devices
  - X Unable to locate Android SDK.
- 问题2: ios-deploy 问题比较容易解决

```
wangyongwangdeMac:Flutter wangyongwang$ brew install ios-deploy

Updating Homebrew...

==> Downloading https://homebrew.bintray.com/bottles/ios-deploy-1.9.4.high_sierr
##### 100.0%
==> Pouring ios-deploy-1.9.4.high_sierra.bottle.tar.gz
🍺 /usr/local/Cellar/ios-deploy/1.9.4: 7 files, 157.2KB
```

- 问题3: X Flutter plugin not installed; this adds Flutter specific functionality.
- 问题4: X Dart plugin not installed; this adds Dart specific functionality.
- 问题3与问题4都是Android Studio的插件问题: [!] Android Studio (version 3.2)
  - 可以通过Android Studio下载插件解决:
    - 下载插件的方式为:
      - > 打开任何一个Android Studio的项目
      - > 使用 “**Command + ,**” “来打开 **Preference**
      - > 找到或者搜索到 **Plugins**
      - > 打开**Browse repositories**
      - > 搜索**Flutter**、及**Dart** 并Install

- 衍生了一个问题:

```
Some Android licenses not accepted.  To resolve this, run: flutter doctor
--android-licenses
```

- 执行**flutter doctor --android-licenses** 并且Accept? (y/N): y 中同意, y即可
- 继续说问题1: [X] Android toolchain - develop for Android devices
  - X Unable to locate Android SDK.
  - 这个是SDK的路径问题, 如果本地的Android Studio的SDK相关内容没有问题, 那么可以添加如下

Android SDK路径配置。

```
export ANDROID_HOME="/Users/用户名/Documents/android_sdk" //android sdk目录，替换为你自己的即可
export PATH=${PATH}:${ANDROID_HOME}/tools
export PATH=${PATH}:${ANDROID_HOME}/platform-tools
```

- 最终问题解决：

```
wangyongwangdeMac:Flutter wangyongwang$ flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel master, v1.2.1-pre.56, on Mac OS X 10.13.6 17G65, locale zh-Hans-CN)
[✓] Android toolchain - develop for Android devices (Android SDK version 28.0.3)
[✓] iOS toolchain - develop for iOS devices (Xcode 10.1)
[✓] Android Studio (version 3.3)
[✓] Connected device (2 available)

• No issues found!
```

Flutter部分的问题看似解决完了，但是在作者的Android Studio安装后却不能正常使用。

下边笔者继续分享一下，Android Studio编译过程中的错误。

## Android Studio3.3 安装后编译报错

- 当然这部分的问题最终是解决了，起初笔者自己查过相应的报错，各种Google尝试，问题也是仍然在那里。后来也是请教了安卓同事鹏哥，鹏哥也是帮忙分析问题，帮忙查找问题，最后终于在Stack Overflow 上我们找到了解决方案。
- 编译 Android Studio3.3后，我遇到的错误信息如下：

```
ERROR: Unable to resolve dependency for ':app@debug/compileClasspath': Could not resolve com.android.support:appcompat-v7:28.0.0.
Show Details
Affected Modules: app
```

```
ERROR: Unable to resolve dependency for ':app@debug/compileClasspath': Could not resolve com.android.support.constraint:constraint-layout:1.1.3.
Show Details
Affected Modules: app
```

```
ERROR: Unable to resolve dependency for ':app@debugAndroidTest/compileClasspath': Could not resolve com.android.support.test:runner:1.0.2.
```

Show Details

Affected Modules: app

ERROR: Unable to resolve dependency for ':app@debugAndroidTest/compileClasspath':  
Could not resolve com.android.support.test.espresso:espresso-core:3.0.2.

Show Details

Affected Modules: app

ERROR: Unable to resolve dependency for ':app@debugAndroidTest/compileClasspath':  
Could not resolve com.android.support:appcompat-v7:28.0.0.

Show Details

Affected Modules: app

ERROR: Unable to resolve dependency for ':app@debugAndroidTest/compileClasspath':  
Could not resolve com.android.support.constraint:constraint-layout:1.1.3.

Show Details

Affected Modules: app

ERROR: Unable to resolve dependency for ':app@debugUnitTest/compileClasspath': Cou  
ld not resolve com.android.support:appcompat-v7:28.0.0.

Show Details

Affected Modules: app

ERROR: Unable to resolve dependency for ':app@debugUnitTest/compileClasspath': Cou  
ld not resolve com.android.support.constraint:constraint-layout:1.1.3.

Show Details

Affected Modules: app

ERROR: Unable to resolve dependency for ':app@debugUnitTest/compileClasspath': Cou  
ld not resolve junit:junit:4.12.

Show Details

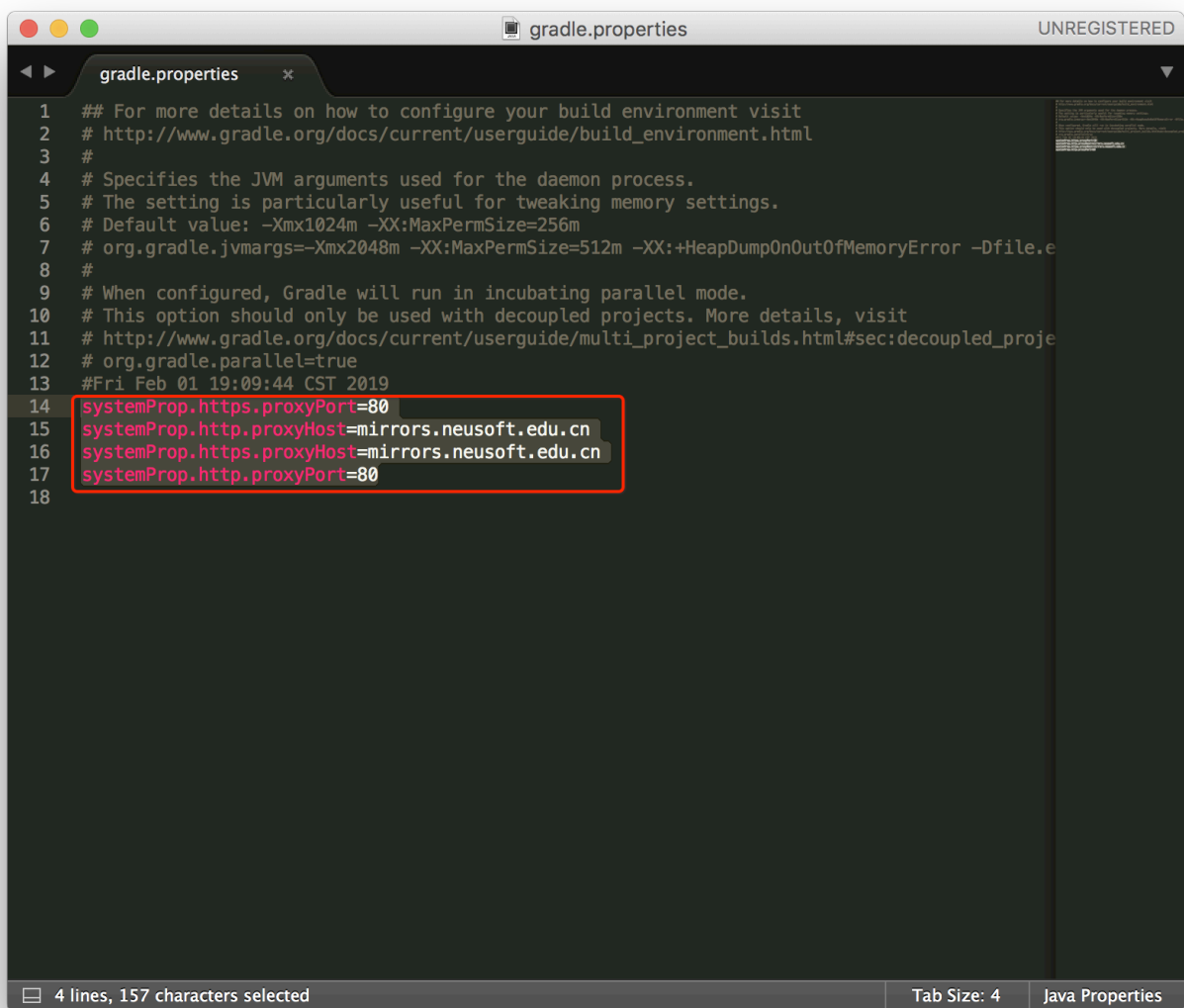
Affected Modules: app

- 我们尝试过的解决方案有Stack Overflow上常有的回答：
  - 1. **Preference -> Build,Excution,Deployment -> Gradle -> Android Studio**, 选中**Enable embedded Maven repository**
  - 2. **Preference -> Build,Excution,Deployment -> Gradle -> 不要勾选Offline work**
  - 3. **Preference -> Appearance & Behavior -> System Setting -> HTTP Proxy ->勾选Auto-detect proxy settings**（当自己所处的网络支持Google的时候可用）
    - 这里笔者在解决**Android Studio** 下载所需包缓慢的时候，根据网络上的教程设置过代理。

(Manual Proxy configuration) 后来想到其实自己当前网络可以Google, 是可以直接下载 Android Studio 所需的一些SDK及其他的pom相关内容的。

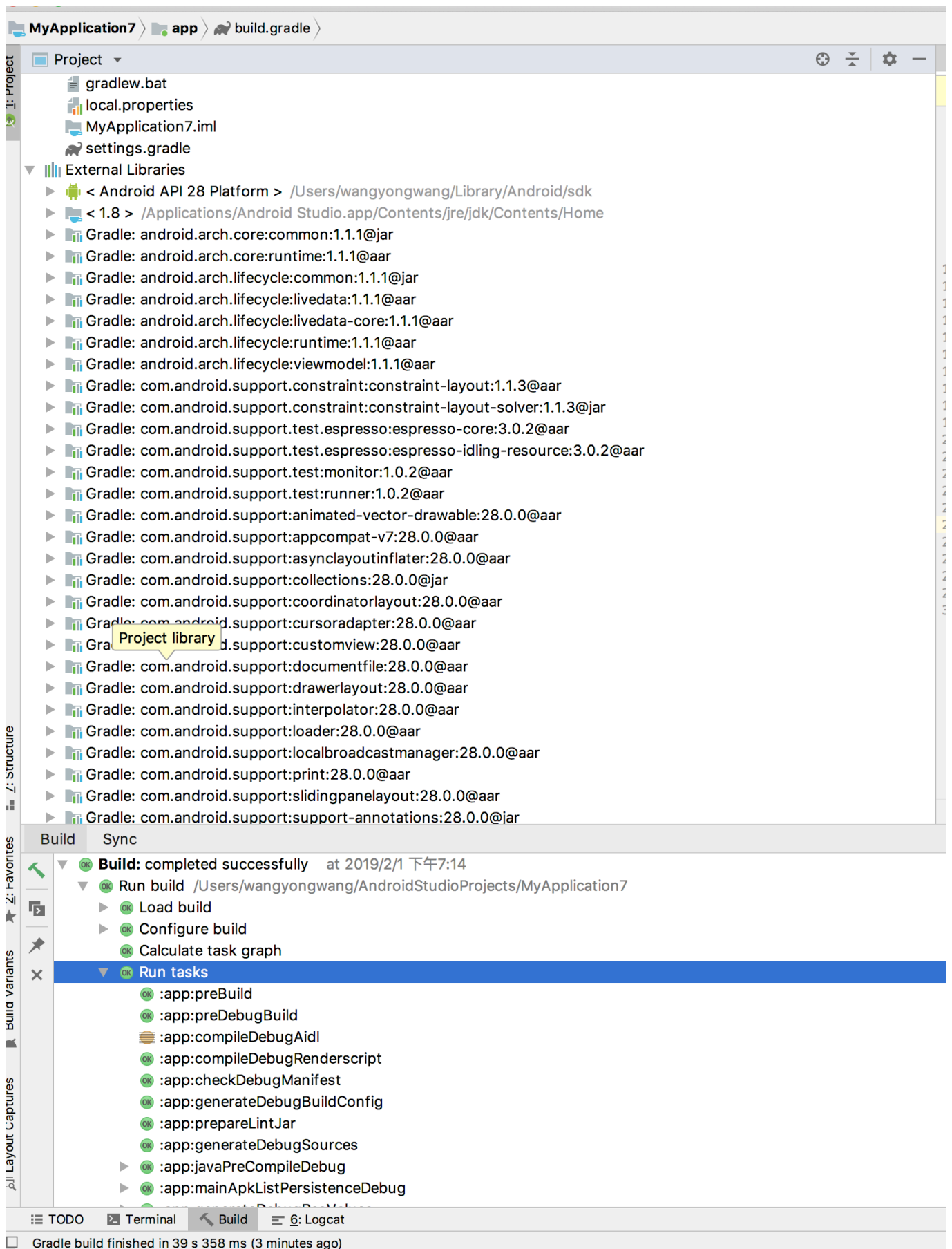
## 最主要的原因：

- 改变了上述的设置后, 其实还有一个重点/Users/用户名/.gradle/gradle.properties, 中的内容, 由于先前设置过代理, 所以gradle.properties的内容貌似还有效。这个是Android Studio 3.3编译失败的最主要原因。把其中的设置代理相关的内容删除掉, 并且保存更改, 重新编译就正常了, 如果还有问题, 可以试试 **File -> Invalidate Caches/Restart...**。



```
1  ## For more details on how to configure your build environment visit
2  # http://www.gradle.org/docs/current/userguide/build_environment.html
3  #
4  # Specifies the JVM arguments used for the daemon process.
5  # The setting is particularly useful for tweaking memory settings.
6  # Default value: -Xmx1024m -XX:MaxPermSize=256m
7  # org.gradle.jvmargs=-Xmx2048m -XX:MaxPermSize=512m -XX:+HeapDumpOnOutOfMemoryError -Dfile.encoding=UTF-8
8  #
9  # When configured, Gradle will run in incubating parallel mode.
10 # This option should only be used with decoupled projects. More details, visit
11 # http://www.gradle.org/docs/current/userguide/multi_project_builds.html#sec:decoupled_projects
12 # org.gradle.parallel=true
13 #Fri Feb 01 19:09:44 CST 2019
14 systemProp.https.proxyPort=80
15 systemProp.http.proxyHost=mirrors.neusoft.edu.cn
16 systemProp.https.proxyHost=mirrors.neusoft.edu.cn
17 systemProp.http.proxyPort=80
18
```

- 编译正常的情况, 截图如下:



- 我专门修改了“Hello World”为“谢谢鹏哥”



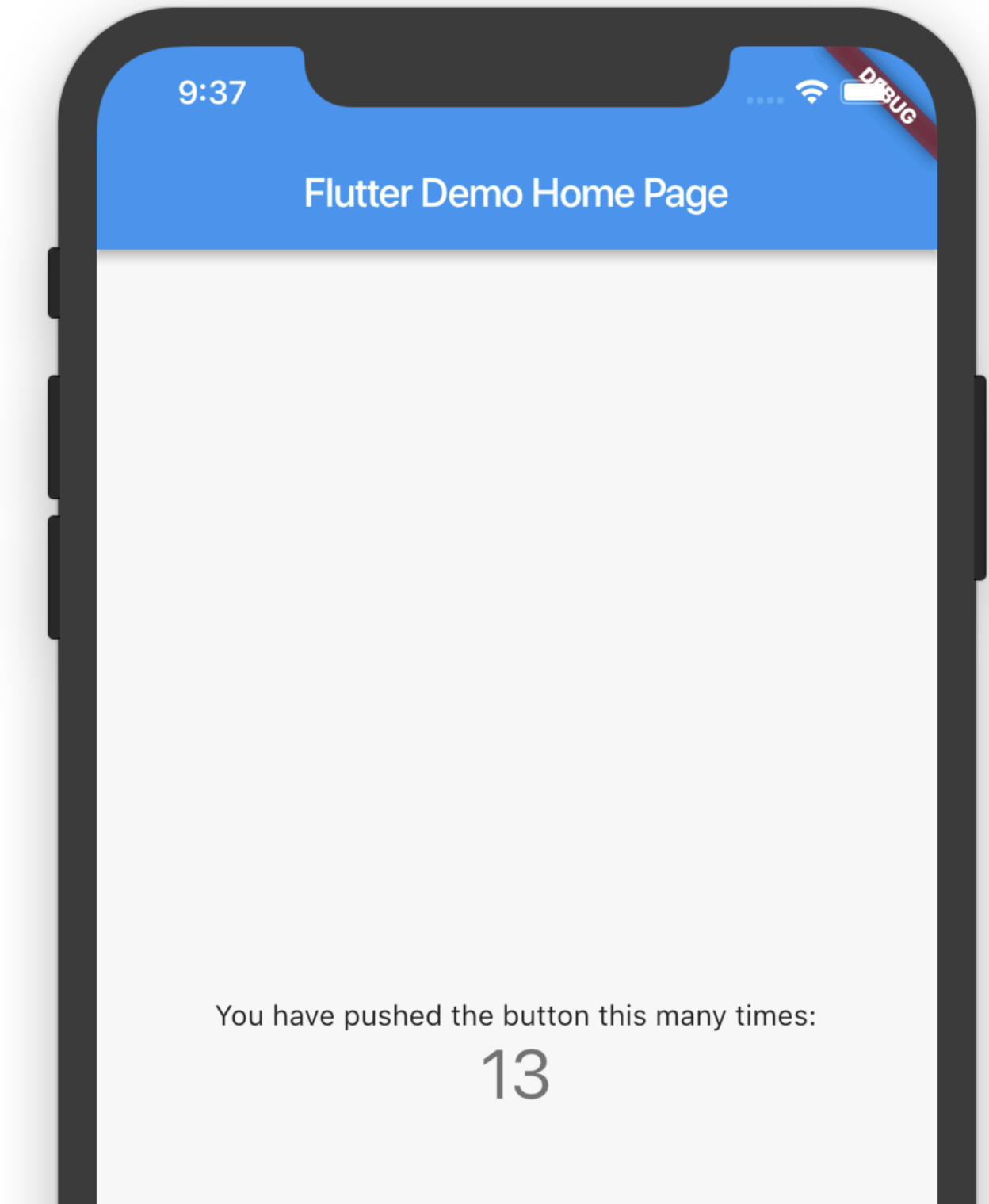
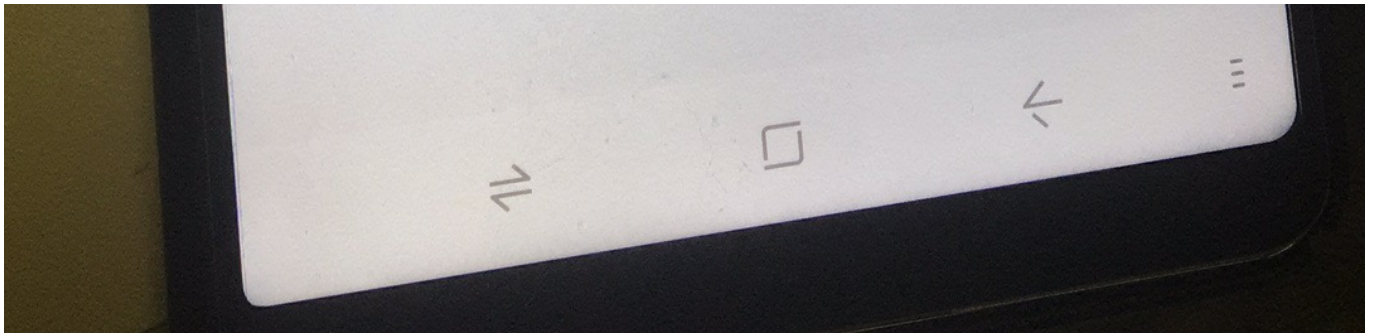
19:22

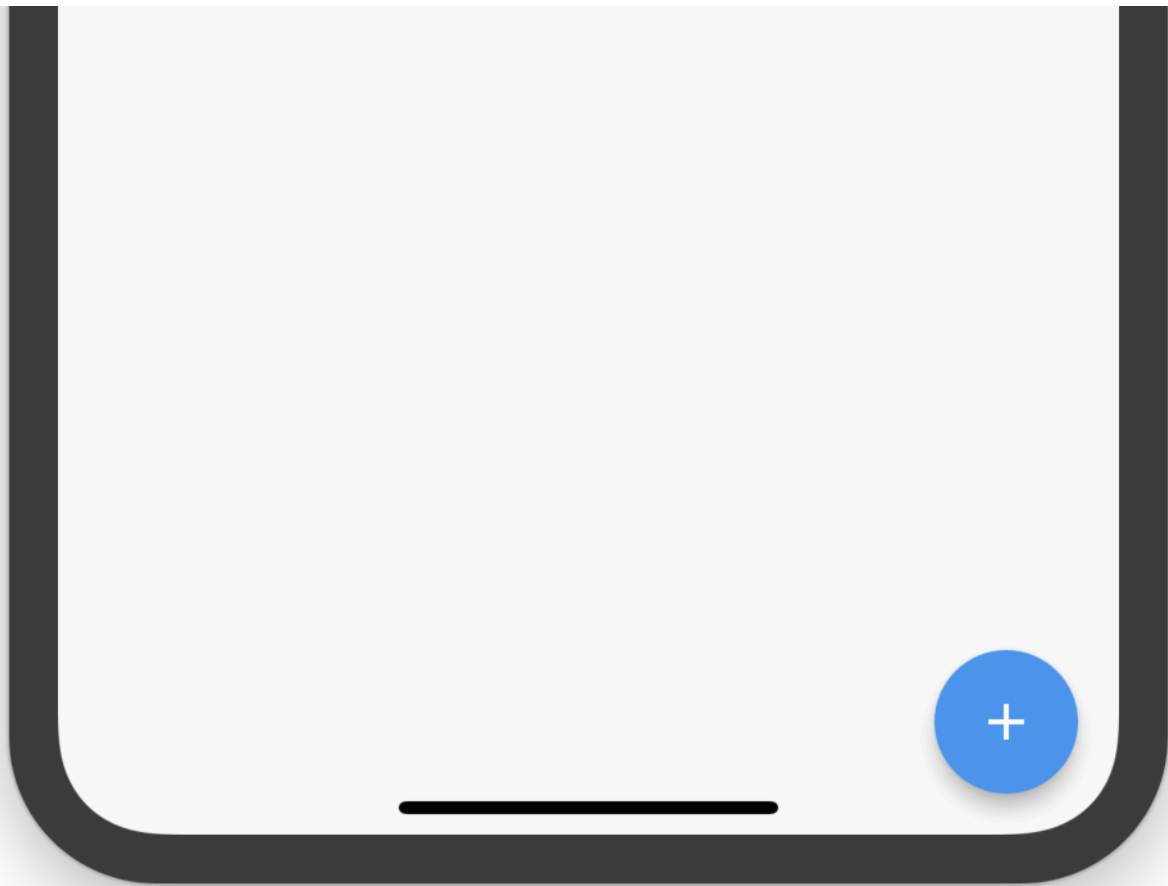


## My Application

谢谢鹏哥!







\* 如果上述方式试过2次没有用的话，那么再试试其他方法吧。

## 相关资料

- [Android Studio 官网](#)
- [Android Studio 所需SDK及相关开发工具](#)
- [Flutter 学习网址](#)
- [Unable to resolve dependency for ':app@debug/compileClasspath': Could not resolve com.android.support:appcompat-v7:28.0.0-rc01](#)(十分感谢这个网址中的[kanolin](#)的回复)