



链滴

# Flutter Mac 环境搭建

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来源网站: [链滴](#)

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<p>要安装和运行 Flutter，您的开发环境必须满足这些最低要求:</p>

<ul>

<li><strong>操作系统</strong>: macOS (64-bit)</li>

<li><strong>磁盘空间</strong>: 700 MB (不包括开发工具的磁盘空间吗).</li>

<li><strong>工具</strong>: 安装过程中依赖一下命令 如果没有通过 <a href="https://ld246.com/forward?goto=https%3A%2F%2Fbrew.sh" target="\_blank" rel="nofollow ugc">homebrew</a> 安装

<ul>

<li><code>bash</code>, <code>mkdir</code>, <code>rm</code>, <code>git</code>, <code>curl</code>, <code>unzip</code>, <code>which</code></li>

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<p>下载 Flutter SDK (下载过程可能会被墙 请自行找梯子翻墙)</p>

<p>官方文档<br>

windows 安装文档请查看: <a href="https://ld246.com/forward?goto=https%3A%2F%2Fflutter.io%2Fsetup-windows%2F" target="\_blank" rel="nofollow ugc">https://flutter.io/setup-windows/</a><br>

linux 安装文档请查看: <a href="https://ld246.com/forward?goto=https%3A%2F%2Fflutter.io%2Fsetup-linux%2F" target="\_blank" rel="nofollow ugc">https://flutter.io/setup-linux/</a></p>

<ul>

<li><strong>我安装的版本 <a href="https://ld246.com/forward?goto=https%3A%2F%2Fstorage.googleapis.com%2Fflutter\_infra%2Freleases%2Fbeta%2Fflutter\_macos\_v0.9.4-beta.a.zip" target="\_blank" rel="nofollow ugc">flutter\_macos\_v0.9.4-beta.zip</a></strong></li>

<li>\*\* Flutter 所有版本列表 <a href="https://ld246.com/forward?goto=https%3A%2F%2Fflutter.io%2Fsdk-archive%2F" target="\_blank" rel="nofollow ugc">SDK archive</a>\*\*</li>

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<p>解压:</p>

```
<code class="highlight-chroma"><span class="highlight-line"><span class="highlight-cl"> $ cd ~/development
```

```
</span></span><span class="highlight-line"><span class="highlight-cl"> $ unzip ~/Downloads/flutter_macos_xxx.zip
```

```
</span></span></code></pre>
```

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<p>添加 Flutter 全局路径 Flutter sdk 的目录可以放在一个对你而言相对合适的路径因为配置环境变量后 如果移动 sdk 目录可以会提示找不到命令:</p>

```
<code class="highlight-chroma"><span class="highlight-line"><span class="highlight-cl"> $ vim ~/.bash_profile ##在文件后面追加
```

```
</span></span><span class="highlight-line"><span class="highlight-cl"> $ export PATH=
```

```
</span></span></code></pre>
```

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<p>保存 .bash\_profile 文件后 执行指令，让设置生效。</p>

```
<code class="highlight-chroma"><span class="highlight-line"><span class="highlight-cl"> $ source ~/.bash_profile
```

```
</span></span></code></pre>
```

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<p>验证环境变量是否添加成功</p>

```
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight-cl"> $ echo $PATH ##如果添加成功输出的路径会包含你的Flutter sdk 路径</span> </span> </code> </pre>
```

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<p>检查 Flutter 是否安装成功</p>

```
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight-cl"> $ flutter doctor ##执行该命令 检测你的环境 如果提示找不到命令 请检查上一步</span> </span> </code> </pre>
```

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<h2 id="iOS">iOS</h2>

<p>(已安装 xocde 忽略此步)安装 Xocde 苹果商店 App Store 搜索 Xcode 安装下一步下一步即可</p>

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<p>安装开发工具依赖</p>

```
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight-cl"> $ brew update ## 如果安装 homebrew 没有请看上面的开发环境基本要求</span> </span> <span class="highlight-line"> <span class="highlight-cl"> $ brew install --EAD libimobiledevice ## 设备连接工具包</span> </span> <span class="highlight-line"> <span class="highlight-cl"> $ brew install ideiceinstaller ios-deploy cocoapods ## 自动化测试 工具 命令行调试 工具 ios 第三方包管理工具</span> </span> <span class="highlight-line"> <span class="highlight-cl"> $ pod setup ## 始化 cocoapods</span> </span> </code> </pre>
```

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<p>检查 Flutter ios 环境是否安装正常</p>

```
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight-cl"> $ flutter doctor #</span> </span> </code> </pre>
```

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<h2 id="android">android</h2>

<p>(已安装 Android Studio 忽略此步)安装 <a href="https://ld246.com/forward?goto=https%A%2F%2Fdeveloper.android.com%2Fstudio%2Findex.html" target=" blank" rel="nofollow ug">Android Studio</a> 安装下一步下一步即可 下载之后安装之后 根据引导 下载 android sdk 在 s k 设置中可以查看 sdk 安装目录<br>

启动 <strong>Android Studio>Tools>Android>AVD Manager</strong> 然后选择 <strong>Create Virtual Device</strong> 创建你的虚拟设备 如果一直真机开发可以忽略</p>

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<p>添加 android sdk 环境变量后</p>

```
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight-cl"> $ vim ~/.bash_profile ##在文件后面追加</span> </span> <span class="highlight-line"> <span class="highlight-cl"> $ export ANDROID_HOME=[ you android sdk path ]/Android/sdk</span> </span> <span class="highlight-line"> <span class="highlight-cl"> $ export PATH ${PATH}:${ANDROID_HOME}/tools</span> </span> <span class="highlight-line"> <span class="highlight-cl"> $ export PATH ${PATH}:${ANDROID_HOME}/platform-tools</span> </span> </code> </pre>
```

```
</span> </span> </code> </pre>
```

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```

<p>保存 .bash\_profile 文件后 执行指令, 让设置生效。 </p>

```
<pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight
```

```
cl"> $ source ~/.bash_profile
```

```
</span> </span> </code> </pre>
```

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```

## ``` <ul> ``` ``` <li>android studio</li> ``` ``` </ul> ``` ``` <ol> ``` ``` <li>启动 android studio</li> ``` ``` <li>打开首选项 cmd+,快捷键 (<strong>Preferences&gt;Plugins</strong> on macOS</li> ``` ``` <li>选择 <strong>Browse repositories...</strong>, 搜索 Flutter,Dart 两个插件 and click <code ``` ``` install</code>.</li> ``` ``` <li>安装完毕 <code>Restart</code> 重启 android studio</li> ``` ``` </ol> ``` ``` <ul> ``` ``` <li>IDEA</li> ``` ``` </ul> ``` ``` <ol> ``` ``` <li>启动 IDEA</li> ``` ``` <li>打开首选项 cmd+,快捷键 (<strong>Preferences&gt;Plugins</strong> on macOS</li> ``` ``` <li>选择 <strong>Browse repositories...</strong>, 搜索 Flutter,Dart 两个插件 and click <code ``` ``` install</code>.</li> ``` ``` <li>安装完毕 <code>Restart</code> 重启 IDEA</li> ``` ``` </ol> ``` ``` <ul> ``` ``` <li>VS Code</li> ``` ``` </ul> ``` ``` <ol> ``` ``` <li>启动 VS Code</li> ``` ``` <li>调出快捷工具命令 cmd+p</li> ``` ``` <li>输入 &gt;Extensions: install Extensions</li> ``` ``` <li>搜索 Flutter 点击安装 安装成功后重启 VS Code</li> ``` ``` </ol> ``` ``` <ol> ``` ``` <li> ``` <p>执行 flutter doctor 检查你的环境配置 情况</p> ``` <pre> <code class="highlight-chroma"> <span class="highlight-line"> <span class="highlight ``` ``` cl"> $ flutter doctor # ``` ``` </span> </span> </code> </pre> ``` ``` </li> ``` ``` </ol> ``` 原文链接: [Flutter Mac 环境搭建](#)