Setting Up Flutter Development Machine

Setting up

First Set up the following tools

- Visual Studio Code setup
- Git
- Flutter
- Android studio
- xCode

Building the app

- Get the correct branch from SmartGit (you may create a new branch from here)
- Download the corresponding Google Play upload key from Android App Keystore
- Place the .jks in a folder such as '~/keystore/'
- Create a file in `project folder/android/` called key.properties and write in the file

```
storePassword=<password>
keyPassword=<password>
keyAlias=key
storeFile=<file path to .jsk file>
```

- In Visual Studio Code, choose the device you will run the code and start debugging by pressing `Run > Start Debugging` or pressing F5

If you fail to build to ios try right clicking on the `ios folder` and choose `Open in Xcode` Make sure that the account is correct to sign the project, and the correct device is selected on the top to build the code.

If you are using an Apple Silicon Macbook and face build errors with CocoaPods try installing ffi with

```
sudo arch -x86_64 gem install ffi
```

then re-install dependencies with

```
sudo arch -x86_64 gem install ffi
```

see Running CocoaPods on Apple Silicon (M1) - stackoverflow

Possible Problems and Issues

Have a look at the articles for Flutter at our Staff Wiki

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