

# Installing Flutter on Windows

If you are installing Flutter on a Windows PC, follow these instructions below

1. Download the Flutter SDK Zip file
2. Extract the zip file and place the flutter folder inside to your desired location.

\* Don't put it in places that require admin access like C:\ProgramFiles!

Example: you can create a folder called **src** in your C: drive root and put it there like this

**C:\src\flutter**

3. Add Flutter to your Path Variables like so:

- On your Start Search Bar, type in env and select **Edit the Environment Variables**
- Click on Environment Variable, There should be a **Path** variable under **User Variables**
  - If there is not a Path variable, you can create a new **User Variable** called **Path** and give it the value **C:\src\flutter**
  - If there is a Path Variable, just append **C:\src\flutter** by clicking on an empty box and just adding it
- Click Okay to finish

4. Open command prompt with admin privileges and type in flutter doctor.

```
[~] Android toolchain - develop for Android devices
  • Android SDK at D:\Android\sdk
  X Android SDK is missing command line tools; download from https://goo.gl/XxQghQ
  • Try re-installing or updating your Android SDK,
    visit https://flutter.dev/setup/#android-setup for detailed instructions.
```

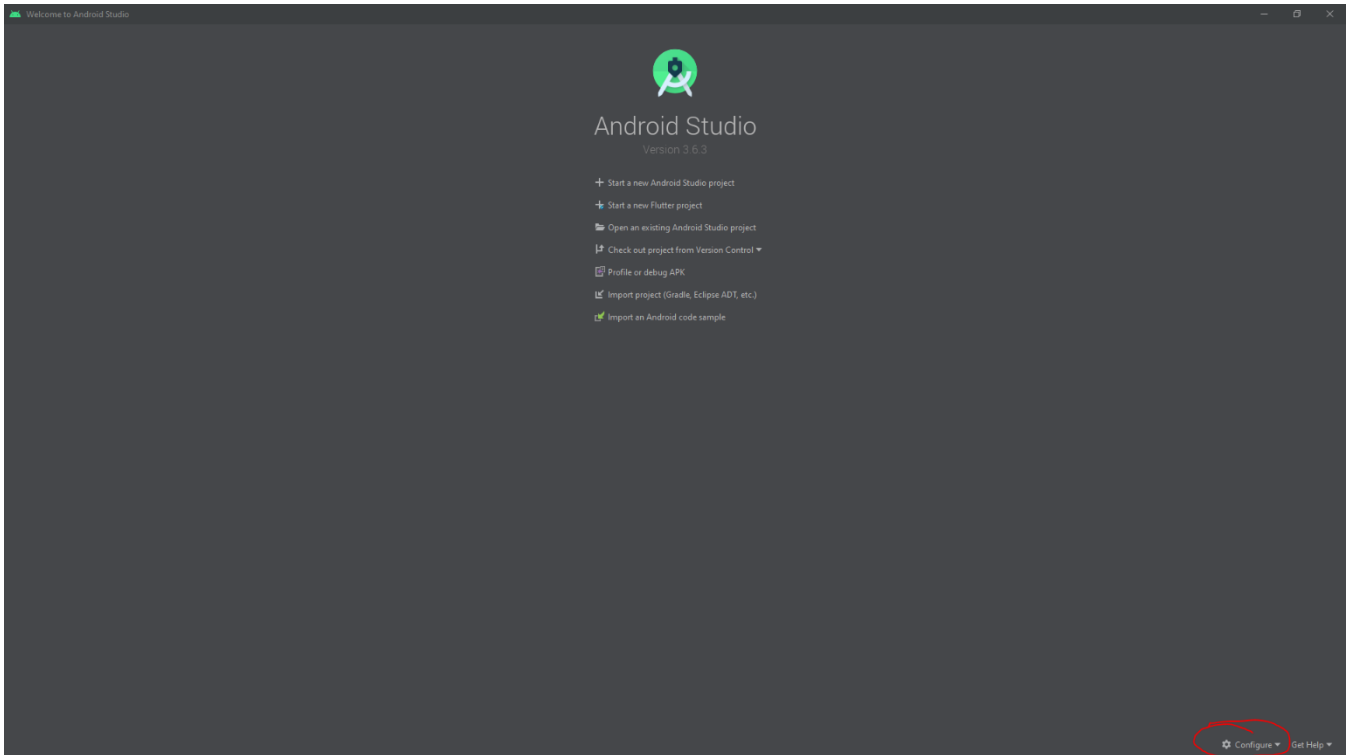
If you see something like this, CONGRATS! You have flutter installed. Time to install the IDE and Emulator.

## Installing Android Studio

As for IDEs, you can use IntelliJ, VSCode, or etc but for this workshop, we will be using Android Studio

1. Download Android Studio from <https://developer.android.com/studio>
2. Start Android Studio and follow through the Setup Wizard (Don't create a Project just yet)
3. On the bottom right, click on the **Configure** tab and then click on the **Plugin** option

**\*Maximize the screen if you don't see the configure tab\***



4. Type in **Flutter** and install that plugin. It will ask you to also install the **Dart** package, click yes to install that too.

5. Restart Android Studio and Create a new Flutter Project

6. Give it a Name and as for the Flutter SDK path, point it to the **src** folder you created.

7. Click Finish

Congratulations! You have created your first flutter project. We are almost done and just need to set up an emulator for you to test.

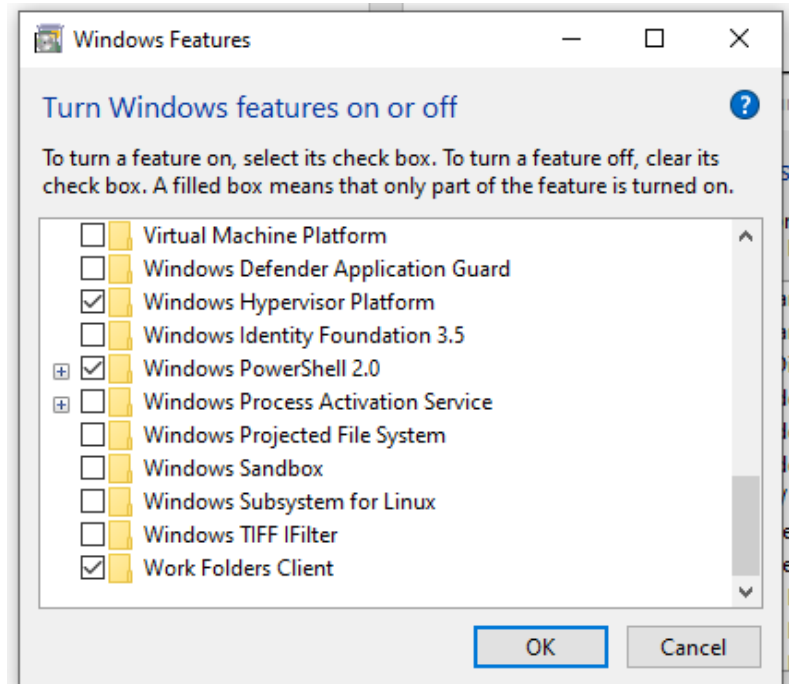
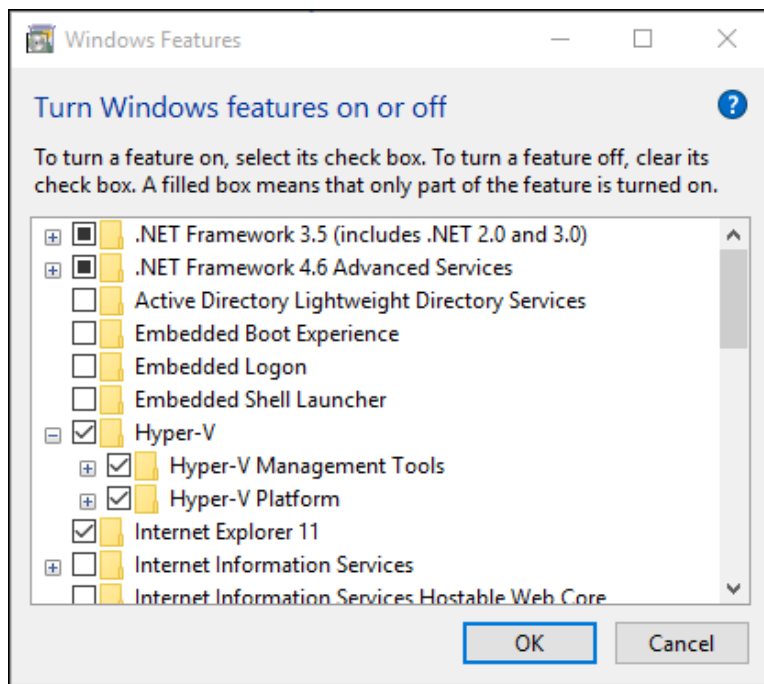
## Enabling Emulation for AMD Processors

Setting up the Emulator is relatively simple, but it takes the most time. If you have an AMD processor, you will have to enable some features on Windows to allow emulation. If you have an intel processor, continue to the next page

**\*If you have an AMD processor, please follow these preliminary instructions\***

1. Right click on the Windows button and select 'Apps and Features'.
2. Select Programs and Features on the right under related settings.

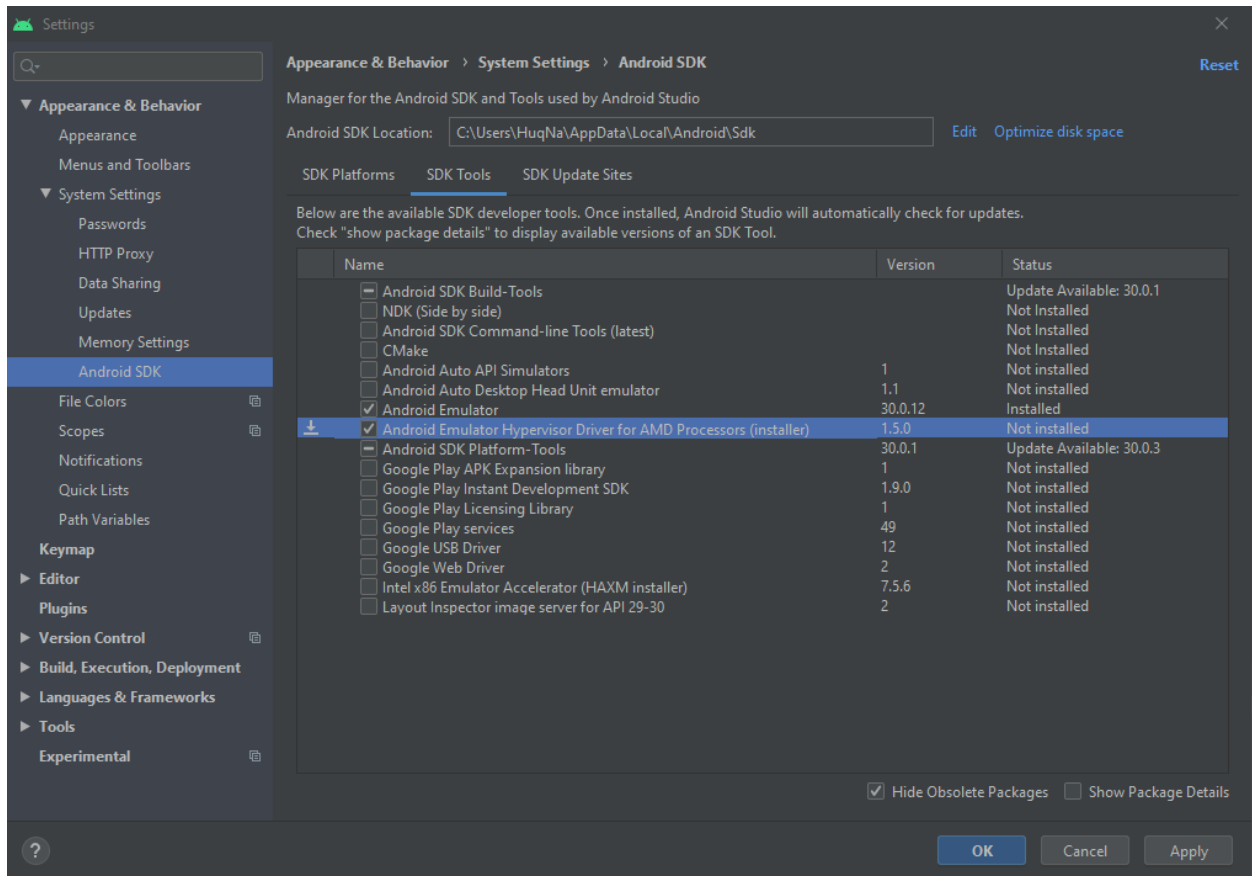
3. Select Turn Windows Features on or off.
4. Select **Hyper-V** and **Windows Hypervisor Platform** and click OK.
5. Restart your PC



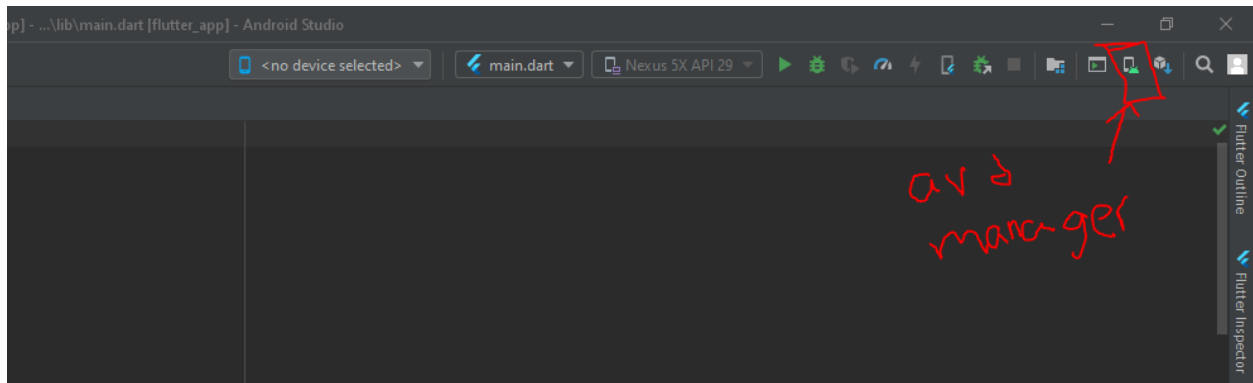
## Setting up Android Emulator

1. Open up Android Studio and open the flutter project you made on the first page.
2. Go to **File > Settings > System Settings > Android SDK > SDK Tools**

3. Check the box that says **Android Emulator Hypervisor Driver for AMD Processors** (for AMD) or **Intel x86 Emulator Accelerator (Haxm Installer)** (for Intel)



4. Click on **AVD Manager**

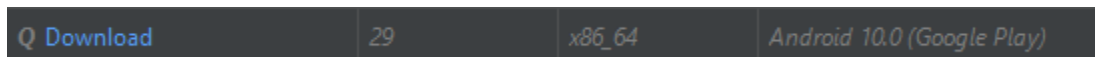


5. Click on **Create New Virtual Device**

6. You can choose any one of the android phone models but for the workshop, we will be using the **Nexus 5x**, click **next** after selecting the phone model

**For AMD**

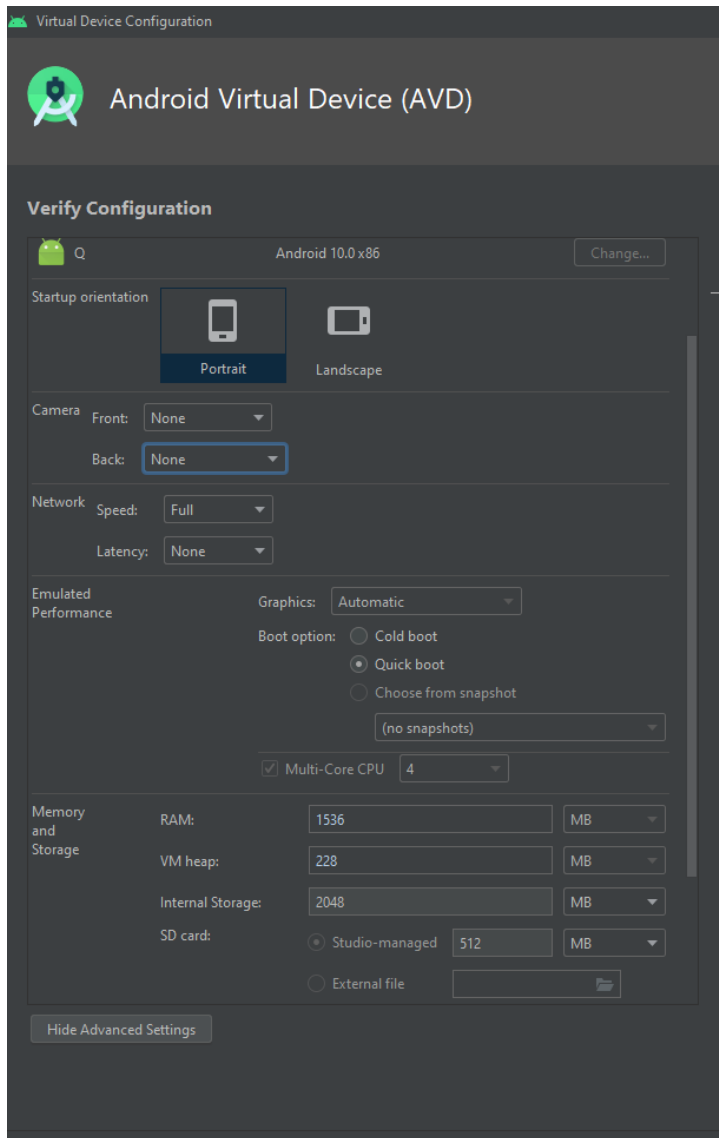
7. Click on **x86 Images** and then Download/Select the one matching the image below



**For Intel**

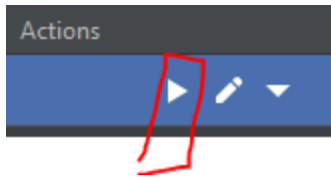
7. Click on Recommended and then Download/Select the same one but the difference is that it will say HAXM instead of x86\_64. If it does not show up on recommended then click on **More Images** and locate it there.

8. Click **Next** and then change the settings to match the image below



9. Click **Finish** and then click the **Play button** next to the newly created emulator.





It will take a bit to load up the emulator but once you see the phone and it is running, congratulations! You have a running emulator and are ready for the workshop!