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Set up the run time environment - see Get Android 11 to flash your Google Pixel device or set up an emulator. Set up Android Studio - try Android 11 solf and tools. See the customization guide for steps. Learn what's new: review the privacy features and behavior changes that might have affected your app. Check the app - go through all the streams to find the problems. Switch behavior changes while running to isolate problems. App Update - Targeting Android 11, if possible, test with users through beta channels or other groups. With the exception of the otherwise noted, the contents of this page are licensed under the Creative Commons Attribution 4.0 license, and code samples are licensed under Apache 2.0 license. For more information, see Java is a registered trademark of Oracle and/or its affiliates. Last updated 2020-09-21 UTC. Google is communities. Let's see how to do it. Android App Bundle is the new official Android publishing format that offers a more efficient way to create and release your app. Android App Bundle makes it easier to deliver a larger experience in a smaller app size that can improve installation success and reduce removal. It's easy to switched, you'll benefit from modular application development and customizable feature delivery. Available in Android Studio 3.2 or later, Unity 2018.3 and 2017.4.17, and Cocos Creator 2.0.9 or later. The content and code samples on this page are covered by the licenses described in the Content During a typical development cycle, you test the app with a flutter running on the command line or with Run and Debug options in IDE. By default, Flutter is fixing the app version. When you're ready to prepare a version of the app's release, such as publishing it in the Google Play Store, this page can help. Before you post, you can put some touches on the app. This page covers the following topics: Adding a launcher icon When you set up a new Flutter app, it has a default launcher icon. To set up this icon, you can check flutter_launcher_icons package. You can also do this manually using the following steps: Review the design guidelines for icon design. In the directory /android/app/src/main/res//directory, place the icon files in folders named with the help of qualifiers Папки тіртар-по умолчанию демонстрируют правильную конвенцию именования. В AndroidManifest.xml обновим андроид тега приложения:значок атрибута ссылки <application android:icon=@mipmap/ic_launcher ...). То verify that the icon has android:icon=@mipmap/ic_launcher ...). = to= verify= that= the= icon= has=></ap android:icon=@mipmap/ic_launcher ...). To verify that the icon has > значки с предыдущего шага (например,</app> (например,</app> replace, run the app and check the app icon in Launcher. When you sign the App For Publication in the Play Store, you must give the app a digital signature. Use the following instructions to sign the app. Create a keyboard If you have an existing key store, move on to the next step. If not, create one, follow the following on the command line: On Mac/Linux, use the following command: keytool-genkey-v-keystore a keyboard If you have an existing key store, move on to the next step. If not, create one, follow the following on the command line: On Mac/Linux, use the following command: keytool-genkey-v-keystore c:'Users'USER_NAME'key.jks-storetype JKS-keyalg RSA -keysize 2048 -reality 10,000-alias key This team stores key.jks file in your home catalog. If you want to store it elsewhere, change the argument you go to -keystore. However, keep the keystore file private; Don't check it in the public source control! Note: The keyboard team may not be on your way this is the part of Java that is installed as part of Android Studio. For a specific path, run the flutter doctor-V and find a way printed after Java binary on:. Then use this fully qualified path, replacing Java (at the end) with a keyboard. If your path includes space-divided names, such as program files, use the appropriate nodation platform for names. For example, Mac/Linux uses software files, and Windows uses Software Files. The JKS-storetype tag is only required for Java 9 or more. According to Java 9, the default type of keyboard is PKS12. Help keystore from the app Create a file called /android/key.properties, which contains a link to your keystore: storePassword'lt;password from the previous step. keyPassword'It'lt;password from the previous step'gt; keyAlias'key qlt;location of the key store's file, such as the storeFile/key.jks Don't check it in the source's public control. Set up a signature in the Configure city for your app by editing the file /android/app/build.gradle. Add code in front of android unit: With keystore information from your property file: def keystoreProperties - new properties () def keystoreProperties (i) def keystoreProperties (ii) devistoreProperties (iii) download key.properties (iiii) download key.properties (iiiii) download key.properties (iiiii) download key.properties (iiiii) download key.properties (iiiii) download key.properties (iiiiii) download key.properties (iiiiiiii) download key.properties (release works. signingConfigs.debug - With the signing of the configuration info: signingConfigi - release - keyAlias keystoreProperties' (alt;/password> </password> </app> - BuildTypes - release, signingConfig.release signature - Set up a signingConfigs block in your module's build.gradle file. Build your app releases will now be automatically signed. Note: You may have to run the net flutter after changing an app with developer.android.com m. Code compression with R8 R8 is a new abbreviation of Google's code, and it's enabled by default when creating APK or AAB. To disable the R8, pass the --not-reducing flag flutter to build an APK or flutter to build an appbundle. Note: Obfuscation and minification can significantly extend the compilation time of the Android app. Browse the App's Default App Manifest File, AndroidManifest.xml app, located in the /android/app/src/main and make sure the values are correct, especially the following: the Android Edit app in the app code needs access to the Internet. The standard template does not include this tag, but allows Internet access during development to include a link between Flutter tools and a running app. View the build configuration of the Gradle build file review, build.gradle located in /android/app and check the values are correct, especially the following values in the defaultConfig block: applicationId Include the final, unique (Application Id)appid versionCode and versionName Enter the internal version number of the app, and the display line of the version in the pubspec.yaml file. Consult with the information guide of the version in the pubspec.yaml file. Consult with the information guide of the version in the pubspec.yaml file. the application was compiled, and the maximum API level on which the app is designed to run. For more information, check out the API-level section in the version documentation. BuildToolsVersion Include a version of the Android SDK build tools that your app uses. You can also use Android Gradle Plugin in Android Studio, which will automatically import the minimum assembly tools you need for your app without the need for this property. Creating a release app You have two possible release formats when published in the Play Store. APK Note: Google Play Store prefers app bundle format. For more information, see Warning: The Flutter team recently received several reports from developers they experience app failure on some devices on Android 6.0. If you're targeting Android 6.0, take the following steps: If you build APK make sure that android/app/src/AndroidManifest.xml doesn't install android:extractNativeLibs'false in the zlt'gt'gt;tag. For more information, see the public issue. Create an app package This section describes how to create a release package. If you complete the signing stages, the application package will be signed. At this point, you can consider obfuscing multiple flags to the build team and maintaining additional files to de-entanglee stack footprints. From the command line: glt'dir'gt; (Replace the app catalog.) You will launch a flutter to build an appbundle (Start flutter to build the default to build a release.) Release Kit for your app is created by zlt; app dir/dir/start/app/app/output/app/release/app/release/app/release/app/release/app/release/app/release/app/release/app/release/app.a By default, the app package contains Dart code and Flutter run time for armeabi-v7a (ARM 32-bit), arm64-v8a (ARM 64-bit) and x86-64 (x86 64-bit). Check out the app package can be tested in several ways - here are two. Offline using the Online Bundle tool using Google Play Download your package to Google Play to check it out. You can use an internal test track, or alpha or beta channels, to test the bundle before releasing it into production. Follow these steps to download your packages yet. In this case, create an APK release for each ABI target(Binary Interface Application). If you have completed the signing stages, THE APK will be signed. At this point, you can consider obfuscing the Dart code to make it more difficult for the reverse engineer. Code obfuscation involves adding multiple flags to the build team. From the command line: qlt'app dir'gt; Enter the cd zlt'd'gt; (Replace the app catalog.) You will launch a flutter to build apk --split-for-abi (flutter build command by default -release.apk/build/app/output x86_64 s/apk/release/app-arm64-v8a-release.apk that contains your code, made up for all targeted ABIs. These APKs are larger in size than their separated counterparts, causing the user to download native melons that are not applicable to the device's architecture. Install APK on your device Follow these steps установки APK на подключенном устройстве Android. От командной строки: Подключите устройство Android к компьютеру с помощью USB-кабеля. Введите </app> </app> &l Store For detailed instructions on how to publish the app in the Google Play Store, see the documentation for the launch of Google Play. The default app version number is three numbers, divided by dots such as 1.0.0 in the example above, and then an additional build number such as 1 in the example above, divided by q. Both the version and the build number can be redefined in the Flutter build, specifying --build-name and--build-name and--build-name and--build-name and--build-name and--build-name and--build-name is used as a versionCode. For more information, see your app's version of Android documentation. After updated in the pubspec file, run the flutter pub to get off top of the project, or use the pub to get a button in your IDE. This updated in the build.gradle file when the Flutter app is restored. Android release frequently asked questions Here are some frequently asked questions about deployment for Android apps. When should I create app packages compared to APKs? Google Play Store recommends deploying app packages through APKs because they allow for more efficient app delivery for your users. However, if you distribute your app with other means than the Play Store, APK may be your only option. What is a fat APK? The thick APK is one APK that contains dia files for several ABIs embedded in it. This has a disadvantage that its file size is much larger, forcing users to download and store more bytes when installing the app. When creating APKs instead of application packages, it is strongly recommended to create split APKs, as described in the APK build using the flag-split-per-abi. What are the targeted architectures supported? When you create an app in release mode, flutter apps can be designed for armeabi-v7a (ARM 32-bit), arm64-v8a (ARM 64-bit) and x86-64 (x86 64-bit). Flutter does not currently support construction for the x86 Android (see issue 9253). How do I create a release from Android Studio, open your existing Android folder/folder under your app's folder. Then select build gradle in the project bar: Next, choose the build option. Click Build to choose the build option on the main menu. any of the Build Variants (default debugging): The resulting application package or APK files are located in the build/app/exit folder. Folder.

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