



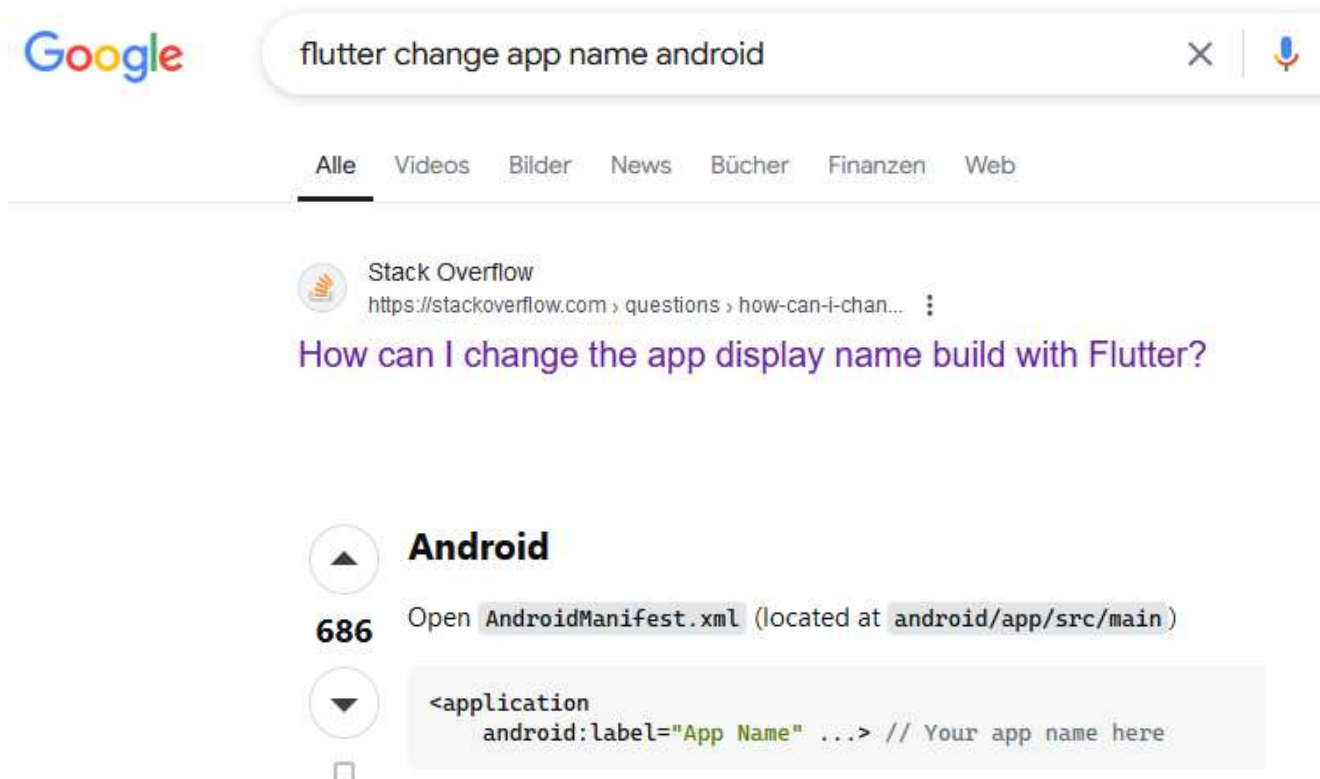
## App customization and distribution

- Know how to change the app name shown in Android's home screen
- Know how to create and use an own launcher icon for your app
- Know how to build and distribute an APK file of your app

# Change the display name of an app in Android



Ask Google:



Google flutter change app name android

Alle Videos Bilder News Bücher Finanzen Web

Stack Overflow  
<https://stackoverflow.com/questions/how-can-i-change-the-app-display-name-build-with-flutter/>

How can I change the app display name build with Flutter?

**Android**

686 Open `AndroidManifest.xml` (located at `android/app/src/main`)

```
<application
  android:label="App Name" ...> // Your app name here
```



# Change the display name of an app in Android

```
AndroidManifest.xml M  AndroidManifest.xml (Index) X
C: > flutter > repos > fdg_lux_meter > android > app > src > main > AndroidManifest.xml
1 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2   <application
3-   android:label="fdg_lux_meter"
4     android:name="${applicationName}"
5     android:icon="@mipmap/ic_launcher">
6     <activity
7       android:name=".MainActivity"
8       android:exported="true"
9       android:launchMode="singleTop"
10      android:taskAffinity=""
11      android:theme="@style/LaunchTheme"

```

```
AndroidManifest.xml
1 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2   <application
3+   android:label="GS Lux Meter"
4     android:name="${applicationName}"
5     android:icon="@mipmap/ic_launcher">
6     <activity
7       android:name=".MainActivity"
8       android:exported="true"
9       android:launchMode="singleTop"
10      android:taskAffinity=""
11      android:theme="@style/LaunchTheme"

```

Android Home Screen:





# Change the launcher icon of an app in Android

The “launcher icon” is shown in the home screen and when the app is started.

Google flutter change app icon

Alle Videos Bilder News Bücher Finanzen Web

Stack Overflow  
https://stackoverflow.com › questions › how-to-change-...

### How to change the application launcher icon on Flutter?

After the project has finished loading, right click the res folder. Go to New > Image Asset. Now you can select an image to create your launcher....

17 Antworten · Top-Antwort: Flutter Launcher Icons has been designed to help quickly gener...

Flutter Launcher Icons has been designed to help quickly generate launcher icons for both Android and iOS: [https://pub.dartlang.org/packages/flutter\\_launcher\\_icons](https://pub.dartlang.org/packages/flutter_launcher_icons)

594

- Add the package to your `pubspec.yaml` file (within your Flutter project) to use it

# The package flutter\_launcher\_icons on pub.dev



## flutter\_launcher\_icons 0.13.1

Published 15 months ago • fluttercommunity.dev Dart 3 compatible

SDK DART FLUTTER PLATFORM ANDROID IOS LINUX MACOS WINDOWS

Readme Changelog Example Installing Versions Scores

### Guide

#### 1. Setup the config file

Add your Flutter Launcher Icons configuration to your `pubspec.yaml` or create a new config file called `flutter_launcher_icons.yaml`. An example is shown below. More complex examples can be found in the [example projects](#).

```
dev_dependencies:
  flutter_launcher_icons: "^0.13.1"

flutter_launcher_icons:
  android: "launcher_icon"
  ios: true
  image_path: "assets/icon/icon.png"
  min_sdk_android: 21 # android min sdk min:16, default 21
  web:
    generate: true
    image_path: "path/to/image.png"
    background_color: "#hexcode"
    theme_color: "#hexcode"
  windows:
    generate: true
    image_path: "path/to/image.png"
    icon_size: 48 # min:48, max:256, default: 48
  macos:
    generate: true
    image_path: "path/to/image.png"
```

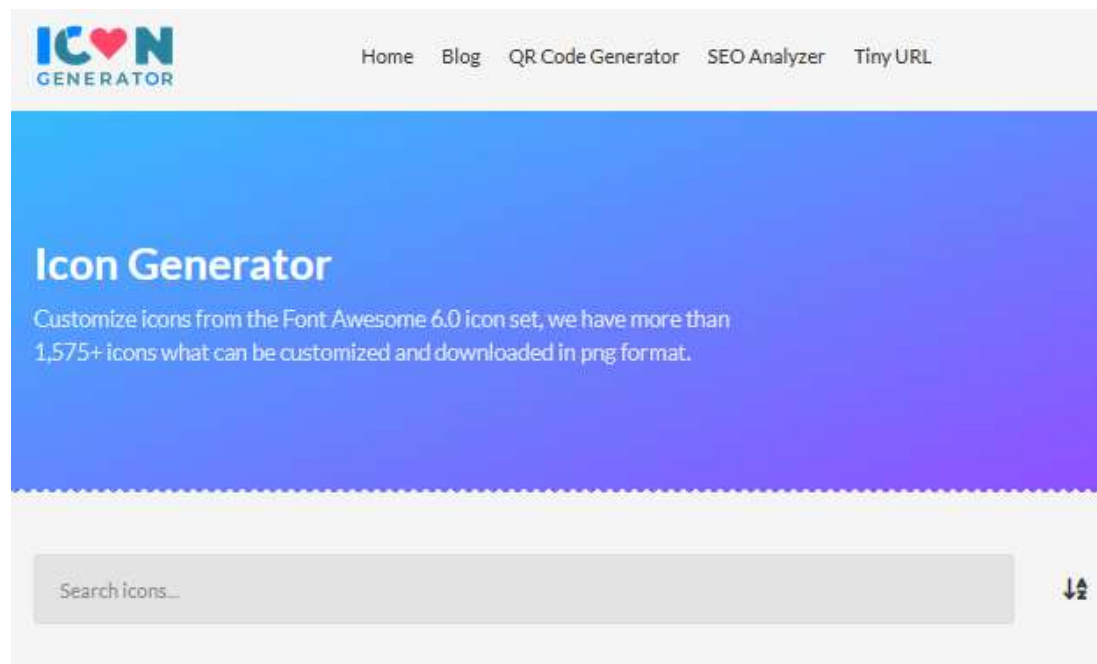
Before we copy this into our `pubspec.yaml`, let's first create our own icon file.



# Create your own icon

There are several web sites where you can create icons.

One of them is <https://www.icongenerator.net/> :






# Create you own icon

Search for “light” and select the icon:



Adapt it as you want:



### Background Settings

Shape: **Square**

square

Dimensions: **500px**

Opacity: **1**

Color: **#2E8ECE**

#2E8ECE

### Icon Settings

### Shadow Settings

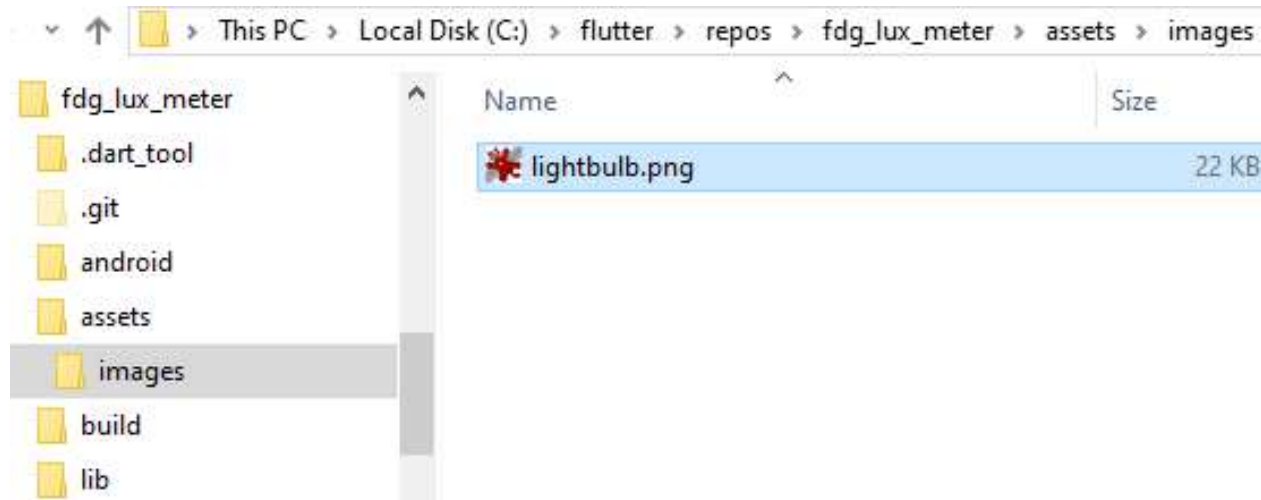


# Store the icon file in your project

Download the icon file using the button

 Download Icon

Store it in your project in the new created subfolder “assets/images” or “assets/icons”







# Adapt your pubspec.yaml (step 1)

As described in Slide 5, copy the following lines from [https://pub.dev/packages/flutter\\_launcher\\_icons](https://pub.dev/packages/flutter_launcher_icons) :

```
dev_dependencies:
  flutter_launcher_icons: "^0.13.1"

flutter_launcher_icons:
  android: "launcher_icon"
  ios: true
  image_path: "assets/icon/icon.png"
  min_sdk_android: 21 # android min sdk min:16, default 21
  web:
    generate: true
    image_path: "path/to/image.png"
    background_color: "#hexcode"
    theme_color: "#hexcode"
  windows:
    generate: true
    image_path: "path/to/image.png"
    icon_size: 48 # min:48, max:256, default: 48
  macos:
    generate: true
    image_path: "path/to/image.png"
```

and paste them into your pubspec.yaml file under the section “dev\_dependencies:”

```
dev_dependencies:
  flutter_test:
    sdk: flutter
  flutter_lints: ^3.0.0

flutter:
  uses-material-design: true
```

Take care to also copy the 2 blanks at the beginning of the first line, because blanks are important in yaml files !



## Adapt your pubspec.yaml (step 2)

With “ios: true”  
I got errors later

We will work on  
the web icon later.

```
dev_dependencies:  
  flutter_test:  
    sdk: flutter  
  flutter_lints: ^3.0.0  
  flutter_launcher_icons: ^0.13.1  
  
flutter_launcher_icons:  
  android: "launcher_icon"  
  ios: false  
  image_path: "assets/images/lightbulb.png"  
  min_sdk_android: 21 # android min sdk min:16, default 21  
  # web:  
  #   generate: true  
  #   image_path: "path/to/image.png"  
  #   background_color: "#hexcode"  
  #   theme_color: "#hexcode"
```

Finally save your pubspec.yaml file.



# Create the android icons in your project

Open a new Terminal in your VS Code and enter the command:

```
dart run flutter_launcher_icons
```

```
PS C:\flutter\repos\fdg_lux_meter> dart run flutter_launcher_icons
Building package executable...
Built flutter_launcher_icons:flutter_launcher_icons.

=====
      FLUTTER LAUNCHER ICONS (v0.13.1)
=====

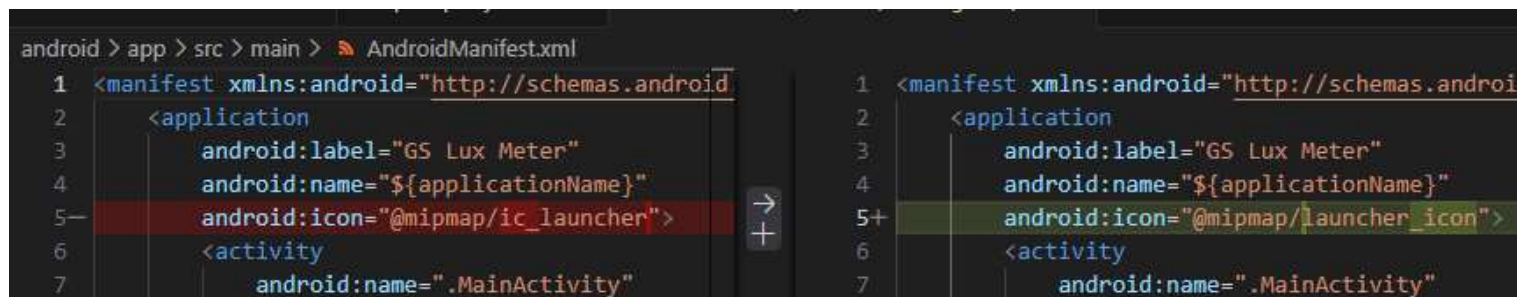
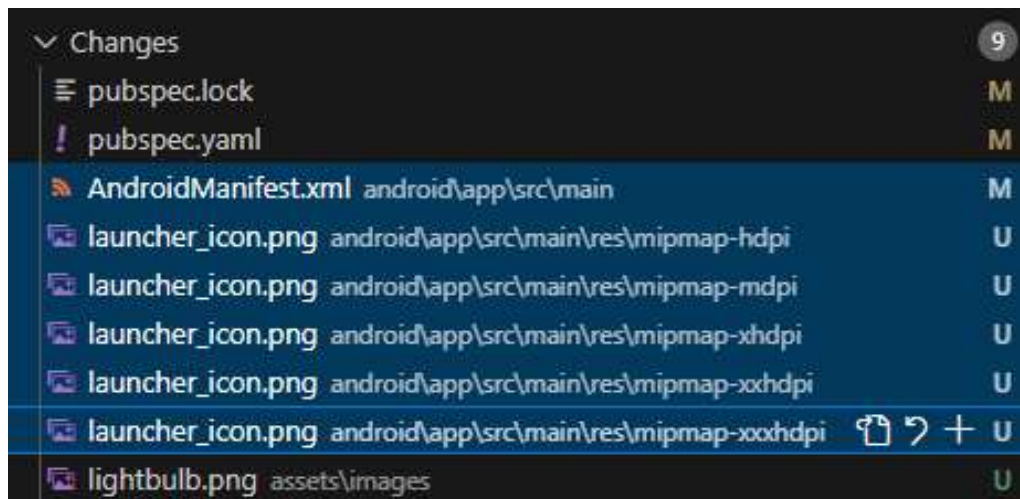
• Creating default icons Android
• Adding a new Android launcher icon
No platform provided

✓ Successfully generated launcher icons
```



# Modified files in your project

After the command is executed, you see the following modified or new files in your project:





## The generated icon files have different image sizes

res	Name	Size
drawable	ic_launcher.png	1 KB
drawable-v21	launcher_icon.png	3 KB
mipmap-hdpi		
mipmap-mdpi		

mipmap-mdpi	Name	Size
mipmap-xhdpi	ic_launcher.png	2 KB
mipmap-xxhdpi	launcher_icon.png	6 KB
mipmap-xxxhdpi		

**Android:** The app icon image should be provided in various sizes, including:










- mipmap-mdpi: 48x48 pixels
- mipmap-hdpi: 72x72 pixels
- mipmap-xhdpi: 96x96 pixels
- mipmap-xxhdpi: 144x144 pixels
- mipmap-xxxhdpi: 192x192 pixels
- mipmap-xxxxhdpi: 512x512 pixels

The text on the right was copied from

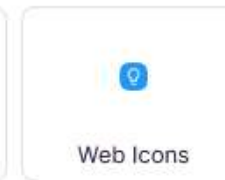
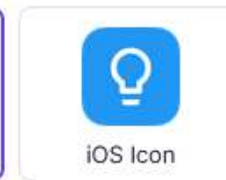
<https://medium.com/@hpatilabhi10/changing-app-icon-in-flutter-a-step-by-step-guide-e2ba52c91e96>



## Different shapes on an Samsung A33 with Android 14

	Lightbulb.png	Home screen	Program start
Square:			
Circle:			
Decagon:			

# “Squircle” Icons can be created with IconKitchen



Lightbulb.png



Home screen



Program start

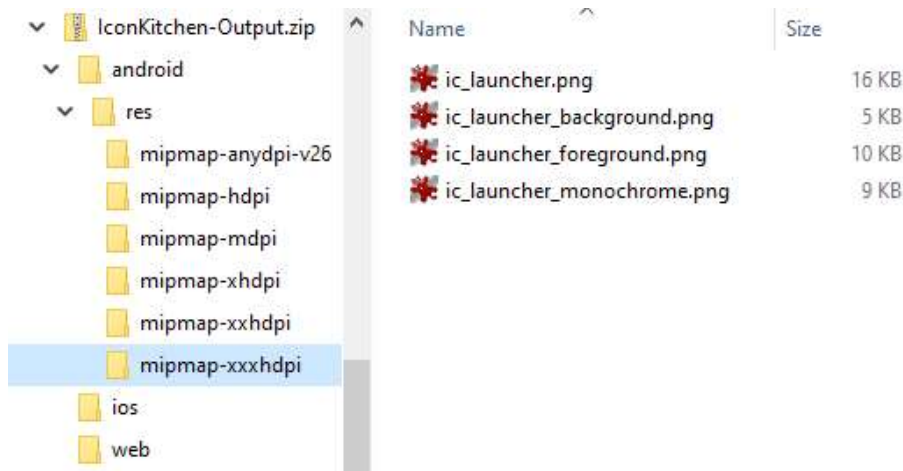


Link to IconKitchen: <https://icon.kitchen/>



# Download from IconKitchen

The download from IconKitchen is a zip file, not a single png file like from IconGenerator.



Take the png file with the highest resolution from folder “mipmap-xxxhdpi”, copy it to the “assets\images” folder of your project, adapt the image name in pubspec.yaml and finally call `dart run flutter_launcher_icons` in Terminal .





# Create a web icon for your app

1) Uncomment the first 3 lines of the “web-block” in your pubspec.yaml:

```
flutter_launcher_icons:  
  android: "launcher_icon"  
  ios: false  
  image_path: "assets/images/lightbulb.png"  
  min_sdk_android: 21 # android min sdk min:16, default 21  
  web:  
    generate: true  
    image_path: "assets/images/lightbulb.png"  
  # background_color: "#hexcode"  
  # theme_color: "#hexcode"  
  # windows:
```

2) Save the pubspec.yaml file and run command `dart run flutter_launcher_icons` in Terminal.



## Create a web icon for your app (continued)

3) Change the title of your MaterialApp in main.dart:

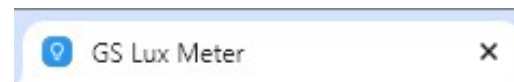
```
@override
Widget build(BuildContext context) {
  return MaterialApp(
    title: 'GS Lux Meter',
    theme: ThemeData(primarySwatch: Colors.blue),
    home: const MyHomePage(),
  ); // MaterialApp
}
```

4) Change the title tag in file web/index.html

```
<!-- Favicon -->
<link rel="icon" type="image/png" href="favicon.png"/>

<title>GS Lux Meter</title>
<link rel="manifest" href="manifest.json">
</head>
```

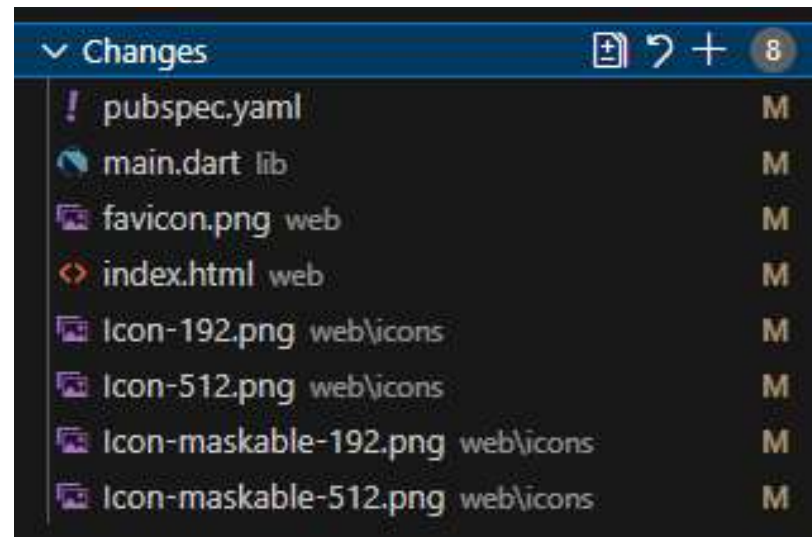
5) Debug your app on Chrome:





# Create a web icon for your app (changed files)

During the last steps, the following files have been modified in your project:





## Create an APK file of your app (Android application Package)

In VS Code Terminal, enter the command `flutter build apk`

```
PS C:\flutter\repos\fdg_lux_meter> flutter build apk

Font asset "MaterialIcons-Regular.otf" was tree-shaken, reducing it from 1645184 to 1324 bytes (99.9% reduction). Tree-shaking can be disabled by providing the --no-tree-shake-icons flag when building your app.
Note: C:\Users\GS\AppData\Local\Pub\Cache\hosted\pub.dev\light-3.0.1\android\src\main\java\dk\cachet\light\LightPlugin.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
Running Gradle task 'assembleRelease'... 44,1s
✓ Built build\app\outputs\flutter-apk\app-release.apk (18.3MB)
```

> flutter > repos > fdg_lux_meter > build > app > outputs > flutter-apk	
Name	Size
app-debug.apk	134,578 KB
app-debug.apk.sha1	1 KB
app-release.apk	18,693 KB
app-release.apk.sha1	1 KB



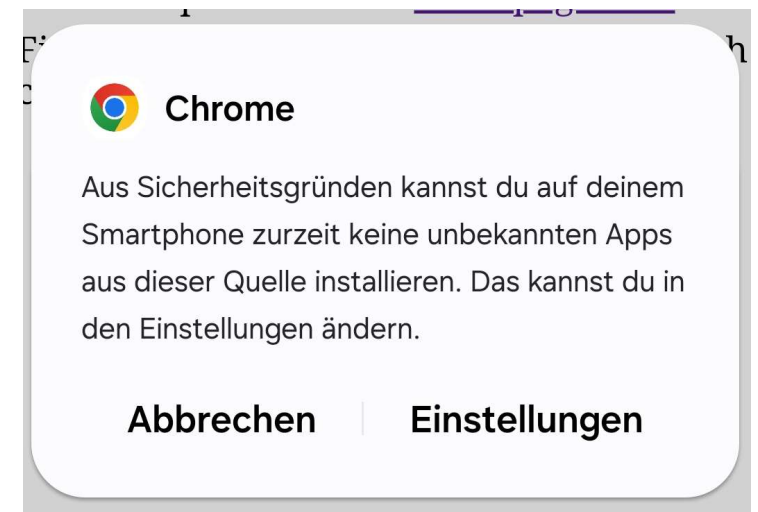
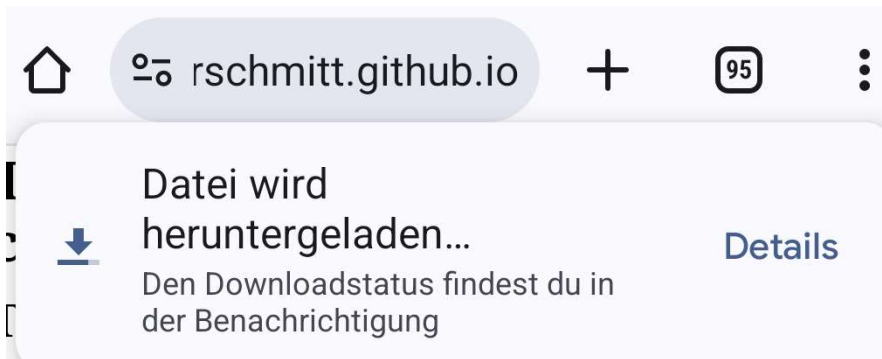
# Upload apk files to a GitHub Pages repository

- 1) Rename the file app\_release.apk into whatever you want, e.g. fdg\_lux\_meter.apk
- 2) Create a repository on GitHub and activate Pages like we have done for our web repository where we host our web applications like flying\_balls (for details see document [https://github.com/GuentherSchmitt/fdg\\_flutter\\_2023/blob/main/docs/09a%20How%20to%20host%20a%20flutter%20web%20app%20on%20GitHub%20pages.docx](https://github.com/GuentherSchmitt/fdg_flutter_2023/blob/main/docs/09a%20How%20to%20host%20a%20flutter%20web%20app%20on%20GitHub%20pages.docx))
- 3) Upload your apk file into this repo via “Drag&Drop” on the GitHub website of the repo and commit modification in GitHub.
- 4) Now everybody can download this apk file via the link [https://fdg2324.github.io/apk/fdg\\_lux\\_meter.apk](https://fdg2324.github.io/apk/fdg_lux_meter.apk)

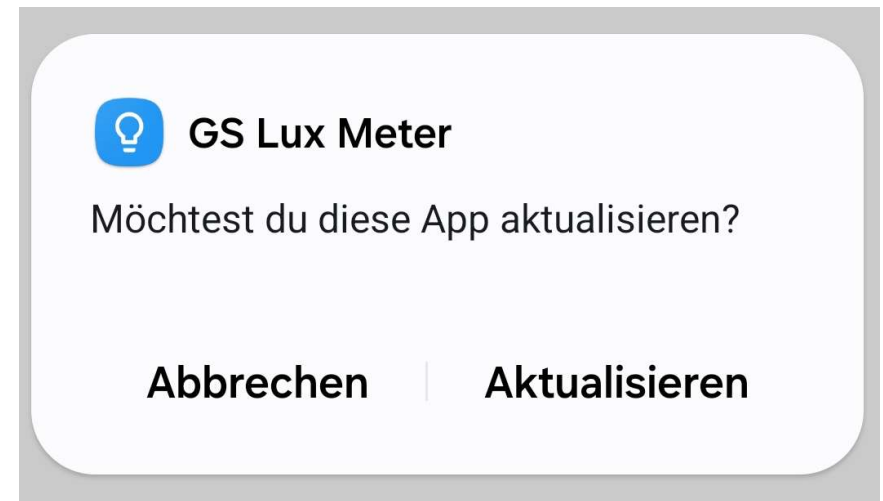
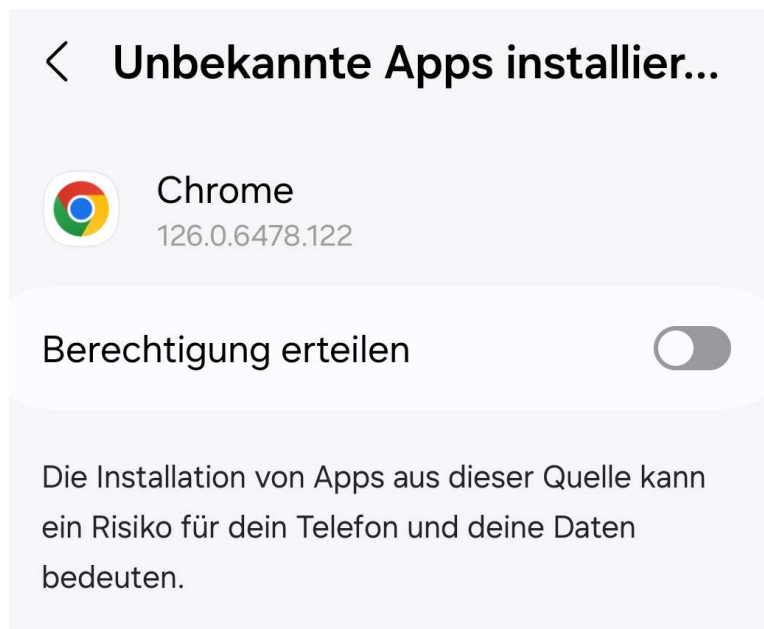


# Download and install the apk file

Enter the URL of the apk in Chrome in Android:



# Download and install the apk file (continued)



# Download and install the apk file (continued)

