Customizing InterMine Android App

- **Changing logo and title**

In **AndroidManifest.xml** file you can change **'label'** element in **'application'** section to set app's name. To substitute icon, please, first add images in mdpi, hdpi, xhdpi and xxhdpi resolutions to **app/src/main/res/drawable** directories. Then you may refer the image from **'icon'** element as '@drawable/your_icon_name'.

- **Changing color scheme**

Styles.xml file at **app/src/main/res** path is responsible for the app's color scheme. **'colorPrimary'** tag is to set your app branding color for the app bar. **'colorPrimaryDark'** is a darker variant for the status bar and contextual app bars. **'colorAccent'** is for theme UI controls like checkboxes and text fields. For more information please visit **[Using the Material Theme](.)**.

- **Changing default mines set**

To modify initial mines set, please, add appropriate changes to '**mines-urls**' and **'mines-names'** at **app/src/main/res/arrays.xml**