

Icons

Application icons deserve a special mention, as they are not trivial!

Generate icons

Provide a large source file to `MakeAppIcon` - it will generate all the resized images you need for both Android and iOS.

iOS

Resource: Application Icons in Xamarin.iOS

- Icons are managed in an 'Asset Catalog' in the iOS application called `Assets.xcassets`.
- In `Assets.xcassets` create a new icon, and then drop icons from `MakeAppIcon` into it - each should be named helpfully.

NB. You may find that the iTunes icons have a black background - the icon generator will have assumed black where the source file was transparent. It's probably better to supply a white background image for this, and you may need to edit the image manually to do so.

Android

- Add the new mipmap icons from `MakeAppIcon` to the `Resources/mipmap-` folders.
- Ensure that they have Build action: `AndroidResource`
- Ensure that they have Custom tool: `MSBuild:UpdateGeneratedFiles`
- Modify your choice of Application icon in `Properties/AndroidManifest.xml`
- Modify the attributes in `MainActivity.cs`:
 - Label - the icon text, eg. `Label = "VPC Connect"`
 - Icon - the icon itself, eg. `Icon = "@mipmap/ic_launcher"`