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How to set icon of app in android studio

In Android Studio there is a predefined icon set by Android Studio itself. You can change it according to the application requirement. Changing the application icon in Android Studio: Step 1- Open your application in Android Studio. Step 2: Further follow the path to reach the desired folder to add icon (App -> Res-> MIPMAP). Step 3: Here you add the app icon. You can simply copy and paste the image to the MIPMAP folder. Step 4- After placing the image in the MIPMAP folder. It is necessary to rename the name of the default icon to the name of the icon image. Step 5- Go to (App -> manifest) Open AndroidManifest.xml file. Here you find the following code. Android: icon = @android:drawable/ic_launcher_1 Here IC_LAUNCHER is the name of the default image, rename it. I found myself with a problem on my Android application was unable to use adaptation icons, resulting in ugly and strange forms icons in different pitches, so ... The solution was to create adaptive icons and works perfectly. D on API> 26 Adaptive Icons Android Tools, it is possible that this makes it yes that issues on the application icon in existing applications, just like the following example. Example: Old application icons To avoid this you need to create an adaptive icon. To do this, the following goods are needed: image An icon without background, for example image icon (close-up) background color background with these items you need to follow these steps to generate the icon with the image Asset Studio below. Open the project in Android Studio Select The Folder Application Go to present a new one AnSet On "Foreground Layer" image Select the supplied image and resize in order to get the correct appearance for the icon on a background level "Use the background provided Click the Next button, then Finish after that, the icons are created on the" MIPMAP: * * * * "Configuar Level Configuration Level Configuraton Level Folder and Activity Creating. A You need to add new rounded icons for the relevant Roundicon option on the AndroidManifest.xml . Send application after changes the application icon will try according to the Android guidelines for adaptation icons. Example: Android 9, API 28 Launcher warehouse Example: Android 7.0, API 24, Smart Launcher you TTE The information was obtained from the official Android information .com / ice / ui guidelines / icon design adaptive A * Android Studio includes a tool Called Image Asset Studio that allows you to generate your application icons from material icons, custom images, and text strings. Generate a set of icons in the appropriate resolution for each pixel density that your app supports. Image Asset Studio Place the icons just generated in specific density folders under the RES / Directory in your project. A Runtime, Android uses the appropriate resource based on the density of the device screen, your app is running. Image Asset Studio helps you generate the following types of icons: Icons Icons Icons Action Icons And Icons Icons Icons. Icons Icons Studio Studio Image Asset Studio helps you create various types of icons at different densities and It shows you exactly where they will be included in your project. The following sections describe the types of icons that you can create and the text and text inputs it is use. Adaptive and Legacy Launcher Icons at Launcher Icon is a graph that represents your app to users. It can: appears in the list of apps installed on a device and on the main screen. Represents shortcuts in your app (for example, a connection icon with contact that opens detailed information for a contact). Be used by Launcher apps. Help users find your app on Google Play. The Adaptive Launcher icons can view as a variety of shapes on different models of devices and are available in Android 8.0 (API level 26) and upper. Android Studio 3.0 3.0 Support far the creation of adaptive icons using the Asset Studio image. The Asset Studio image generates the previews of an adaptive icon in a circle, the chest of drawers, rounded square and square shapes, as well as a preview of complete icon bleeding. The Asset Studio image also generates the previews of the inheritance shop, round and Google Plays of the icon. A HERECY Launcher Icon is a graph that represents your app on the home screen of a device and in the startup window. Legacy pitcher icons are intended for use on devices in the devices in the devices in the devices in the Devices in the Devices in Android 7.1 (API level 25) or lower, which do not support adaptive icons and are not displayed as variable shapes on device models. Image Asset Studio Place the icons in the appropriate positions in the Densit of RES / MIPMAP-DensitA / Directory. It also creates an image 512 x 512 pixel appropriate for the Google Play Store. We recommend using the style of material design for Launcher icons, even if Android antique versions are supported. See Adaptive launcher icons and product icons - material design for more information. Icons icons icons icons icons icons icons are graphic elements placed in the action bar and representing individual action objects. See Adding Actions and Management, App Bar - Material Design and Action Bar Design For more information. The card icons are graphic elements used to represent individual cards in a multi-tab interface. Each card icon has two states: not selected and selected. See Creating Swipe views with tabs and tabs - Material design for more information. Image Asset Studio Place the icons in the correct positions in the Res / Densit / Directory resistance. We recommend using the material design style for the action bar and card icons, even if it supports previous Android versions. Use AppCompatActivity and other support libraries to deliver your ui material design to older platform versions. As an alternative to the Asset Studio image, you can use Vector Asset Studio to create the actions bar and card icons. Vector designs are appropriate for simple icons and can reduce the size of your app. Notification icons A notification is a message that you can view the user outside the normal UI of your app. Image Asset Studio Place the notifications icons in the correct positions in Res / Densitization / Directory resolution: Icons for Android 2.2 (API level 8) and lower are positioned in Res / Densit / Directory / Directory. Icons for Android from 2.3 to 2.3.7 (API level from 9 to 10) are placed in Res / Directives-DensitA -V9 / Directory. Icons for Android 3 (API 11 level) and upper are positioned in Res / Directory-Density-V11 / Directory. If your app supports Android from 2.3 to 2.3.7 (API level from 9 to 10), Image Asset Studio generates a gray version of your icon. Subsequent Android versions use the white icon that generate the Asset Studio image generates. See notifications; Material design notifications; Notifications, Android 5.0 changes: Notifications, Android 4.4 and lower; And status bar icons, Android 3.0 and lower for more information. Immagine Clip Art Asset Studio simplifies the import of Google Material icons in VectorRowable and PNG formats: Simply select an icon from a dialog box. For more information, see Material Icons. Images You can import your images and adjust them for the type of icon. Image Asset Studio supports the following types of files: PNG (preferred), JPG (acceptable) and GIF (discouraged). Text Strings Image Asset Studio allows you to type a text in a variety of characters and place it on an icon. Convert text-based icon into PNG files for different densities. You can use the characters installed on the computer. Run image Asset Studio To start the Asset Studio image, follow these steps: Create adaptive and legacy launcher icons Note: If your app supports versions not exceeding Android 7.1, follow the instructions to create a launcher icon instead Legacy. After opening the Asset Studio image, you can add adaptive and legacy icons by following these steps: in the Type Icon field, select Starting Icons (Adaptive and Legacy). On the first floor layer card, select An An Type, then specify the resource in the field below: Select the image to specify the path for an image file. Select Clip Art to specify an image from the material design icons set. Select the text to specify a text string and select a font. On the Layer Layer tab, select a resource type, then specify the resource in the field below. You can select a color or specify an image to use as a background level. On the Legacy tab, review the default settings and confirm that you want to generate ritage, round and Google Play Store icons. Optionally, change the name and display settings for each of the first floor level cards and the background layer: Name - If you do not want to use the default name, type a new name. If that resource name already exists in the project, as indicated by an error at the bottom of the wizard, it is overwritten. The name can contain tiny characters, underlining and alone. Trim: To adjust the margin between the graphic and edge icon in the source good, select Yes. This operation removes transparent space, preserving the aspect ratio. To leave the source well unchanged, select No. Color - to change the color for an Clip Art or Text icon, click on the field. In the Select Color dialog box, specify a color, and then click Select. The new value appears in the field. Resize: Use the cursor to specify a percentage resize factor to resize an image, clip art or text icon. This control is disabled for the background layer when specifying a color resource type. Click Next. Optionally, change the resource directory: Select the source set of the resource where you want to add the asset image: SRC / MAIN / RES, SRC / DEBUG / RES, SRC / RELEASES / RES or a set of custom source. The main source set applies to all construction variants, including debugging and release. The sets of debugging and release source replace the set of main origins and apply to a version of a build. The set of source of debugging is only for debugging. To define a new set of origins, select File> Project Structure> App> Types of construction. For example, you can define a beta set set and create a version of an icon that includes the text "beta" in the lower right corner. For more information, see Configure construction variants. Click Finish. Image Asset Studio adds images to MIPMAP folders for different densities. Create a Lagacy launcher icon Note: If your app supports Android 8.0, follow the instructions to create a launcher and legacy iconic instead. After opening the Asset Studio image, you can add a boot icon by following these steps: In the Type Icon field, select Starting Icons (Legacy only). Select a resource type, then specify the resource in the field below: In the Clip Art field, click the button. In the Select icon dialog box, select a material icon, and then click OK. In the path field, specify the path and name of the image file. Click ... to use a dialog box. In the text field, type a text string and select a font. The icon appears in the source asset area on the right side and in the preview area at the bottom of the wizard. Optionally changes the name and settings of the display: Name - If you do not want to use the default name, type a new name. If that resource name already exists in the project, as indicated by an error at the bottom of the wizard, it is overwritten. The name can contain tiny characters, underlining and alone. Trim: To adjust the margin between the graphic and edge icon in the source good, select Yes. This operation removes transparent space, preserving the aspect ratio. To leave the source resource unchanged, select No. Padding - If you want to adjust the padding of the source resources on all four sides, move the cursor. Select a value between -10% and 50%. If you also select trim, the cutout takes place first. Close-up - To change the color in the foreground for an Clip Art or Text icon, click on the field. In the Select Color dialog box, specify a color, and then click Select. The new value appears in the field. Background - to change the background background Click on the field. In the Select Color dialog box, specify a color, and then click Select. The new value appears in the field. Resize - to mount the size of the icon, select the crop or reduce to adapt. With the harvest, the edges of the image can be cut, and with shrink, they are not. You can adjust the padding, if necessary, if the source is still not suitable. Form - To position a background behind the source resource, select a shape, a circle, square, vertical rectangle or horizontal rectangle. For a transparent background, select None. Effect - If you want to add a dog-ear effect to the top right of a square or rectangular shape, select Dogear. Otherwise, select None. Image Asset Studio Place the icon inside a transparent square so there is some padding on the edges. The padding provides adequate space for the effect of the standard drop icon. Click Next. Optionally Edit the resource directory: Res Directory - Select the source set of the resource where you want to add the asset image: SRC / MAIN / RES, SRC / DEBUG / RES, SRC / RELEASE / RES or a set of defined source From the user. The main source set applies to all construction variants, including debugging and release. The sets of debugging and release source replace the set of main origins and apply to a version of a build. The set of source of debugging is only for debugging. To define a new set of origins, select File> Project Structure> App> Types of construction. For example, you could A beta source set and create a version of an icon that includes the "beta" text in the lower right corner. For more information, see Configure construction variants. The output directory area displays the images and folders in which they will appear in the project files view of the project window. Click Finish. Image Asset Studio adds images to drawable folders for different densities. Create a notification icon After opening Image Asset Studio, you can add a notification icon by following these steps: In the Type icon field, select Notification Icons. Select a resource type, then specify the resource in the field below: In the Clip Art field, click the button. In the Select icon dialog box, select a material icon, and then click OK. In the path field, specify the path and name of the image file. Click ... to use a dialog box. In the text field, type a text string and select a font. The icon appears in the source asset area on the right side and in the preview area at the bottom of the wizard. Optionally changes the name and display options: name - if you don't want to use the default name, type a new name. If that resource name already exists in the project, as indicated by an error at the bottom of the wizard, it is overwritten. The name can contain tiny characters, underlining and figures only. Trim: To adjust the margin between the graphic and edge icon in the source good, select Yes. This operation removes transparent space, preserving the aspect ratio. To leave the source resource unchanged, select No. Padding - If you want to adjust the padding of the source resources on all four sides, move the cursor. Select a value between -10% and 50%. If you also select trim, the cutout takes place first. Image Asset Studio creates the icon inside a transparent square, so there is some padding on the edges. The padding provides adequate space for the effect of the standard drop icon. Click Next. Optionally Edit the resource directory: Res Directory - Select the source set of the resource where you want to add the asset image: SRC / MAIN / RES, SRC / DEBUG / RES, SRC / RELEASE / RES or a set of defined source From the user. The main source set applies to all construction variants, including debugging and release. The sets of debugging and release source replace the set of main origins and apply to a version of a build. The set of source of debugging is only for debugging. To define a new set of origins, select File> Project Structure> App> Types of construction. For example, you can define a set of beta sources and create a version of an icon that includes the "beta" text in the lower right corner. For more information, see Configure construction variants. The output directory area displays the images and folders in which they will appear in the project files view of the project window. Click Finish. Image Asset Studio adds the images in the folders that can be drawn for different density and versions. Refer to a resource Image in Code You need to refer to a generic image resource in the code in the code and when your app is performed, the corresponding image is automatically displayed depending on the device: in most cases, You can refer to image resources like @Drawable in XML code or designed in Java code. For example, the following XML Layout code displays the drama in an image imagination: The following Java code retrieves the image as drawable: Val Disegable = Resorts.GetDraWable (R.Drawarable.MyImage, Theme) Resources RESS = GERESOURCES (); Unobstrible Disegable = RES.GETDRAWABLE (R.Drawable.mymimage, GETTHEME ()); The GREESOURCES () method lies in the context class, which applies to UI objects, such as activities, fragments, layouts, views, and so on. If your app uses the support library, you can refer to an XML code image resource with a SRCCompat application. For example: you Access the image resources by yourself the main thread. After you have an image resource in the project's Res / Directory, you can refer to the Java code or your XML Layout using your resource ID. The following Java code sets an ImageView to use the DRAWABLE / MyImage.png resource: FindViewById (r.id.mymimageview). Apply {setImageResource (r.drawable.mymimage)} imageView imageView = (imageView) findViewById (R.id.MyImageview); imageView.setImageSource (r.drawable.mymimage); Resources See access to more information. For boot icons, the AndroidManifest.xml file must refer to the MIPMAP / Position. Image Asset Studio automatically adds this code. The following poster references to the file code on the IC launcher icon in the MIPMAP / Directory: Deleting Of an icon from a project to remove an icon from a project: In the Project window, select the Android view. Expand the RES / MIPMAP folder for a boot icon, or the DRAWABLE RES / folder for other types of icons. Locate a subfolder with the name of the icon you want to delete. This folder contains the differentiated density icon. Select the folder and press the Delete key. Alternatively, select Edit> Delete. Or right-click on the file and select Delete. The secure cancellation window appears. Optionally select the options to find where the icon is used in the project, and click OK. Android Studio deletes files from the project and unity. However, if you have chosen to search for places in the project where files are used and some uses are found, you can view them and decide whether to delete them. You need to delete or replace these references to be able to successfully fill out your project. Select Create> Clean Project. Android Studio removes any generated image file corresponding to the deleted image resource. It removes them from the project and the unit. If necessary, correct any remaining errors due to the portions of code that refer to the resource. Android Studio highlights these errors in the code. When you have removed all the references from the code, you can successfully build the project again. still.

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