



[Turtle](#) [Tkinter](#) [Matplotlib](#) [Python Imaging Library](#) [Pyglet](#) [Python](#) [Numpy](#) [Pandas](#) [Python Database](#)

How to Change the Name of a Pygame window?

Last Updated : 01 Oct, 2021

PyGame window is a simple window that displays our game on the window screen. By default, pygame uses “Pygame window” as its title and pygame icon as its logo for pygame window. We can use **set_caption()** function to change the name and **set_icon()** to set icon of our window.

To change the name of pygame window:

Syntax: `pygame.display.set_caption('Title of window')`

To change the icon of pygame window:

Syntax: `pygame.display.set_icon(Icon_name)`

Stepwise Implementation:

Step 1: First we import and initialize all imported modules. We use import pygame to import all modules and .init() function to initialize those modules.

```
import pygame
pygame.init()
```

Step 2: Initialize a window to display. We use **.set_mode()** function to create a window. We pass the width and height of our window as parameters to set_mode() function.

```
pygame.display.set_mode((width_of_window,height_of_window))
```

Step 3: To change default title and icon of pygame window we use **.set_caption()** and **.set_icon()** functions. To change icon first we load icon image using `pygame.image.load(“image_path”)` function, and then we use **.set_icon()** to change default image.

```
pygame.display.set_caption('GeeksforGeeks')
```

```
Icon = pygame.image.load('gfglogo.png')
```

```
pygame.display.set_icon(Icon)
```

Step 4: Keep that window running until the user presses the exit button. We use a variable that is true unless the user presses the quit button. To keep the game running we use a while loop and check our variable if it is true or not.

```
running = True
```

```
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False
```

Complete Code:

Python3

```
# import pygame module
import pygame

# initializing imported module
pygame.init()

# Displaying a window of height
# 500 and width 400
pygame.display.set_mode((400, 500))

# Here we set name or title of our
# pygame window
pygame.display.set_caption('GeeksforGeeks')

# Here we load the image we want to
# use
Icon = pygame.image.load('gfglogo.png')

# We use set_icon to set new icon
pygame.display.set_icon(Icon)
```

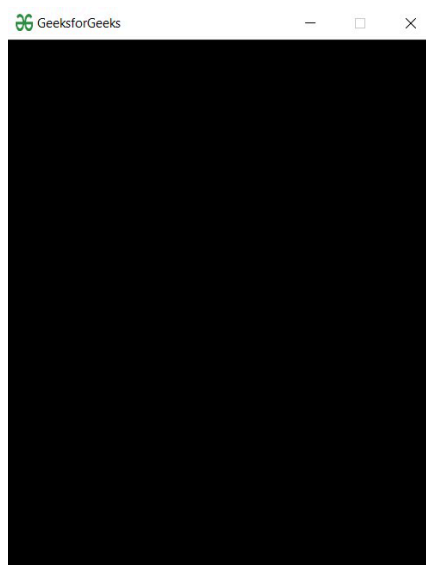
```
# Creating a bool value which checks if
# game is running
running = True

# Keep game running till running is true
while running:

    # Check for event if user has pushed
    # any event in queue
    for event in pygame.event.get():

        # If event is of type quit then set
        # running bool to false
        if event.type == pygame.QUIT:
            running = False
```

Output:



Looking to dive into the world of programming or sharpen your Python skills? Our [Master Python: Complete Beginner to Advanced Course](#) is your ultimate guide to becoming proficient in Python. This course covers everything you need to build a solid foundation from fundamental programming concepts to advanced techniques. With **hands-on projects**, real-world examples, and expert guidance, you'll gain the confidence to tackle complex **coding challenges**. Whether you're starting from scratch or aiming to enhance your skills, this course is the perfect fit. Enroll now and master Python, the language of the future!



4

Previous Article

How to change screen background color in Pygame?

Next Article

How to set up the Game Loop in PyGame ?

Similar Reads

Adding Collisions Using `pygame.Rect.colliderect` in Pygame

Prerequisite: Drawing shapes in Pygame, Introduction to pygame In this article, we are going to use `pygame.Rect.colliderect` for adding collision in a shape usin...

3 min read

Python | Display text to PyGame window

Pygame is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used...

6 min read

Python | Drawing different shapes on PyGame window

Pygame is a cross-platform set of Python modules designed for writing video games. It includes computer graphics and sound libraries designed to be used...

3 min read

How to create an empty PyGame window?

Pygame window is a simple window like any other window, in which we display our game screen. It is the first task we do so that we can display our output onto...

2 min read

Allowing resizing window in PyGame

In this article, we will learn How to allow resizing a PyGame Window. Game programming is very rewarding nowadays and it can also be used in advertising...

2 min read

How to get the size of PyGame Window?

In this article, we will learn How to get the size of a PyGame Window. Game programming is very rewarding nowadays and it can also be used in advertising...

2 min read

How to make a PyGame Window?

PyGame is a free and open-source cross-platform library for game development in Python. It was officially written by Pete Shinnars to replace PySDL it is suitable...

2 min read

How to make a fully transparent window with PyGame ?

Fully transparent windows with PyGame have their own advantage while building many games and apps via Python. Thus in order to achieve the...

3 min read

How to change screen background color in Pygame?

Pygame is a Python library designed to develop video games. Pygame adds functionality on top of the excellent SDL library. This allows you to create fully...

1 min read

How to change the PyGame icon?

While building a video game, do you wish to set your image or company's logo as the icon for a game? If yes, then you can do it easily by using `set_icon()` function...

2 min read

Article Tags : [Python](#) [Python-PyGame](#)

Practice Tags : [python](#)



Corporate & Communications Address:-
A-143, 9th Floor, Sovereign Corporate
Tower, Sector- 136, Noida, Uttar Pradesh
(201305) | Registered Address:- K 061,
Tower K, Gulshan Vivante Apartment,
Sector 137, Noida, Gautam Buddh
Nagar, Uttar Pradesh, 201305



Company

About Us
Legal
In Media
Contact Us
Advertise with us
GFG Corporate Solution
Placement Training Program
GeeksforGeeks Community

DSA

Data Structures
Algorithms
DSA for Beginners
Basic DSA Problems
DSA Roadmap
Top 100 DSA Interview Problems
DSA Roadmap by Sandeep Jain
All Cheat Sheets

Web Technologies

HTML
CSS
JavaScript
TypeScript
ReactJS
NextJS
Bootstrap
Web Design

Computer Science

Languages

Python
Java
C++
PHP
GoLang
SQL
R Language
Android Tutorial
Tutorials Archive

Data Science & ML

Data Science With Python
Data Science For Beginner
Machine Learning
ML Maths
Data Visualisation
Pandas
NumPy
NLP
Deep Learning

Python Tutorial

Python Programming Examples
Python Projects
Python Tkinter
Web Scraping
OpenCV Tutorial
Python Interview Question
Django

DevOps

Operating Systems
Computer Network
Database Management System
Software Engineering
Digital Logic Design
Engineering Maths
Software Development
Software Testing

System Design

High Level Design
Low Level Design
UML Diagrams
Interview Guide
Design Patterns
OOAD
System Design Bootcamp
Interview Questions

School Subjects

Mathematics
Physics
Chemistry
Biology
Social Science
English Grammar
Commerce
World GK

Git
Linux
AWS
Docker
Kubernetes
Azure
GCP
DevOps Roadmap

Interview Preparation

Competitive Programming
Top DS or Algo for CP
Company-Wise Recruitment Process
Company-Wise Preparation
Aptitude Preparation
Puzzles

GeeksforGeeks Videos

DSA
Python
Java
C++
Web Development
Data Science
CS Subjects

@GeeksforGeeks, Sanchhaya Education Private Limited, All rights reserved