How to change the launcher logo of an app in Android Studio?

Ask Question

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197

I was wondering how to change the launcher icon in Android Studio. I would be very grateful for any advice you can give me.

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★

54

android   launcher

edited Apr 12 '17 at 22:27

MasterScrat
2,878   7   30   59

asked Oct 28 '14 at 18:33

user3535901
1,017   2   8   8

12   The accepted answer is not the best answer, scrolling is worth it! – dreua Mar 21 '17 at 5:15

Android Studio's Asset Studio is definitely the way to go now. See this answer for a summary. – Suragch Sep 13 '17 at 11:41

13 Answers

▲

Look in the application's AndroidManifest.xml file for the

This application tag has an `android:icon` attribute, which is usually `@drawable/ic_launcher` . The value here is the name of the launcher icon file. If the value is `@drawable/ic_launcher` , then the name of the icon is `ic_launcher.png` .

Find this icon in your resource folders (`res/mipmap-mdpi` , `res/mipmap-hdpi` , etc.) and replace it.

A note on mipmap resources: If your launcher icon is currently in drawable folders such as `res/drawable-hdpi` , you should move them to the mipmap equivalents (e.g. `res/mipmap-hdpi`). Android will better preserve the resolution of drawables in the mipmap folder for display in launcher applications.

Android Studio note: If you are using Android Studio you can let studio place the drawables in the correct place for you. Simply right click on your application module and click *New -> Image Asset*.

For the icon type select either *"Launcher Icons (Legacy Only)"* for flat PNG files or *"Launcher Icons (Adaptive and Legacy)"* if you also want to generate an adaptive icon for API 26+ devices.

edited Jul 24 '17 at 15:14

answered Oct 28 '14 at 18:36

Tanis.7x
55.5k 9 101 103

this process only accepts one image and scales it to every density needed . but if i have custom made icon for every resolution and i want to use it. what would i do ? –

should be putting your images for different densities in the different density-qualified folders as described in the [Providing Resources documentation](). For example, put the base image in `drawable-mdpi` and a 1.5x scaled version in `drawable-hdpi` . – Tanis.7x Mar 21 '16 at 14:27

For those wondering, I had to ensure the images name was ic_launcher. – gimmegimme Feb 20 '17 at 16:34

In my project (Android Studio 2.3.1) `ic_launcher.png` is placed in `mipmap` virtual folder. – Gluttton May 14 '17 at 15:22

@Glutton Check this answer [stackoverflow.com/a/28065664/1101730](), it's recommended to put launcher icons to `mipmap` folder, because they use different density – Micer Jul 23 '17 at 10:44

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Here is another solution which I feel is more sensible for those working on Android Studio:

1. Expand the project root folder in the Project View

2. *Right Click* on the **app** folder

3. In the *Context Menu* go to **New->Image Asset**

4. In the pop up that appears select the the new logo you would like to have(image/clip art/text).

That is it! You have a new logo for you app now.

answered Feb 20 '15 at 10:37

Coder X
2,994   2   11   8

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29   and don't forget to set new icon's location in manifest: replace drawable to minimap in android:icon – cVoronin Jun 5 '15 at 12:37 ✏️

this should be the accepted answer – zero.zero.seven Jul 24 '17 at 8:04

This one is the right answer – Christian Lisangola Dec 2 '17 at 1:12

May I do it with command line? – Aman Gupta - ShOoTeR Aug 29 '18 at 10:07

53

Here are my steps for the task:

1. Create PNG image file of size *512x512* pixels

2. In Android Studio, in **project view**, **highlight** a *mipmap directory*

3. In menu, **go** to *File>New>Image Asset*

4. **Click** *Image Button* in *Asset type* button row

5. **Click** on *3 Dot Box* at right of *Path Box*.

6. **Drag** image to *source asset box*

7. **Click** *Next* (Note: **Existing launcher files** will be **overwritten**)

8. **Click** *Finish*

edited Jan 7 '17 at 7:23

KernelPanic
1,297   5   30   57

answered Jan 7 '17 at 5:08

Mtn Pete
531   4   2

1   I feel this is the best answer – chicharito Jun 20 '18 at 12:17

20

launcher icon in Android Studio, you can:

1. Use this tool:
   https://romannurik.github.io/AndroidAssetStudio/icons-launcher.html to upload your preferred image or icon (your source file). The tool then automatically creates a set of icons in all the different resolutions for the ic_launcher.png.

2. Download the zip-file created by the tool, extract everything (which will create a folder structure for all the different resolutions) and then replace all the icons inside your project res folder: <AndroidStudioProjectPath>\app\src\main\res

edited Sep 20 '18 at 4:11

Pang
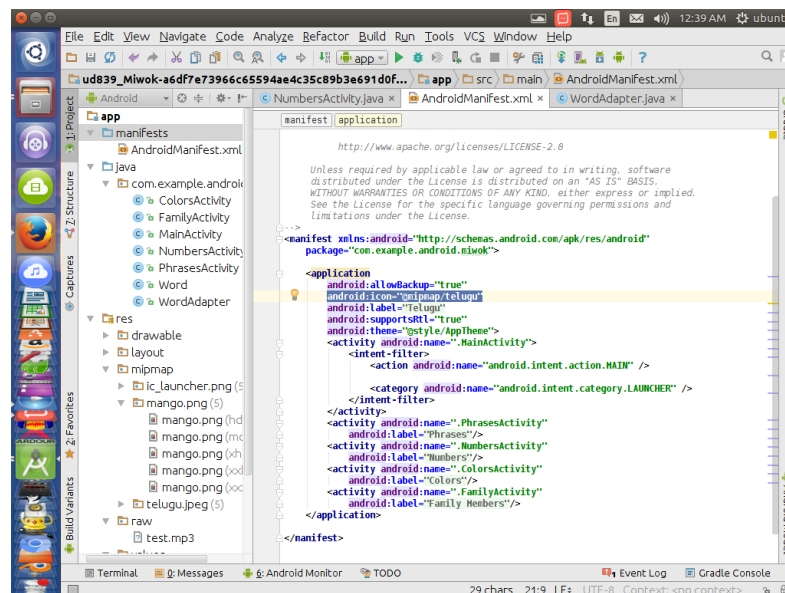**7,051**   16   67   105

answered Sep 6 '15 at 1:16

Robbie
301   2   4

7

go to AndroidManifest.xml and change the android:icon="@mipmap/ic_launcher" to android:icon="@mipmap/(your image name)" suppose you have a image named telugu and you want it to be set as your app icon then change android:icon="@mipmap/telugu" and you have to copy and paste your image into mipmap folder thats it its so simple as i said

answered Sep 16 '16 at 19:08

Krishna Chaitu
164   2   9

In the manifest file, under the tag, there will be a similar line:

6

```
android:icon="drawable_resource_path"
```

answered Oct 28 '14 at 18:35

berserk
2,016   1   25   51

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1. Go to AndroidManifest.xml

2. In the tag, look for **android:icon** tag.

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3. Copy and paste your icon in drawable folder(available in res folder of your project).

4. Set the value of **android:icon** tag as

android:icon="@drawable/youriconname"

Voila! you are done. Save the changes and test.

answered Dec 26 '17 at 11:49

Palak Jain
395   2   11

Go to your project folder\app\src\main\res\mipmap-mdpi\ic_launcher.png

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You will see 5 mipmap folders. Replace the icon inside of the each mipmap folder, with the icon you want.

answered Nov 16 '17 at 17:33

Linoie
31   1   8

Go to the manifest and change

Make sure that the logo icon is present in the drawable.

edited Sep 20 '18 at 4:12

Pang
7,051   16   67   105

answered May 4 '17 at 4:38

Suraj Kumar Singh
66   1   1   5

We can replace the code in the AndroidManifest file in the application tag

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```
android:icon="@drawable/logo"
```

edited Sep 20 '18 at 4:13

Pang
7,051   16   67   105

answered Mar 20 '16 at 14:53

sameer tzar
115   8

I created my icons using this tool:

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https://romannurik.github.io/AndroidAssetStudio/index.html

After I downloaded these (they were already pre named to

> mipmap ic_launcher folder under the res folder

and I replaced the pre icons with the ones I created.
Reinstall your app, and you'll see your new icon!

answered Aug 11 '18 at 6:42

user8341034

Go To:

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```
res > drawable > right click > show in folder > add desire
```

```
go to android manifest edit ICON tag under application tag
```

answered Nov 16 '18 at 2:59

fMadTech

119   1   4

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all the download process is too long, just navigate to your
project preview and select project view, right click on app
folder, then click on new, then create a new image asset.
kindly choose the file path and click next and finish. then
reinstall your app.

answered Nov 13 '18 at 20:02

Michael Leonard

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