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Further change the resource catalog: Res Directory - Choose the original resource set where you want to add an image asset: src/main/res, src/debug/res, src/release/res, or a set of user-defined sources. The basic set of original elements applies to all assembly options, including debugging and release. Debugging and release kits are redefined by the main source set and are applied to one version of the build. A set of debugging sources only for debugging. To determine the new set of raw data, select the structure of the project's zgt; the application's types of build. For example, you can identify a set of beta sources and create a version of the icon that includes BETA text in the bottom right corner. For more information, see the Weekend Directory Area displays the images and folders in which they will appear in the Project Files view in the project window. Click Finish. Image Asset Studio adds images to mipmap folders for different densities. Create an action bar icon or tab after opening Image Asset Studio, you can add an action icon or tab icon by following the following steps: in an icon-type field, select Action Bar and Tab Icons. Choose the type of asset then specify the asset in the box below: In the Clip Art box, click. In the Select Icon dialogue, select the material icon and then click OK. In the Path field, specify the path and name of the image file. Image. ... use dialogue. In the text box, enter the text line and select the font. The icon is displayed in the Source Asset area on the right and in the preview area at the bottom of the master. Further change the name and display options: Name - If you don't want to use the default name, change the new name. If this resource name already exists in the project, as evidenced by the error at the bottom of the master, it is re-recorded. The name can only contain lower symbols, highlighted and numbers. Trim - To set the margin between the graphic icon and the boundary in the original asset, select Yes. This operation removes the transparent space while maintaining the ratio of the sides. To leave the original asset unchanged, select No. Lining - If you want to customize the original upholstery asset on all four sides, move the slider. Choose from -10% to 50%. If you also choose Trim, pruning occurs first. Theme - Choose HOLO_LIGHT or HOLO_DARK. Or, to specify the color in the Select Color dialogue, select CUSTOM and then click on the Custom color box. Image Asset Studio creates an icon in a transparent square, so there is some padding around the edges. The padding provides ample space for the standard drop shadow icon effect. Click on. Further change the resource catalog: Res Directory - Choose the original resource set where you want to add an image asset: src/main/res, src/debug/res, src/release/res, or a set of user-defined sources. 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Select the type of asset and then specify the asset in the field below: In the Clip Art box, click. In the Select Icon dialogue, select the material icon and then click OK. In the Path field, specify the path and name of the image file. Click... use dialogue. In the text box, enter the text line and select the font. The icon is displayed in the Source Asset area on the right and in the preview area at the bottom of the master. change the name and display options: Name - If you don't want to use the default name, default, A new name. If this resource name already exists in the project, as evidenced by the error at the bottom of the master, it is re-recorded. The name can only contain lower symbols, highlighted and numbers. Trim - To set the margin between the graphic icon and the boundary in the original asset, select Yes. This operation removes the transparent space while maintaining the ratio of the sides. To leave the original asset unchanged, select No. Lining - If you want to customize the original upholstery asset on all four sides, move the slider. Choose from -10% to 50%. If you also choose Trim, pruning occurs first. Image Asset Studio creates an icon in a transparent square, so there is some padding around the edges. The padding provides ample space for the standard drop shadow icon effect. Click on. Further change the resource catalog: Res Directory - Choose the original resource set where you want to add an image asset: src/main/res, src/debug/res, src/release/res, or a set of user-defined sources. The basic set of original elements applies to all assembly options, including debugging and release. Debugging and release kits are redefined by the main source set and are applied to one version of the build. A set of debugging sources only for debugging. To determine the new set of raw data, select the structure of the project's zgt; the application's types of build. For example, you can identify a set of beta sources and create a version of the icon that includes BETA text in the bottom right corner. For more information, see the Weekend Directory Area displays the images and folders in which they will appear in the Project Files view in the project window. Click Finish. Image Asset Studio adds images to draw folders for different densities and versions. Refer to the image resource in the code, which you can usually refer to the image resource in a general way in the code, and when your app works, the image is displayed automatically depending on the device: In most cases, you can refer to image resources as @drawable in the XML or Drawable in Java code. For example, the following XML layout shows a drawing in ImageView: The next Java code extracts an image of the image of the image of the layout_height android wrap_content android:layout_width wrap_content android:src="@drawable/myimage">lt;ImageView as Drawable: val drawable - resources.getDrawable (R.drawable.myimage, theme) Resources res - getResources (); Drawable drawable - res.getDrawable (R.drawable.myimage, getTheme()); The getResources method is in the Context class, which is applied to UI objects such as actions, fragments, layouts, views, and so on. If your app uses the Support Library, you can contact the resource in the XML code with the app:srcCompat statement. For example: You'll layout_height wrap_content android:layout_width wrap_content app:srcCompat="@drawable/myimage">lt;ImageView">lt; can access the image image only from the main stream. Once you have an image resource in your project's res/directory catalog, you can refer to it from the Java code or the XML layout using the resource ID. The next Java code installs ImageView to use the resource drawable/myimage.png: findViewById<ImageView (R.id.myimageview). Apply - setImageResource (R.drawable.myimage) - ImageView ImageView (ImageView) findViewById (R.id.myimageview); imageView.setImageResource (R.drawable.myimage); For more information, you can access resources. For launcher icons, the AndroidManifest.xml file must refer to mipmap/location. Image Asset Studio adds this code automatically. The following explicit file code refers to the ic_launcher icon in the mipmap/catalogue: Removing the icon from the project To remove the icon from the project: name'ApplicationTitle android:label'@string/app_label android:icon'@mipmap/ic_launcher project: In the project window, select an Android view. Expand the res/mipmap folder for the launcher icon or the res/drawable folder for other types of icons. Find a subflander that has the name of the icon you want to remove. This folder contains an icon in different density. Choose a folder and press the Removal key. Also, select Edit's Delete. Or click the right button on the file and select Delete. There is a dialogue of safe removal. Additionally, select options to find where the icon is used in the project, and click OK. Android Studio removes files from the project and drive. However, if you decide to look for places in the project where files are used and some customs are found, you can review them and decide whether to delete them. You must remove or replace these links to be able to successfully compile your project. Choose the Build and Clean Project. Android Studio removes all generated image files that correspond to a remote image resource. It removes them from the project and the disk. If necessary, fix the remaining bugs because of the parts of the code that refer to the resource. Android Studio highlights these bugs in your code. When you have removed all links from the code, you can successfully build your project again. Once again. </application></ImageView>

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