

# Cordova - Guide - Splashscreen & Icons

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A brief overview and introduction to Apache Cordova splashscreen and icons usage.

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## Intro

In Cordova, to add support for splashscreens we need to add the latest Cordova Plugin for a Splashscreen, and then update our app's `config.xml` file.

## Plugin install

To install the Splashscreen plugin, we can simply issue the following terminal command within our app's root directory

```
cordova plugin add cordova-plugin-splashscreen
```

Then, we can set different splashscreens for different supported platforms, plus specify different images to use for a given screen resolution and density. An example for Android is as follows,

```
<platform name="android">
  <!-- splashscreens - you can use any density that exists in the Android project -->
  <!-- landscape splashscreens -->
  <splash src="res/screen/android/splash-land-hdpi.png" density="land-hdpi"/>
  <splash src="res/screen/android/splash-land-ldpi.png" density="land-ldpi"/>
  <splash src="res/screen/android/splash-land-mdpi.png" density="land-mdpi"/>
  <splash src="res/screen/android/splash-land-xhdpi.png" density="land-xhdpi"/>
  <!-- portrait splashscreens -->
  <splash src="res/screen/android/splash-port-hdpi.png" density="port-hdpi"/>
  <splash src="res/screen/android/splash-port-ldpi.png" density="port-ldpi"/>
  <splash src="res/screen/android/splash-port-mdpi.png" density="port-mdpi"/>
  <splash src="res/screen/android/splash-port-xhdpi.png" density="port-xhdpi"/>
</platform>
```

Effectively, we are specifying different images for each screen density, and then also for portrait and landscape formats. The URL for the `src` attribute is relative to the project's root directory, and not the customary `www`. This is because the splashscreens are effectively handled by Android itself, once we set them to show or hide using Cordova.

So, we'll need to create a new directory at the project root for these requested splash screen images. We can use the same inherent process for other platforms as well.

## Add an app icon

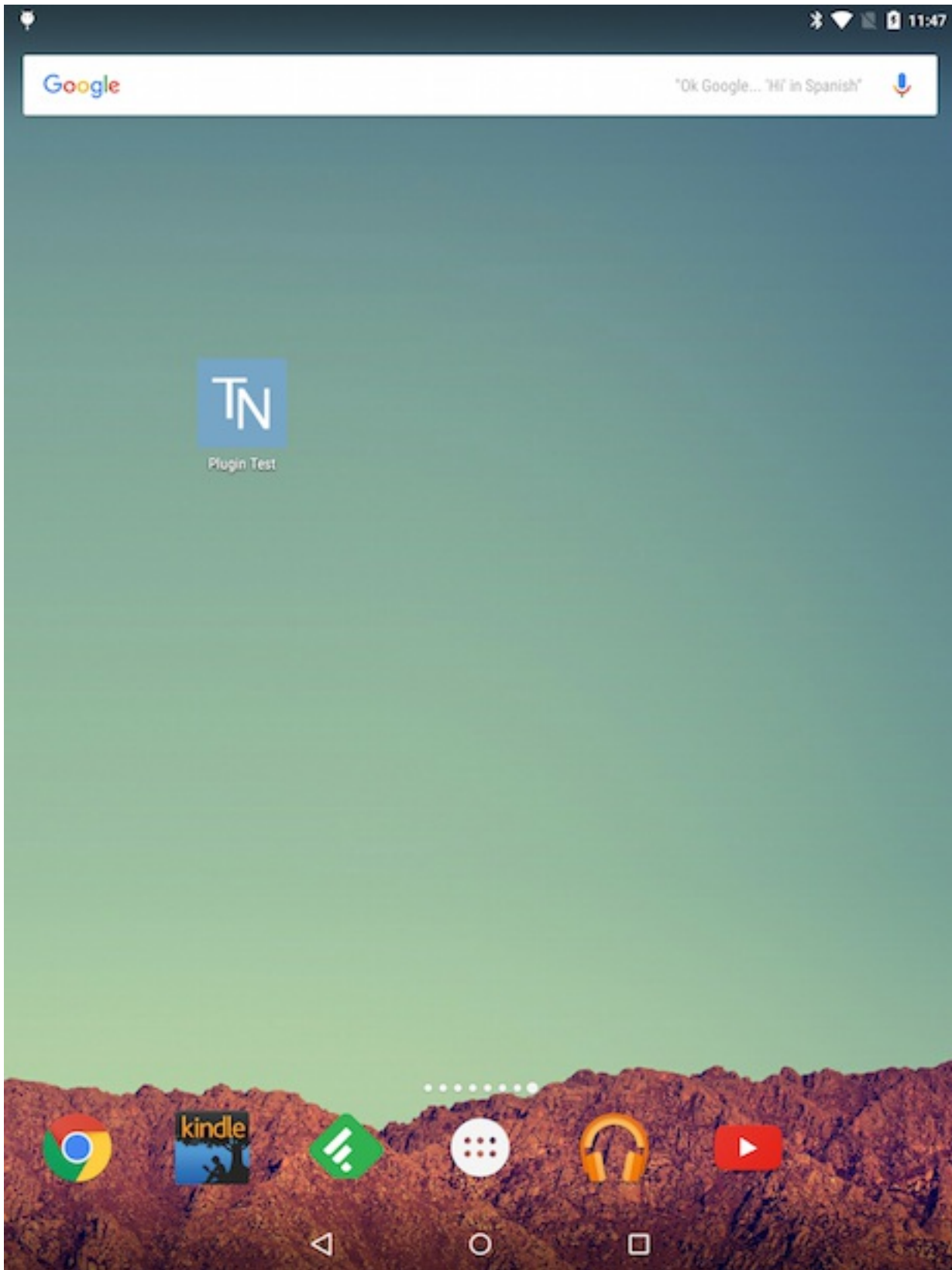
We can also set our own app's icon, again in the `config.xml` setting for the application.

```
<platform name="android">
  <icon src="res/icon/android/ldpi.png" density="ldpi" />
  <icon src="res/icon/android/icon/mdpi.png" density="mdpi" />
  <icon src="res/icon/android/icon/hdpi.png" density="hdpi" />
  <icon src="res/icon/android/icon/xhdpi.png" density="xhdpi" />
</platform>
```

```
</platform>
```

Again, we can target specific platforms, if necessary, as a useful way to handle different screen resolutions and densities. You'll also notice that once more the icon's URL is specified relative to the project's root directory so Android, for example, will know where to find the required image.

Image - Cordova app - Plugin Test 1 - getting started



Android icon sizes for launcher

Density	Launcher icon size
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ldpi	36 x 36 px
mdpi	48 x 48 px
hdpi	72 x 72 px
xhdpi	96 x 96 px

and so on...