

Icon & Ladebild Bild

Unter <Project Sdk=„Microsoft.NET.Sdk“> muss folgender Code bearbeitet werden:

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```
<ItemGroup>
  <!-- App Icon -->
  <!--<MauiIcon Include="Resources\AppIcon\appicon.png"
ForegroundFile="Resources\AppIcon\appiconfg.svg" Color="#512BD4" />-->
  <!--<MauiIcon Include="Resources\AppIcon\appicon.svg"
ForegroundFile="Resources\AppIcon\appiconfg.svg" Color="#512BD4" />-->
  <MauiIcon Include="Resources\AppIcon\appicon.png" />
  <!-- Splash Screen -->
  <!-- Splash Screen -->
  <MauiSplashScreen Include="Resources\Splash\einalternativessta.png"
Color="#ffffff" BaseSize="128,128" />
  <!-- Images -->
  <MauiImage Include="Resources\Images\*" />
  <MauiImage Update="Resources\Images\dotnet_bot.png" Resize="True"
BaseSize="300,185" />

  <!-- Custom Fonts -->
  <MauiFont Include="Resources\Fonts\*" />

  <!-- Raw Assets (also remove the "Resources\Raw" prefix) -->
  <MauiAsset Include="Resources\Raw\**"
LogicalName="%%(RecursiveDir)%(Filename)%(Extension)" />
```

Erstellen der APP für das Playstore

Unter <Project Sdk=„Microsoft.NET.Sdk“> folgenden Code einfügen

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```
<PropertyGroup
Condition="'$(Configuration)|$(TargetFramework)|$(Platform)'=='Release|
net9.0-android|AnyCPU' ">
  <AndroidKeyStore>True</AndroidKeyStore>
  <AndroidPackageFormat>aab</AndroidPackageFormat>
  <AndroidSigningKeyStore>C:\Users\Walte\.keystore\my-release-key-
VisualStudio.keystore</AndroidSigningKeyStore>
  <AndroidSigningStorePass>XXXXXXXXX</AndroidSigningStorePass>
  <AndroidSigningKeyAlias>fbe.tech</AndroidSigningKeyAlias>
  <AndroidSigningKeyPass>XXXXXXXXX</AndroidSigningKeyPass>
```

</PropertyGroup>

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