# Changing Window Title and Icon

Yes, you can do that with KubeJS too.

> To change title, all you have to do is change `title` in `kubejs/config/client.properties`.

> To change icon, you create a `kubejs/config/packicon.png` image in standard Minecraft texture size preferably (64x64, 128x128, 256x256, that kind of size).

> The image has to be saved as 32-bit PNG, not Auto-detect/24-bit, otherwise you will get a JVM crash!

Here's how to do that in PaintNET:

2021-01-14_15.34.54.png

Example result:

2021-01-14_15.37.48.png

2021-01-14_15.37.30.png

> Currently incompatible with Fancy Menu!

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