

**NAME**

xdg-desktop-icon – command line tool for (un)installing icons to the desktop

**SYNOPSIS**

**xdg-desktop-icon** install [--novendor] *FILE*

**xdg-desktop-icon** uninstall *FILE*

**xdg-desktop-icon** { --help | --manual | --version }

**DESCRIPTION**

The xdg-desktop-icon program can be used to install an application launcher or other file on the desktop of the current user.

An application launcher is represented by a \*.desktop file. Desktop files are defined by the freedesktop.org Desktop Entry Specification. The most important aspects of \*.desktop files are summarized below.

**COMMANDS**

install

Installs *FILE* to the desktop of the current user. *FILE* can be a \*.desktop file or any other type of file.

uninstall

Removes *FILE* from the desktop of the current user.

**OPTIONS**

**--novendor**

Normally, xdg-desktop-icon checks to ensure that a \*.desktop file to be installed has a vendor prefix. This option can be used to disable that check.

A vendor prefix consists of alpha characters ([a-zA-Z]) and is terminated with a dash ("-").

Companies and organizations are encouraged to use a word or phrase, preferably the organizations name, for which they hold a trademark as their vendor prefix. The purpose of the vendor prefix is to prevent name conflicts.

**--help**

Show command synopsis.

**--manual**

Show this manual page.

**--version**

Show the xdg-utils version information.

**DESKTOP FILES**

An application launcher can be added to the desktop by installing a \*.desktop file. A \*.desktop file consists of a [Desktop Entry] header followed by several *Key=Value* lines.

A \*.desktop file can provide a name and description for an application in several different languages. This is done by adding a language code as used by LC\_MESSAGES in square brackets behind the *Key*. This way one can specify different values for the same *Key* depending on the currently selected language.

The following keys are often used:

Type=Application

This is a mandatory field that indicates that the \*.desktop file describes an application launcher.

Name=Application Name

The name of the application. For example *Mozilla*

GenericName=Generic Name

A generic description of the application. For example *Web Browser*

Comment=Comment

Optional field to specify a tooltip for the application. For example *Visit websites on the Internet*

Icon=Icon File

The icon to use for the application. This can either be an absolute path to an image file or an icon-name. If an icon-name is provided an image lookup by name is done in the user's current icon theme. The **xdg-icon-resource** command can be used to install image files into icon themes. The advantage of using an icon-name instead of an absolute path is that with an icon-name the application icon can be provided in several different sizes as well as in several differently themed styles.

**Exec=***Command Line*

The command line to start the application. If the application can open files the %f placeholder should be specified. When a file is dropped on the application launcher the %f is replaced with the file path of the dropped file. If multiple files can be specified on the command line the %F placeholder should be used instead of %f. If the application is able to open URLs in addition to local files then %u or %U can be used instead of %f or %F.

For a complete overview of the \*.desktop file format please visit

<http://www.freedesktop.org/wiki/Specifications/desktop-entry-spec>

## ENVIRONMENT VARIABLES

xdg-desktop-icon honours the following environment variables:

**XDG\_UTILS\_DEBUG\_LEVEL**

Setting this environment variable to a non-zero numerical value makes xdg-desktop-icon do more verbose reporting on stderr. Setting a higher value increases the verbosity.

## EXIT CODES

An exit code of 0 indicates success while a non-zero exit code indicates failure. The following failure codes can be returned:

- 1** Error in command line syntax.
- 2** One of the files passed on the command line did not exist.
- 3** A required tool could not be found.
- 4** The action failed.
- 5** No permission to read one of the files passed on the command line.

## SEE ALSO

**xdg-icon-resource(1)**

## EXAMPLES

The company ShinyThings Inc. has developed an application named "WebMirror" and would like to add a launcher for for on the desktop. The company will use "shinythings" as its vendor id. In order to add the application to the desktop there needs to be a .desktop file for the application:

shinythings-webmirror.desktop:

```
[Desktop Entry]
Encoding=UTF-8
Type=Application

Exec=webmirror
Icon=shinythings-webmirror

Name=WebMirror
Name[nl]=WebSpiegel
```

Now the xdg-desktop-icon tool can be used to add the webmirror.desktop file to the desktop:

```
xdg-desktop-icon install ./shinythings-webmirror.desktop
```

To add a README file to the desktop as well, the following command can be used:

```
xdg-desktop-icon install ./shinythings-README
```

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