

Class: Dock

Control your app in the macOS dock

Process: [Main](#)

This class is not exported from the `'electron'` module. It is only available as a return value of other methods in the Electron API.

The following example shows how to bounce your icon on the dock.

```
const { app } = require('electron')
app.dock.bounce()
```

Instance Methods

dock.bounce([type]) *macOS*

- `type` string (optional) - Can be `critical` or `informational`. The default is `informational`

Returns `Integer` - an ID representing the request.

When `critical` is passed, the dock icon will bounce until either the application becomes active or the request is canceled.

When `informational` is passed, the dock icon will bounce for one second. However, the request remains active until either the application becomes active or the request is canceled.

Note: This method can only be used while the app is not focused; when the app is focused it will return -1.

dock.cancelBounce(id) *macOS*

- `id` Integer

Cancel the bounce of `id`.

dock.downloadFinished(filePath) *macOS*

- `filePath` string

Bounces the Downloads stack if the `filePath` is inside the Downloads folder.

dock.setBadge(text) *macOS*

- `text` string

Sets the string to be displayed in the dock's badging area.

dock.getBadge() *macOS*

Returns `string` - The badge string of the dock.

dock.hide() *macOS*

Hides the dock icon.

dock.show() *macOS*

Returns `Promise<void>` - Resolves when the dock icon is shown.

`dock.isVisible()` **macOS**

Returns `boolean` - Whether the dock icon is visible.

`dock.setMenu(menu)` **macOS**

- `menu` [Menu](#)

Sets the application's [dock menu][dock-menu].

`dock.getMenu()` **macOS**

Returns `Menu | null` - The application's [dock menu][dock-menu].

`dock.setIcon(image)` **macOS**

- `image` ([NativeImage](#) | string)

Sets the `image` associated with this dock icon.