

# Desktop Launcher Actions

## Desktop Launcher Actions

### Overview

On many Linux environments, you can add custom entries to the system launcher by modifying the `.desktop` file. For Canonical's Unity documentation, see [Adding Shortcuts to a Launcher](#). For details on a more generic implementation, see the [freedesktop.org Specification](#).

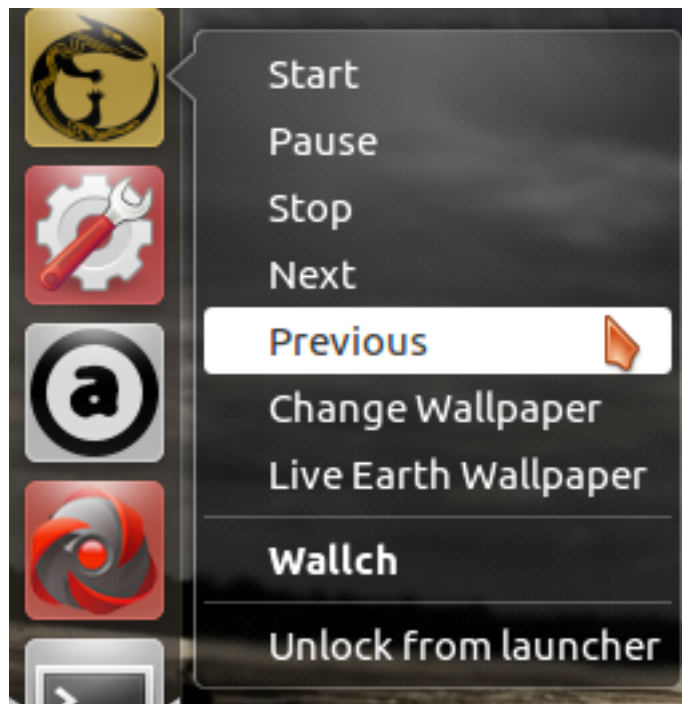


Figure 1: audacious

NOTE: The screenshot above is an example of launcher shortcuts in Audacious audio player

To create a shortcut, you need to provide **Name** and **Exec** properties for the entry you want to add to the shortcut menu. Unity will execute the command defined in the **Exec** field after the user clicked the shortcut menu item. An example of the `.desktop` file may look as follows:

```
Actions=PlayPause;Next;Previous
```

```
[Desktop Action PlayPause]
Name=Play-Pause
Exec=audacious -t
OnlyShowIn=Unity;
```

```
[Desktop Action Next]
Name=Next
Exec=audacious -f
OnlyShowIn=Unity;
```

```
[Desktop Action Previous]
Name=Previous
Exec=audacious -r
OnlyShowIn=Unity;
```

The preferred way for Unity to instruct your application on what to do is using parameters. You can find them in your application in the global variable `process.argv`.