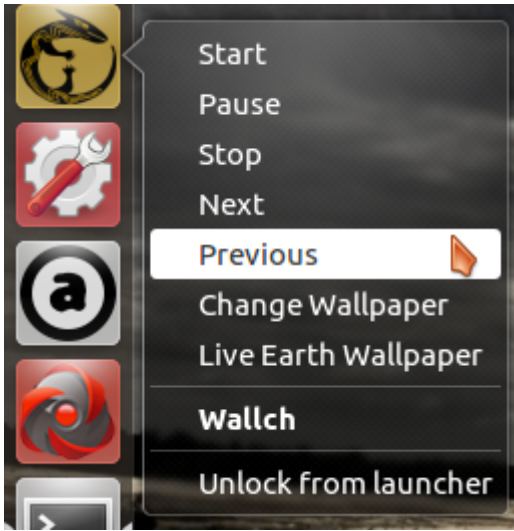# Desktop Launcher Actions

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](#).

> 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`.