

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.