

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
```

AUTHORS

xdg-desktop-icon Manual

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