

# The KDE Menu Editor Handbook

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# The KDE Menu Editor Handbook

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### **Abstract**

KMenuEdit allows editing one of the KDE application launchers: Kickoff, the classic K menu or Lancelot Launcher.

# Chapter 1

## Introduction

KMenuEdit allows editing of KDE application launchers: Kickoff, classic K menu or Lancelot Launcher.

KMenuEdit can be started either by right mouse button clicking the application launcher button on the panel and choosing Menu Editor, or by choosing Menu Editor from the Settings submenu of the application launcher or by typing `kmenuedit` in the KRunner line.

KMenuEdit allows you to:

- View and edit the current application launcher (Kickoff, classic menu or Lancelot Launcher)
- Cut, Copy and Paste menu items
- Create and delete submenus

## Chapter 2

# A Quick Start Guide to Adding an Entry to the application launcher

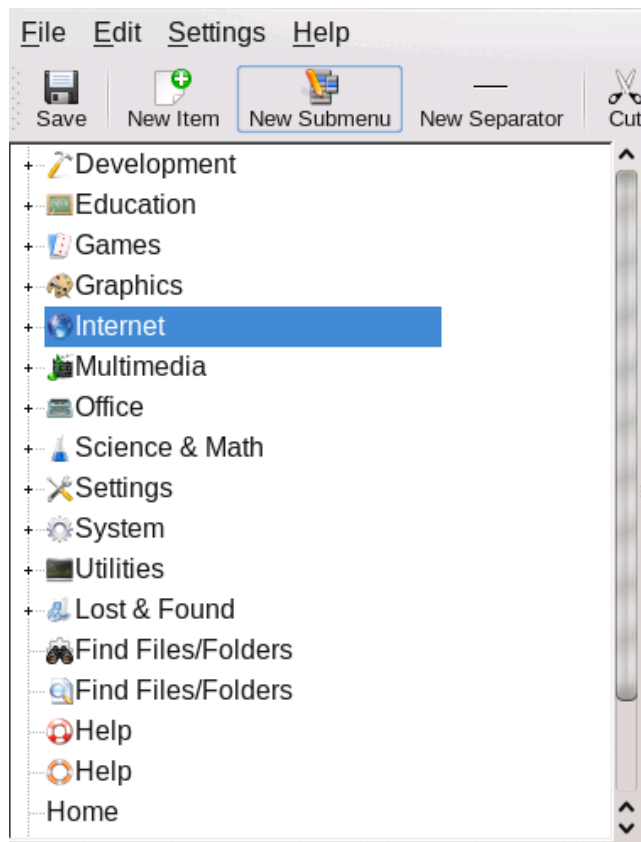
Virgil J. Nisly In this example, we will add Firefox to the Internet submenu.

**NOTE**

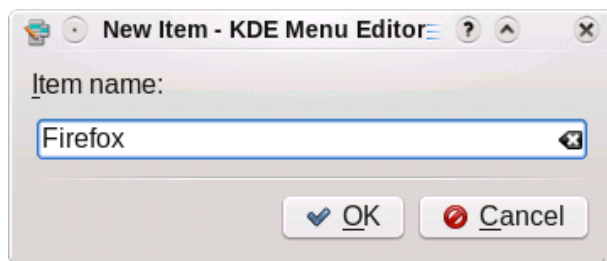
Most applications can be added with Kappfinder, Firefox can usually be added that way, but was used for lack of a better example.

To start off, we need to open KMenuEdit, so right mouse button on the application launcher menu, click Menu Editor to start KMenuEdit. After KMenuEdit has started, select Internet as shown in picture below.

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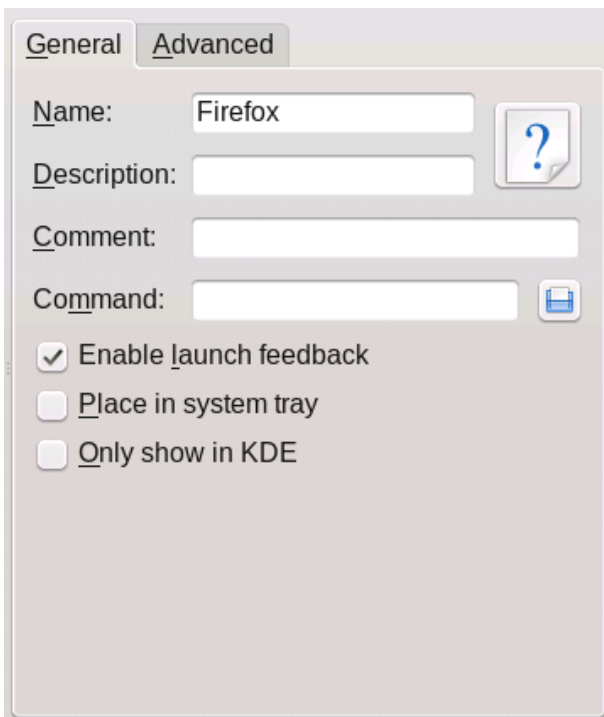


Once you have selected Internet, click on File → New Item..., opening the New Item dialog, as shown below. Type the name of the program you want to add, in this case, type `firefox`.



Press return, and you should see something like the picture below in the main window.

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Now lets fill in the Description:, in this case type `Web Browser`.

### NOTE

The description and name will be displayed on the application launcher as 'Web Browser (Firefox)'.

We will need to fill in the executable name in the Command: field, in this instance we will type **firefox**.

### NOTE

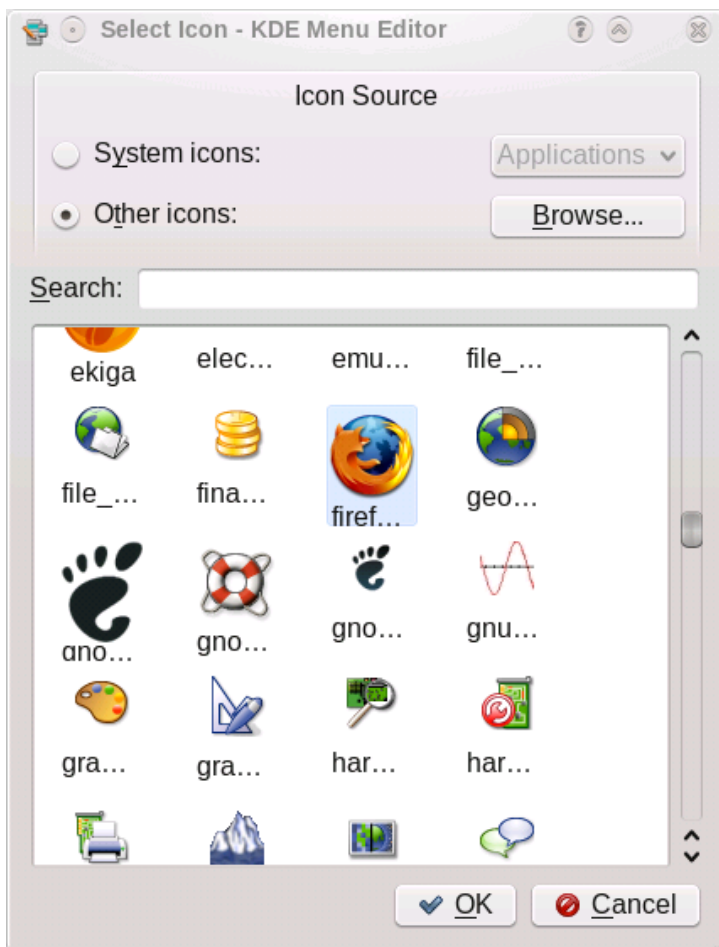
Following the command, you can have several place holders which will be replaced with actual values when the program is run:

- %f - a single file name
- %F - a list of files; use for applications that can open several local files at once
- %u - a single URL
- %U - a list of URLs
- %d - the folder of a file to open
- %D - a list of folders
- %i - the icon
- %m - the mini icon
- %c - the caption

For example: if you want to firefox to start your web browsing at `www.kde.org` - instead of **firefox** you would type **firefox %u www.kde.org**.

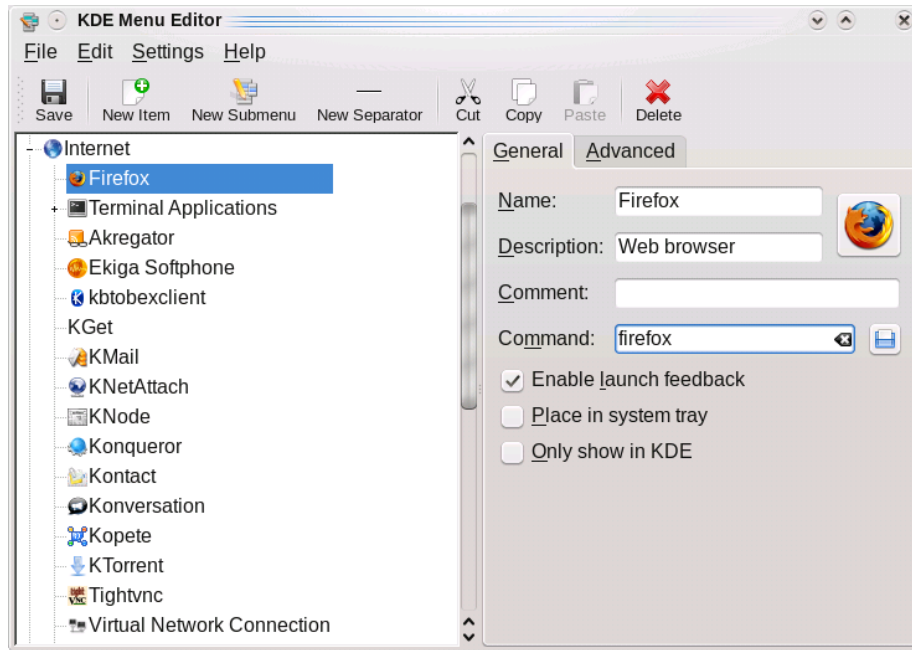
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We would like to have a more creative icon, so we will click the generic icon sitting beside Name:. It will bring the Select Icon dialog which will let us choose the new icon, as shown below.



We choose the firefox icon from the list, and press return. Your finished screen should probably look something like the screenshot below.

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Click File → Save, wait for the Updating System Configuration dialog to get finished, you should find Firefox in the application launcher Internet submenu!

## Chapter 3

# Using KMenuEdit

The left application panel shows the application launcher structure. When you browse items in the left panel, the right panel shows detailed information for the highlighted menu item.

### 3.1 General tab

**Name:** This is the name of your program as it appears in the application launcher menu. It can be different from the real executable name. For instance the name of `mc` executable is "Midnight Commander".

**Description:** The description will be displayed together with the name in the application launcher. This is entirely optional.

**Comment:** Describe the program in greater detail in this field. This is entirely optional.

**Command:** This is the name of the executable program. Make sure that you have permission to run the program.

**Enable launch feedback** If this box is checked, this will display feedback when an application is started.

**Place in system tray** When checked, the application's icon will show up in the panel system tray. You will then be able to hide or show the application by clicking on the system tray icon. Clicking on it using the right mouse button will allow also you to undock, or quit the application.

**Only show in KDE** When checked, the application entry will only be visible in all KDE application launchers but not in other desktops environments.

## 3.2 Advanced tab

**Work path:** Specify the work path of the program. This will be the current path when the program launches. It does not need to be the same as the executable location.

**Run in terminal** You must check this if your program requires terminal emulator in order to run. This mainly applies to [console applications](#).

**Terminal options:** Put all terminal options in this field.

**Run as a different user** If you want to run this program as a different user (not you), check this checkbox, and provide the username in the Username: field.

**Current shortcut key:** You can assign a special keyboard shortcut to launch your program.

Click the None button to the right of the Current shortcut key: checkbox.

The button text will change to Input... and you can press the key combination on your keyboard that you want to be assigned to your program.

You can reset the shortcut to None by using this button:  .

Don't forget to save your setting by clicking the toolbar Save icon or using the File → Save menu item.

## Chapter 4

# Menu Reference

**File** → **New Item...** (Ctrl+N) Adds new menu item.

**File** → **New Submenu...** Adds new submenu.

**File** → **New Separator** Adds a new separator to the menu.

**File** → **Save (Ctrl+S)** Saves the menu

**File** → **Quit (Ctrl+Q)** Quits KMenuEdit.

**Edit** → **Cut (Ctrl+X)** Cuts the current menu item to the clipboard. If you want to move menu item, you should first cut it to the clipboard, move to the destination place using the left panel, and use the Paste function to paste the menu item from the clipboard.

**Edit** → **Copy (Ctrl+C)** Copies the current menu item to the clipboard. You can later use the Paste function to paste the copied menu item from the clipboard to its destination. You can paste the same item many times.

**Edit** → **Paste (Ctrl+V)** Paste menu item from the clipboard to currently selected place in the Main menu. You must first use Cut or Copy before you can Paste.

**Edit** → **Delete (Delete)** Deletes currently selected menu item.

**Edit** → **Restore to system menu** This will restore the application launcher as it was as default and remove all your custom settings. A message box will ask you if you really want to do that.

**Settings** → **Show Toolbar** Show or hide the toolbar

**Settings** → **Configure Shortcuts...** Customize the keyboard shortcuts

**Settings** → **Configure Toolbars...** Customize the toolbar icons.

**Settings** → **Configure KDE Menu Editor...** Open the Menu Editor settings dialog.

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- Help** → **KDE Menu Editor Handbook (F1)** Invokes the KDE Help system starting at the KDE Menu Editor help pages. (this document).
- Help** → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within KDE Menu Editor will open a help window (if one exists for the particular item) explaining the item's function.
- Help** → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.
- Help** → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.
- Help** → **About KDE Menu Editor** This will display version and author information.
- Help** → **About KDE** This displays the KDE version and other basic information.

## Chapter 5

# Credits and License

KMenuEdit

Program copyright (c) 2002, Raffaele Sandrini

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## Chapter 6

# Glossary

**Terminal emulator** Terminal emulator is simply a windowed shell; this is known as ‘command line window’ in some other environments. If you want to use the shell, you should know at least a few of the system-level commands for your operating system.

**Applet** A small application that occupies very little memory and screen space, and at the same time gives you some useful information or provides a control shortcut. For instance the Clock applet shows current time and date (and even a month diary if you click it), and System Monitor applet shows how busy your machine currently is in real-time.

**Legacy Application** An X-window application which was not written with KDE in mind. Such applications run fine in KDE. However, they are not warned automatically when you shut down your KDE session. You therefore must not forget to save documents open in these applications before you log out from KDE.

Additionally, many of these applications do not support copying and pasting from KDE compliant applications. Netscape® 4.x browser is a prominent example of such application <sup>1</sup>.

**Console Application** Application originally written for non-graphic, text oriented environment. Such applications run fine in KDE. They must run within console emulator, like Konsole. They are not warned automatically when you shut down your KDE session. You therefore must not forget to save documents open in these applications before you log out from the KDE.

Console applications support copying and pasting from KDE-compliant applications. Simply mark the text in the console application with your mouse, switch to the KDE-compliant application and press Ctrl+V to paste the text. If you want to copy from KDE application to a console

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<sup>1</sup>Some GNOME applications may provide limited interoperability with the KDE.

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application, first mark the text with your mouse, press Ctrl+C, switch to the console application and press the middle button on your mouse<sup>2</sup>.

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<sup>2</sup>If your mouse does not have a middle button, you must press left and right button at the same time. This is called 'middle button emulation' and it must be supported by your operating system to work.