

NAME

destiny - minimal application launcher

DESCRIPTION

The **destiny** application is a minimal launcher with clickable icons. It is designed in mind to be presented on a kiosk machine to allow an operator to select several applications.

When an application is selected, the process is spawned and the **destiny** window hidden, it will be restored when the underlying application ends.

APPLICATIONS

The **destiny** application searches a list of applications in the `@ETCDIR@/destiny` which must contain for every application:

- An icon file in .png extension.
- A process to spawn in a .conf extension.

Both files must be named with the same filename which will be shown in the main **destiny** view.

The file ending with `.conf` extension contains the process to spawn and its arguments separated by spaces, no text preprocessing is done which means it should contain only one unique line with the arguments.

Example, to show an application "Tetris" in the view, the following files should exist:

- `@ETCDIR@/destiny/Tetris.png`
- `@ETCDIR@/destiny/Tetris.conf`

The `Tetris.conf` file can contain something like:

```
tetris --fullscreen
```

ENVIRONMENT

Various window settings can be set using environment variables.

DESTINY_FULLSCREEN

If set to "true", the window will show up fullscreen.

DESTINY_HEIGHT

Changes window height, specified as an integer.

DESTINY_KIOSK

If set to "true", the window title bar is hidden and let to the window manager. The window is also maximized to fill the screen.

DESTINY_WIDTH

Changes window width, specified as an integer.

The following environment variables can be used to control the bottom buttons.

DESTINY_CMD_REBOOT

Command to execute for the button reboot, pass "off" to hide the button.

DESTINY_CMD_SHUTDOWN

Command to execute for the button shutdown, pass "off" to hide the button.

If both `DESTINY_CMD_SHUTDOWN` and `DESTINY_CMD_REBOOT` are set to "off" the whole bottom bar control will be hidden.