

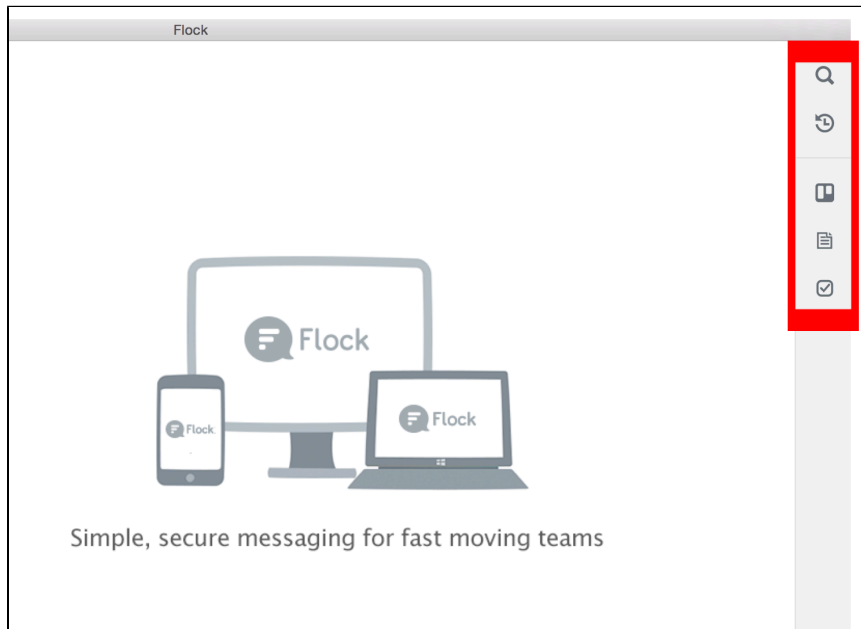
# Launcher Buttons

- What is a Launcher button?
- What are the available actions for a Launcher button?
- How do I create a launcher button?

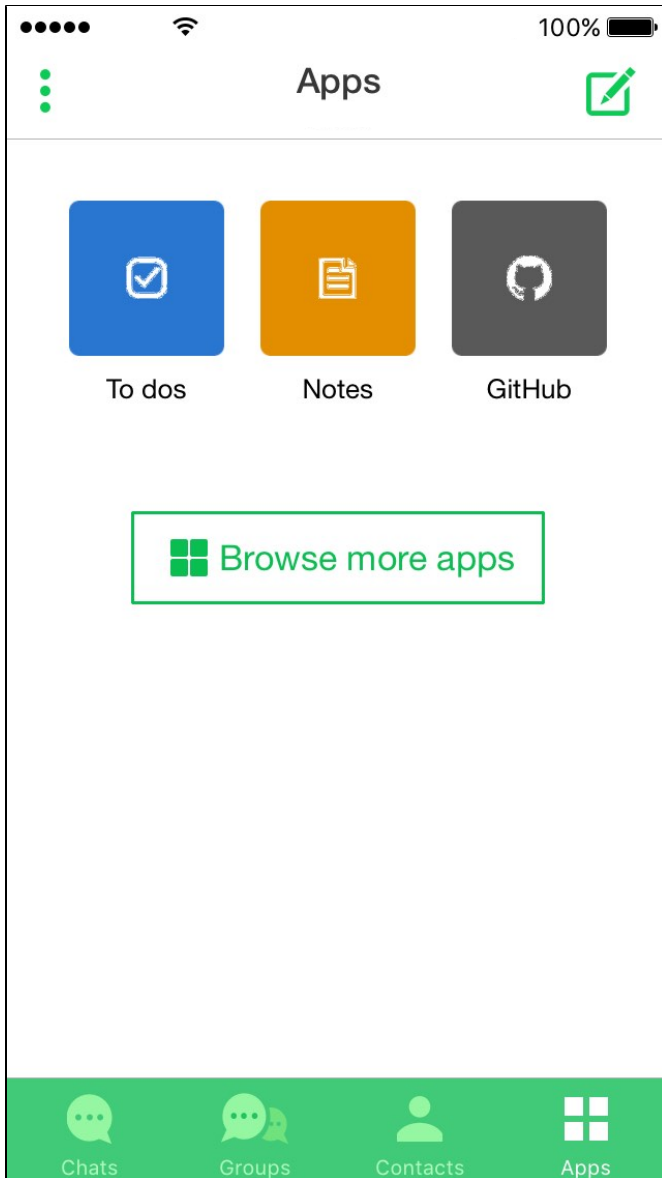
## What is a Launcher button?

A Launcher button is another way your app can integrate into the Flock desktop and mobile clients and enable your users to Launch your app.

Launcher bar and Launcher buttons on desktop, as highlighted in red in the image below:



Apps tab and Launcher buttons on mobile:



The Launcher button of your app can be used to open a [widget](#), open a browser or send an event to your event listener URL. For example,

- The Todo app uses the Launcher button to open a sidebar widget showing all the todo lists within that team
- The Github app uses it to open a modal widget allowing one to configure the app

## What are the available actions for a Launcher button?

When a user presses the Launcher button, you can configure it to do one of the below:

- Launch a modal widget
- Launch a sidebar widget
- Launch a browser
- Send an event to the event listener URL

Alongwith launching the above widgets or browser, a `client.pressButton` event will also be passed as a parameter to the web app URL loaded in any of the above widgets or browser

## How do I create a launcher button?

1. Go through [Creating an App](#) to setup your app in the developer dashboard.
2. In the *Advanced Info* section, enable the app launcher.

## App launcher button

ON

Enable to configure app launcher button for your app

**Tooltip Text (required)**

**Select action for App launcher (required)**

**Type of widget in desktop (required)**

Modal  Sidebar

**Action URL (required)**

Fill in the info below:

Field	Mandatory	Description
<i>Tooltip text</i>	Yes	This will be shown against your app launcher button to the user
<i>Select action for app launcher</i>	Yes	Select an appropriate <a href="#">client action</a> for the attachment picker.

3. Go through [app installation](#) and install this app into your own Flock account
4. Whenever a user presses the Launcher button, the event `client.pressButton` along with a [validation token](#) will be appended to the corresponding client action you selected and sent to your service
5. [Verify the event token](#) and take the relevant action at your end