

Borderless Window Mode

A fairly standard game window could typically use these settings:

```
[Display]
ScreenWidth      = @MainCamera.FrustumWidth
ScreenHeight     = @MainCamera.FrustumHeight
Title            = Borderless Test
Fullscreen       = false

[MainCamera]
FrustumWidth     = 320
FrustumHeight    = 240
FrustumFar       = 2.0
FrustumNear      = 0.0
Position         = (0.0, 0.0, -1.0)
```



By setting the Decoration property of the Display section to false (true by default) you will remove the windows borders, titlebar, icon and buttons:

```
[Display]
ScreenWidth      = @MainCamera.FrustumWidth
ScreenHeight     = @MainCamera.FrustumHeight
Title            = Borderless Test
Fullscreen       = false
Decoration       = false
```



You can make the borderless window the same size as the current screen by omitting the ScreenWidth and ScreenHeight properties, and if Decoration is set to false:

```
[Display]
Title            = Borderless Test
Fullscreen       = false
Decoration       = false
```



Note: This is not a true fullscreen mode, but rather, the window sized to the entire screen.

Last
update:
2018/09/10 en:tutorials:display:borderless_window_mode https://wiki.orx-project.org/en/tutorials/display/borderless_window_mode?rev=1536586872
06:41 (7
years ago)

From:
<https://wiki.orx-project.org/> - **Orx Learning**

Permanent link:
https://wiki.orx-project.org/en/tutorials/display/borderless_window_mode?rev=1536586872

Last update: **2018/09/10 06:41 (7 years ago)**

