

Multiple Monitors



This feature will be released in September 2018.

Orx supports multiple monitors. You can open your game on any chosen monitor by using the Monitor property of the Display section.

```
[Display]  
Monitor = 2
```

This will open your game on the second monitor, not your main one.

If you specify monitor = 2 or greater than one, and you only have a single monitor, Orx will revert to monitor 1, and quietly warn you in the log output with:

```
Invalid monitor: index [2] out of range, max is [1]. Reverting to current  
monitor.
```

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

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https://wiki.orx-project.org/en/tutorials/display/multiple_monitors?rev=1535454147

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