Borderless Window Mode



This feature will be released in September 2018.

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.

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

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https://www.orx-project.org/wiki/en/tutorials/display/borderless_window_mode?rev=1535457292

Last update: **2025/09/30 17:26 (14 months ago)**