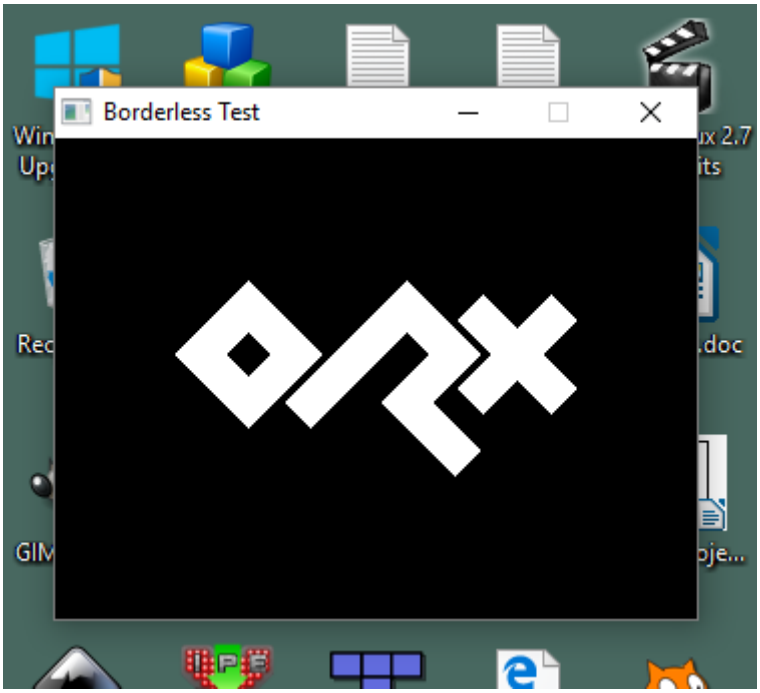
Borderless Window Mode

A fairly standard game window could typically use these settings:

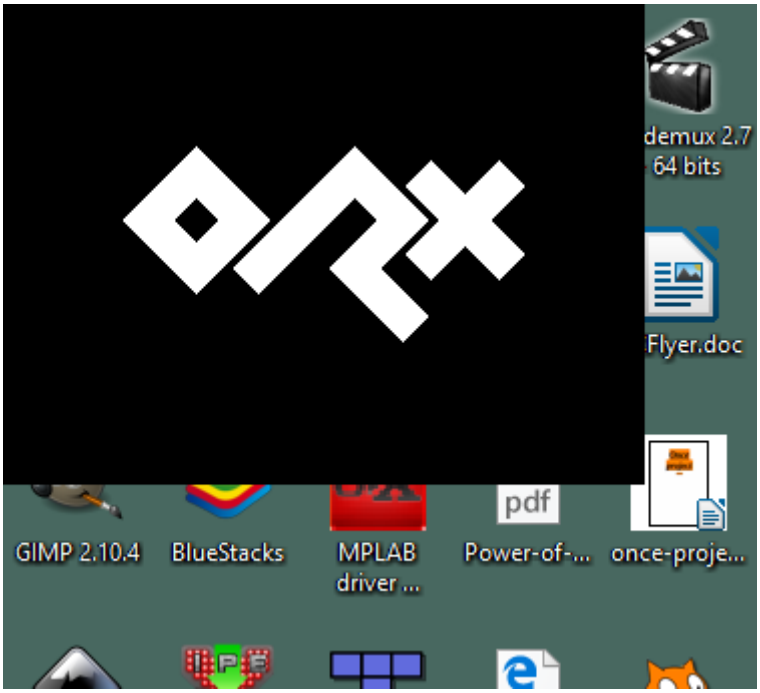
```
[Display]
ScreenWidth      = @MainCamera.FrustumWidth
ScreenHeight     = @MainCamera.FrustumHeight
Title            = Borderless Test
FullScreen       = false

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



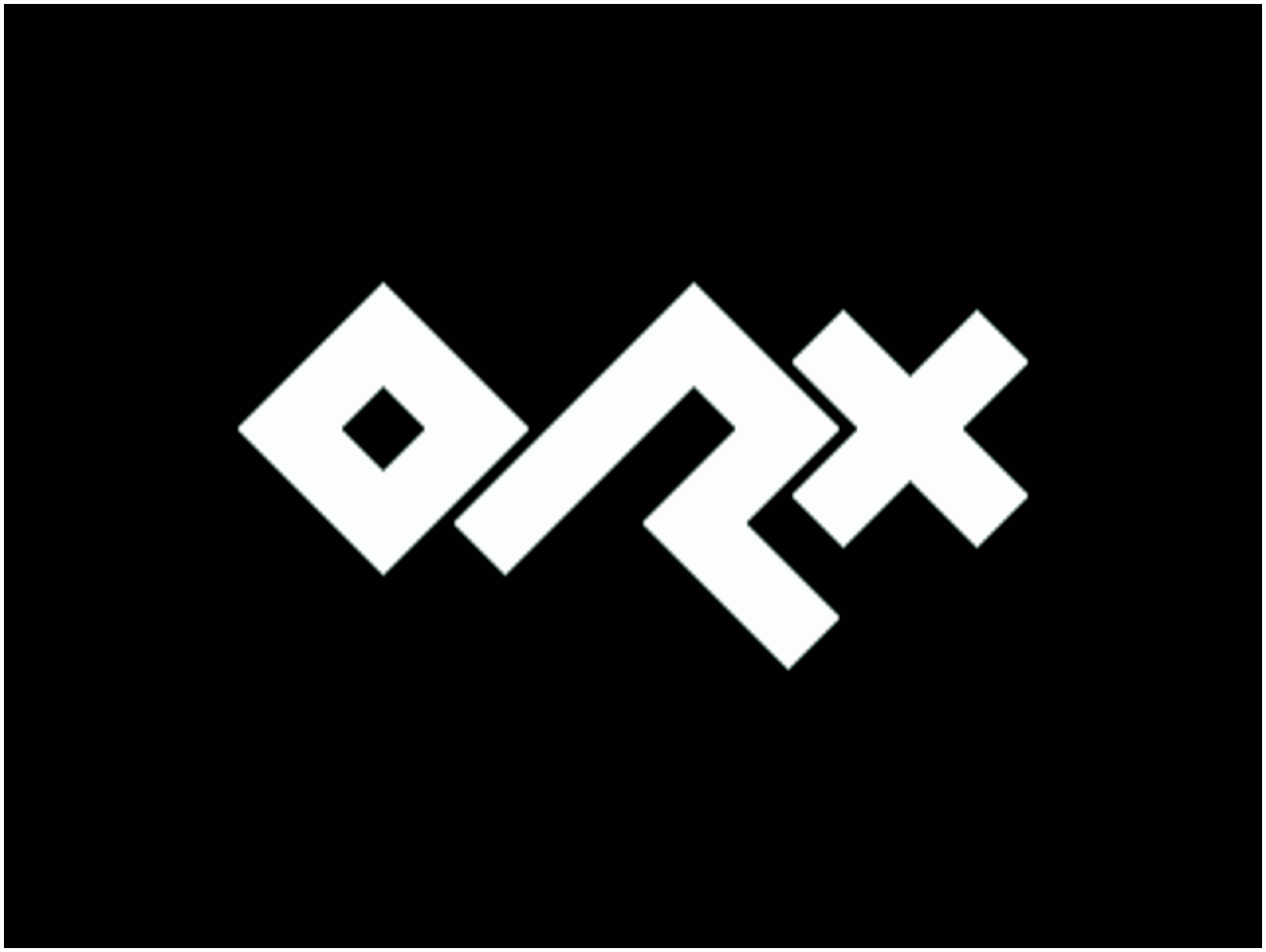
By setting the `Decoration` property of the `Display` section to false (true by default) you will remove the windows borders, titlebar, icon and buttons:

```
[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.

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=1597843392

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