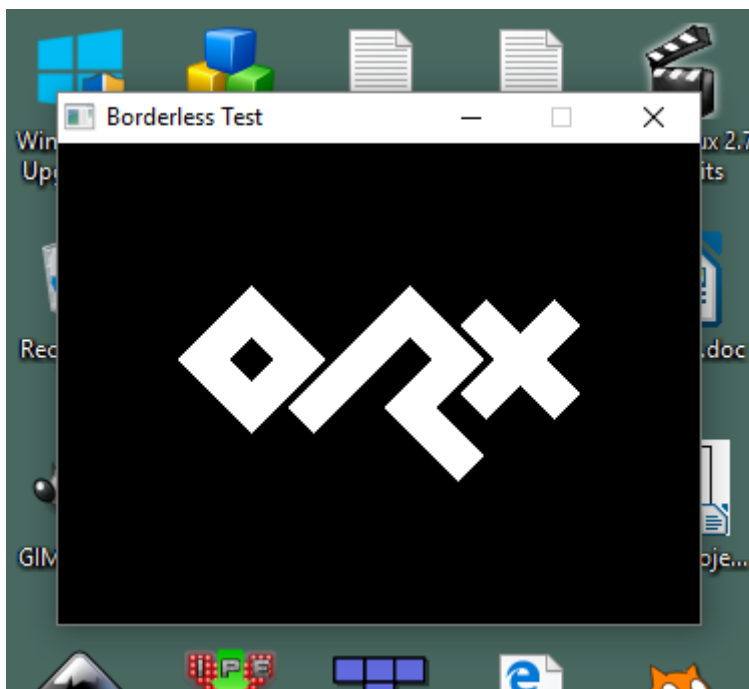


# Borderless Window Mode

A fairly standard game window could typically use these settings:

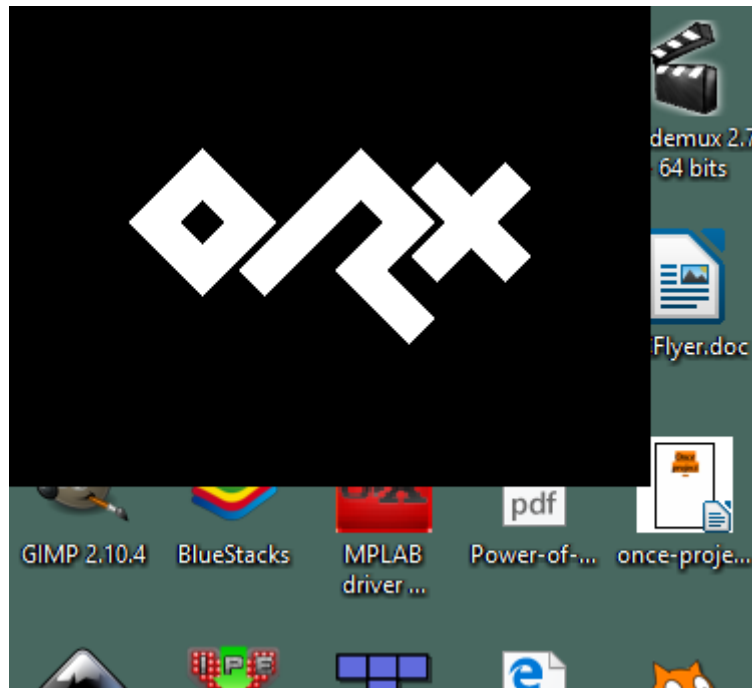
```
[Display]
ScreenWidth      = @MainCamera.FrustumWidth
ScreenHeight     = @MainCamera.FrustumHeight
Title            = Borderless Test
FullScreen       = false

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



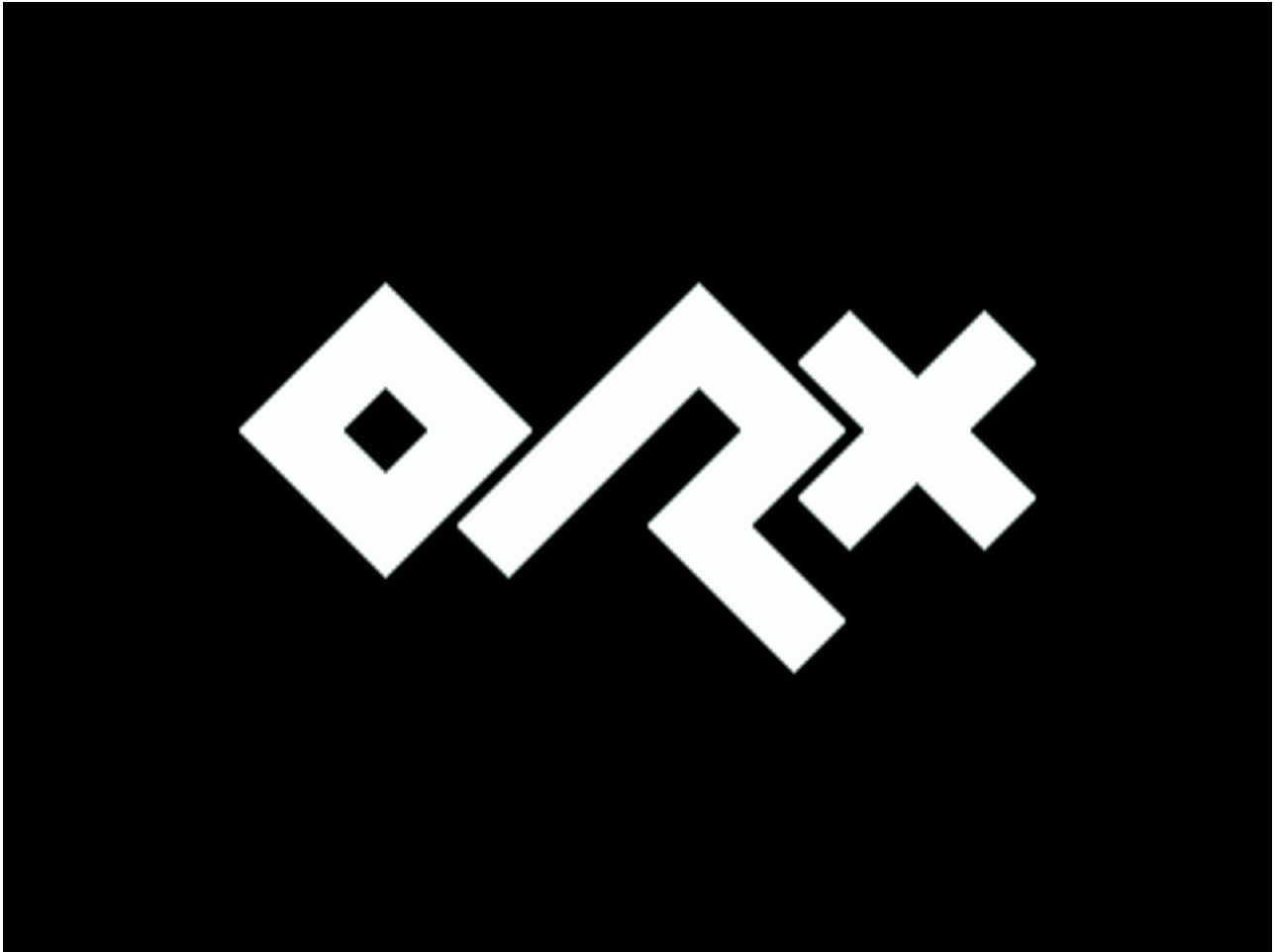
By setting the Decoration property of the Display section to false (true by default) you will remove the windows borders, titlebar, icon and buttons:

```
[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.

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

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