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.
```

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

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

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