BEVY 0.14

17. 窗口属性

```rust
        PresentMode, WindowLevel, WindowMode, WindowResolution, WindowTheme,
    },
};

▶ Run | Debug
fn main() -> AppExit {
    App::new() An
    .add ...tPlu... s. in
        Some... {
        //  indow P...es
        // 窗口的应用程序 ID (Wayland... (Windows)
        name: Some("bevy.window".in...
        // 控制窗口模式
        mode: WindowMode::Windowed,
        // 窗口位置
```

```
IS 30  OUTPUT  DEBUG CONSOLE  TERMINAL  PORT...

piling bevy_games v0.1.0 (E:\bevy_projects\bevy_games)
nished `dev` profile [optimized + debuginfo] target(s) in 1.79s
unning `target\debug\17_window_properties.exe`
8-31T09:50:58.479853Z  INFO bevy_render::renderer: AdapterInfo { name: "NVIDIA GeForce GTX 1650", vendor: 4318, de
8081, device_type: DiscreteGpu, driver: "NVIDIA", driver_info: "560.70", backend: Vulkan }
8-31T09:50:58.630264Z  INFO bevy_winit::system: Creating new window "Window Properties" (Entity { index: 0, genera
1 })
```