

Fullscreen Editor Play Mode

Version 1.0

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About this Document

Please find the most recent documentation online at:

[Fullscreen Editor Play Mode](#)

Product Overview

Fullscreen Game View inside the Unity Editor during Play Mode. Useful if you need to make a quick video for e. g. Youtube without having to wait for a build to finish. No build required. Unity had a fullscreen mode a few Unity releases ago and removed it for several reasons. It may not be perfect, but this solution is a workaround to not having a fullscreen mode at all.

Features

The asset provides the following features

- **Fullscreen** — hides Unity Editor UI (menus, toolbar, status bar, window tabs) and covers the Windows taskbar or macOS Dock
- **Zero-overhead rendering** — the original Game View is redirected to an unused display, so there is no double-rendering performance cost
- **Toggle with a single key** — press F11 to enter or exit fullscreen instantly during Play Mode. Press Escape to exit without stopping play
- **Auto-fullscreen on Play** — optionally enter fullscreen automatically every time you press Play, configurable via the Tools menu or Preferences
- **Configurable keybinds** — change the toggle and exit keys in Edit → Preferences → Rowlan/Fullscreen
- **Stats and Gizmos preserved** — overlay states from your Game View are carried over to the fullscreen window
- **Cross-platform** — full support for Windows (Win32) and macOS (Objective-C runtime).
- **New Input System** — uses the Unity Input System package for key detection. Compatible with projects using the new Input System exclusively or alongside the legacy Input Manager
- **Clean architecture** — separated Runtime and Editor assemblies with proper assembly definitions. Nothing is included in your builds
- **Safety fallback** — use Tools → Rowlan → Fullscreen → Fullscreen Reset to restore the default editor layout if anything goes wrong

How It Works

Instead of trying to strip the Unity window's OS-level decorations (which leaves Unity's internally-rendered menus and toolbar visible), Fullscreen Game View creates a second Game View as a borderless popup window. This popup has no Unity chrome at all – no title bar, no menus, no tabs, no status bar. Platform-native APIs then force this window above the OS taskbar (Windows) or Dock and menu bar (macOS) for edge-to-edge coverage.

Quick Start

1. Import the package
2. Enter Play Mode
3. Press F11

That's it. Press F11 again or Escape to return to the normal editor.

To enable auto-fullscreen, check

Tools → Rowlan → Fullscreen → Fullscreen On Play

To change keybinds, go to

Edit → Preferences → Rowlan/Fullscreen.

Requirements

- **Unity 6.000.40+** (required for hiding the Game View toolbar via the internal showToolbar property)
- **Input System package** installed and enabled

Platforms

- Windows (Win32 API for taskbar coverage)
- macOS (Objective-C runtime for Dock/menu bar coverage)

Problems & Solutions

Problem: Fullscreen overlay doesn't close

Solution: Hit the key bind for closing any window, eg on Windows this is Alt+F4

Problem: Top menu is still visible on macOS

Solution: Toggle the fullscreen mode (green button)

Problem: There are still overlays visible

Solution: The compatibility is given as of the current state of implementation and asset release. Software changes. Unity had a fullscreen mode before and removed it for several reasons. This solution is a workaround to not having a fullscreen mode at all.