3.1 Window Configuration (window.config.xml)

Window.Config.XML Options

Name	Type	Description
Title	String	Window title
Url	String	Url to the main html page
IconUrl	String	Url to the window icon
MinimizeToTray	Boolean	Minimize application to system tray
EnableCut	Boolean	Enable cut operations in webpage
EnableCopy	Boolean	Enable copy operations in webpage
EnablePaste	Boolean	Enable paste operations in webpage
EnableDropShadow	Boolean	Enable drop shadow on window
StencilImageUrl	String	Url to window stencil image (outline)
LayerImageUrl	String	Url to window overlay image
MoveInterval	Interval	Time in milliseconds at which a moving window is relocated (Default: 1)
SizeInterval	Interval	Time in milliseconds at which a sizing window is relocated (Default: 1)
CEF	Container	Chromium Embedded Framework options

CEF

Name	Type	Description
EnableWebSecurity	Boolean	Disable to completely turn off cross domain web security. (default TRUE)
EnableWebGL	Boolean	Enable WebGL extensions (default FALSE)
EnableJava	Boolean	Allow Java to run (default FALSE)
EnablePlugins	Boolean	Allow user plugins (default FALSE)
EnableAcceleratedCompositing	Boolean	Enable hardware accelerated compositing for window. (default FALSE)
EnableAcceleratedLayers	Boolean	Enable hardware accelerated layers for window. (default TRUE)
EnableAcceleratedVideo	Boolean	Enable hardware accelerated videos for window. (default TRUE)
EnableAccelerated2dCanvas	Boolean	Enable hardware accelerated 2d canvas for window. (default TRUE)
EnableAcceleratedDrawing	Boolean	Enable hardware accelerated drawing for window. (default TRUE)
EnableAcceleratedPlugins	Boolean	Enable hardware accelerated plugins for window. (default TRUE)
EnableLocalStorage	Boolean	Enable local storage for window. (default FALSE)
EnablePageCache	Boolean	Enable page cache for window. (default FALSE)
EnableDatabases	Boolean	Enable databases. (default FALSE)
EnableDeveloperTools	Boolean	Enable developer tools. (if TRUE EnableLocalStorage should also be TRUE) (default FALSE)
EnableThreadedCompositing	Boolean	Enable threaded compositing. (default FALSE)

StencilImageUrl

Valid Colors

Color	Description
255, 255, 255	Transparent (Show)
0, 0, 0	Opaque (Hide)
255, 0, 255	Stretch Point (Only one per image)

The stretch point is used for resizing windows. The row/column for the stretch point is duplicated when the window is resized.

Sample window.config.xml

```xml
<?xml version="1.0" encoding="utf-8" ?>
<WindowConfig>
  <Title>Solid State Launcher</Title>
  <Url>{AppContentUrl}mainwindow/index-{LangCode}.html</Url>
  <IconUrl>{AppContentUrl}mainwindow/index.ico</IconUrl>
  <MinimizeToTray>TRUE</MinimizeToTray>
  <EnableCut>TRUE</EnableCut>
  <EnableCopy>TRUE</EnableCopy>
  <EnablePaste>TRUE</EnablePaste>
  <EnableDropShadow>TRUE</EnableDropShadow>
  <StencilImageUrl>{AppContentUrl}mainwindow/images/main-dialog-mask.png</StencilImageUrl>
  <!--<LayerImageUrl>{AppContentUrl}mainwindow/images/main-dialog-layer.png</LayerImageUrl>-->
  <MoveInterval>1</MoveInterval>
  <SizeInterval>1</SizeInterval>
  <!-- For CEF Hosts Only -->
  <CEF>
      <EnableWebSecurity>TRUE</EnableWebSecurity>
      <EnableWebGL>FALSE</EnableWebGL>
      <EnableJava>FALSE</EnableJava>
      <EnablePlugins>FALSE</EnablePlugins>
      <EnableAcceleratedCompositing>FALSE</EnableAcceleratedCompositing>
      <EnableAcceleratedLayers>FALSE</EnableAcceleratedLayers>
      <EnableAcceleratedVideo>FALSE</EnableAcceleratedVideo>
      <EnableAccelerated2dCanvas>FALSE</EnableAccelerated2dCanvas>
      <EnableAcceleratedDrawing>FALSE</EnableAcceleratedDrawing>
      <EnableAcceleratedPlugins>FALSE</EnableAcceleratedPlugins>
      <EnableLocalStorage>FALSE</EnableLocalStorage>
      <EnableDeveloperTools>FALSE</EnableDeveloperTools>
      <EnablePageCache>FALSE</EnablePageCache>
      <EnableDatabases>FALSE</EnableDatabases>
      <EnableThreadedCompositing>FALSE</EnableThreadedCompositing>
  </CEF>
</WindowConfig>
```