

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) |

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 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>TRUE</EnableAcceleratedLayers>
    <EnableAcceleratedVideo>TRUE</EnableAcceleratedVideo>
    <EnableAccelerated2dCanvas>TRUE</EnableAccelerated2dCanvas>
    <EnableAcceleratedDrawing>TRUE</EnableAcceleratedDrawing>
    <EnableAcceleratedPlugins>TRUE</EnableAcceleratedPlugins>
  </CEF>
</WindowConfig>
```