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Subject: Re: Windowed Mode

Posted by [saberhawk](#) on Tue, 05 May 2009 21:53:03 GMT

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RTsa wrote on Tue, 05 May 2009 17:40SSnipe wrote on Tue, 05 May 2009 23:14So it will be a floating window without a bar to be able to close or minimize?

Besides, he's asking for it to be optional. You could still have the bar there yourself.

Optional means pain in the ass. Adding a features requires us to at the very least document it. For features like this, it also requires significant redesign of various portions of code and dialogs; simply put, it's not going to happen. If you want the full "in-game" feel, don't play in windowed mode.

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