Prevent Game Windows from Minimizing

DISPLAYFUSION

BINARYFORTRESS

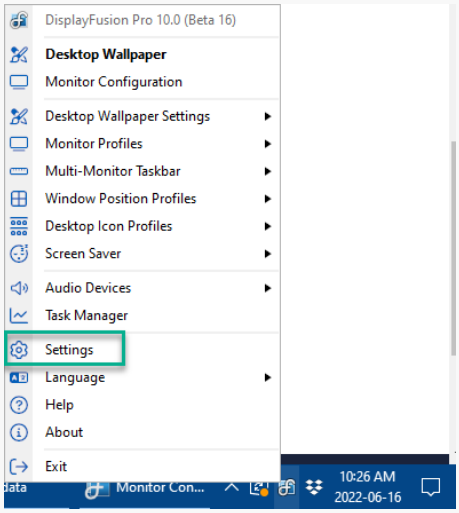
Prevent Game Windows from Minimizing

DisplayFusion contains a built-in Function called "Prevent Window Deactivation," which keeps windows maximized when switching to other windows or screens. This Function can be run for a game window either manually via a key combination or automatically via a Trigger rule. The steps below will show you how to do both.

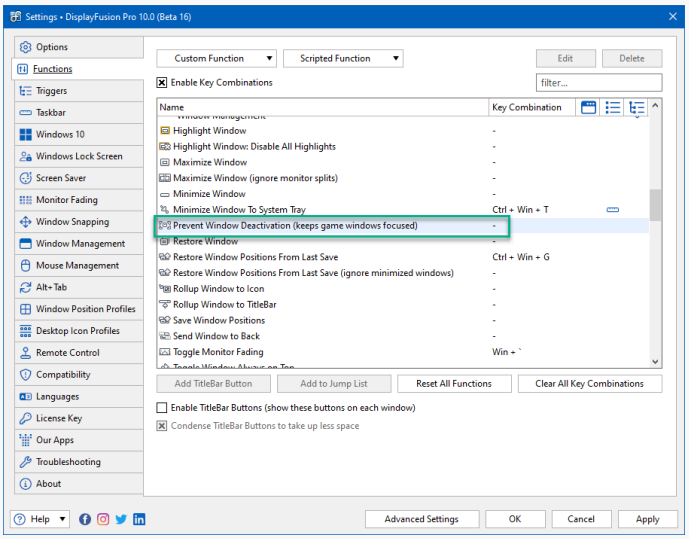
> Note: Though applicable for most games, behaviour may vary. This guide will not work for online games that use anti-cheat software like Easy Anti-Cheat or Battleye.

Prevent Window Deactivation via Hotkey

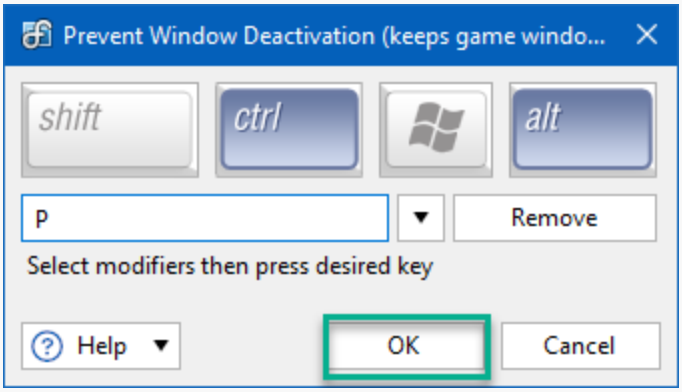
- Right-click the DisplayFusion icon and click "Settings."



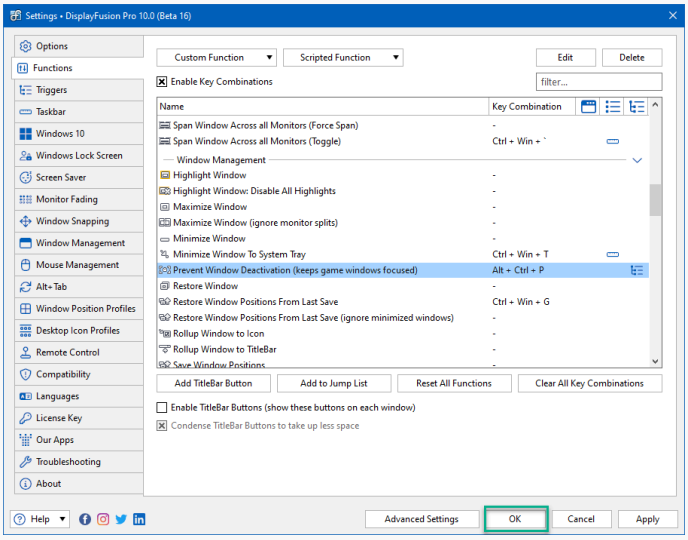
- Click the "Functions" tab and select the "Prevent Window Deactivation (keeps game windows focused)" Function. Double-click the Function or select it and click the "Edit" button.



- Configure a key combination for the Function and click "OK."



- From the "Functions" tab, click "OK" to apply and save your changes.

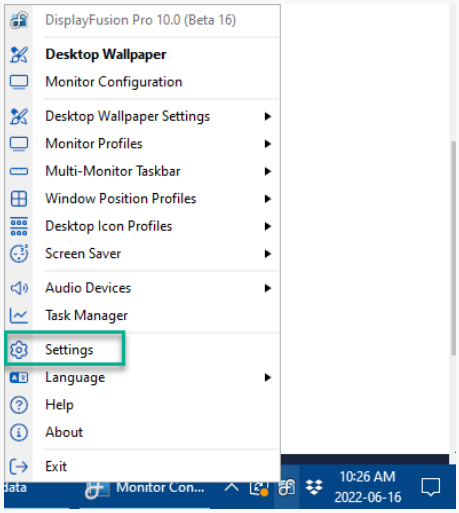


Pressing the configured key combination will run the Function with a "whoosh" sound notification. (Use Alt+Tab to exit the game the game.) If the Function fails to run, see the next section (Prevent Window Deactivation via Triggers).

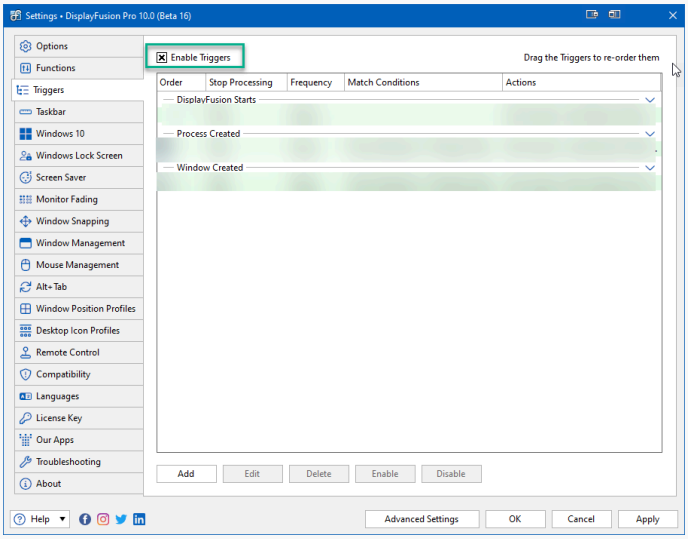
Prevent Window Deactivation via Triggers

Global hotkeys may be disabled while running select full-screen games. This will negate use of the key combination, but you can still run the Function with a Trigger rule. The steps below are for an example Trigger rule which will run the Prevent Window Deactivation function after a 60 second delay.

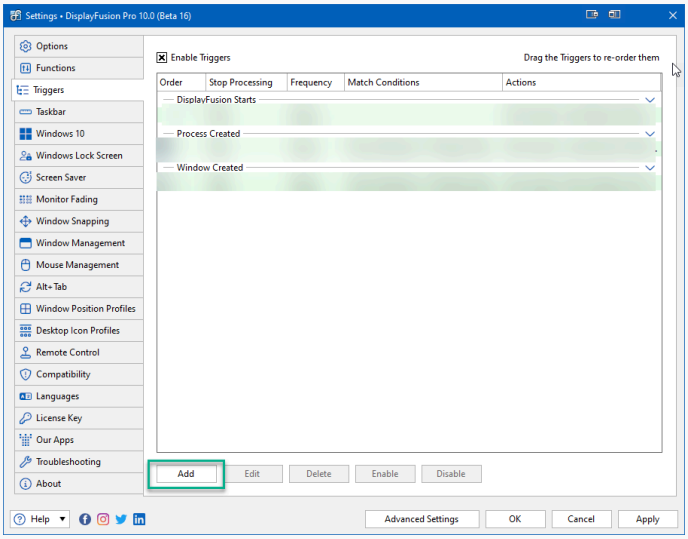
- Right-click the DisplayFusion icon and click "Settings."



- Ensure the "Enable Triggers" checkbox is enabled.

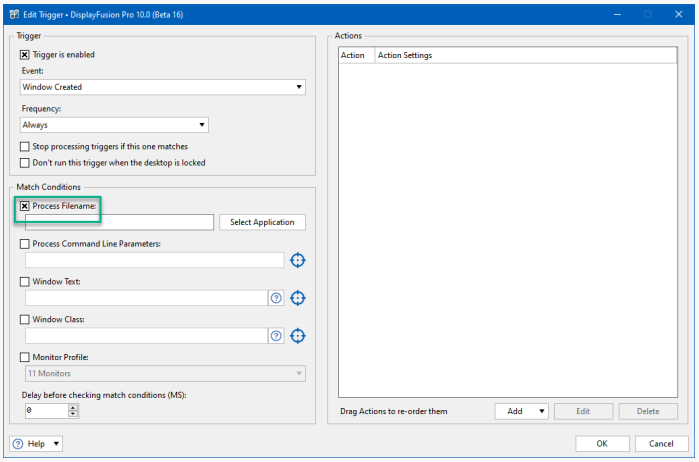


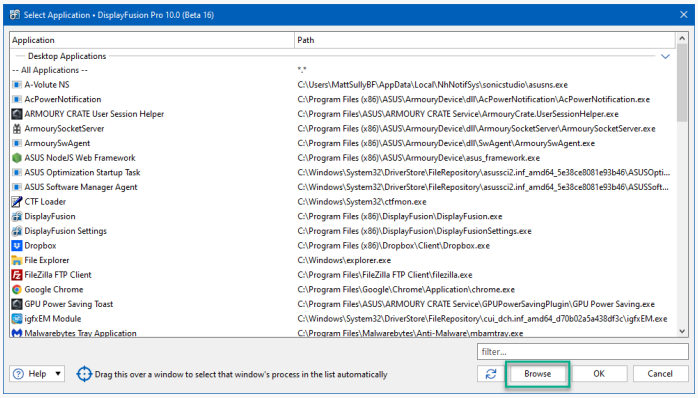
- Click "Add."



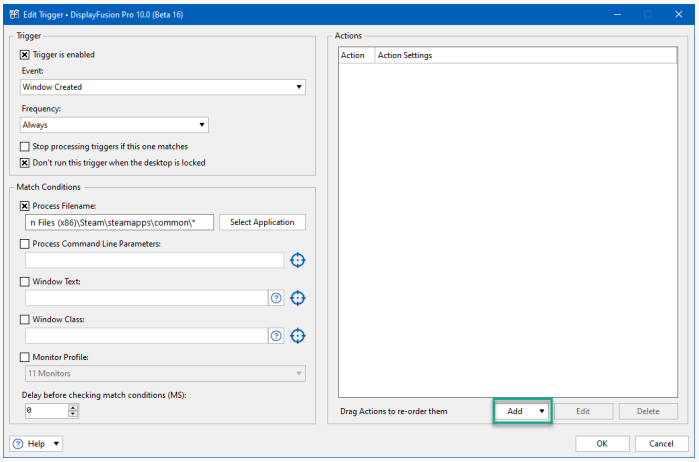
- Enable the "Process Filename" checkbox. From the pop-up selection window, double-click your application or select it and click "OK." For games or folders not listed, use the "Browse" button.

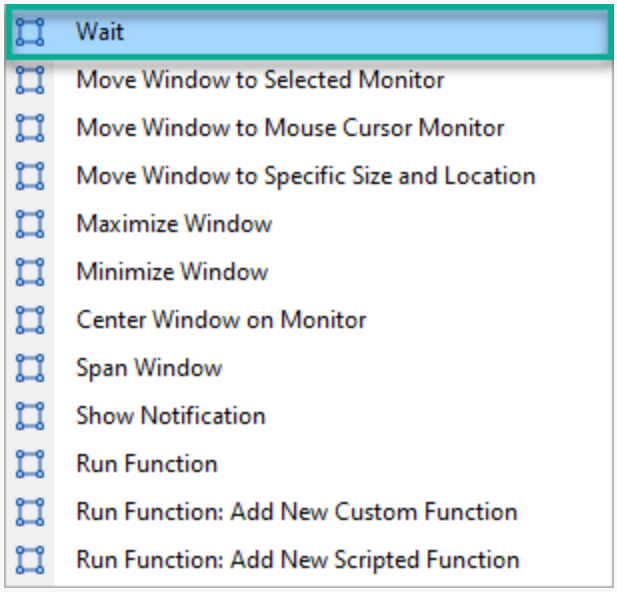
In our example, we're using a wildcard (*) for all games in the "common" folder of the Steam application, (i.e. `C:\Program Files (x86)\Steam\steamapps\common\*`).



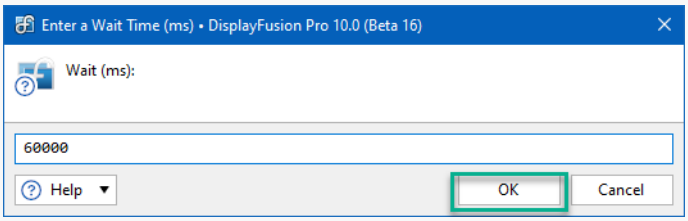


- Beneath the Actions pane, click the "Add" dropdown and select "Wait."

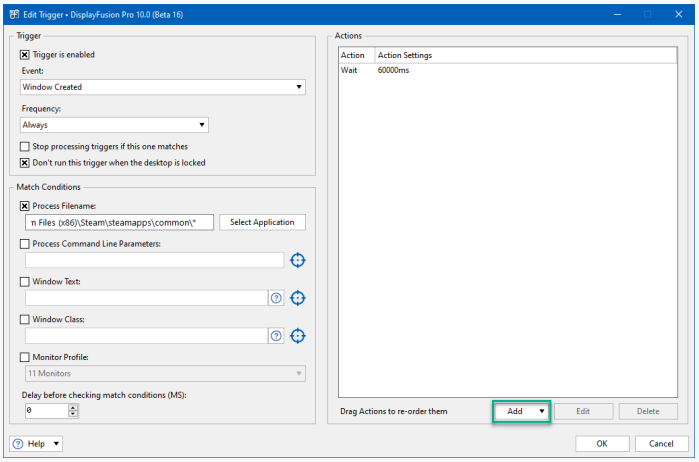


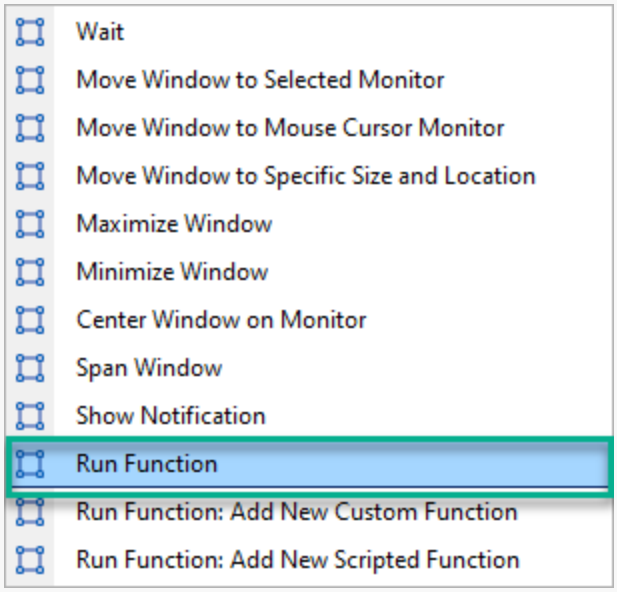


- Type the number of milliseconds for the Wait Action (e.g. 6000) and click "OK."

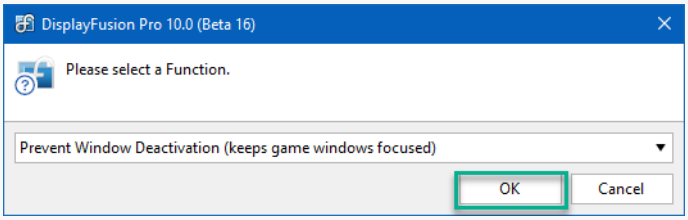


- Click "Add" again and select "Run Function."

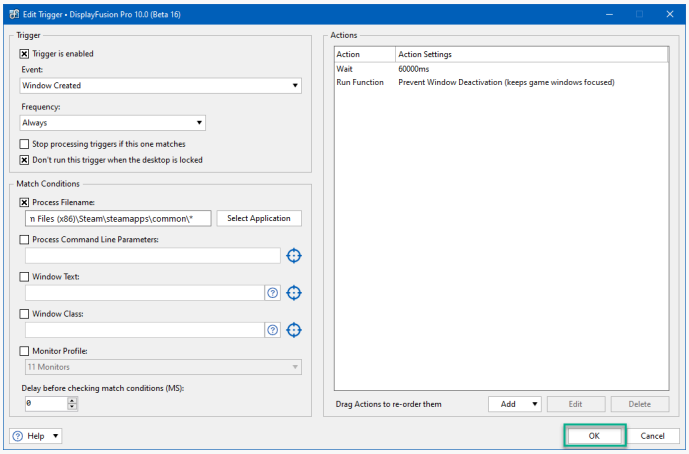




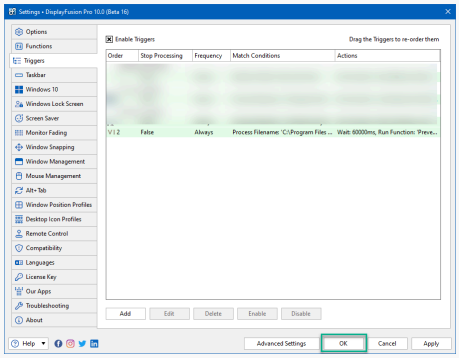
- Select "Prevent Window Deactivation (keeps game windows focused)" and click "OK."



- Click "OK."



- From the "Triggers" tab, click "OK" to apply and save your changes.



Tips

- For more widespread application of this Function, use wildcards When specifying the "Process Filename" in the Trigger rule. For example: If your games are all stored in D:\Games, enter `D:\Games\*` in the Process Filename text box to run the Trigger on all games in that directory.

- Some games lock the mouse cursor to the window. Configure and run the "Lock/Unlock Mouse Cursor to Current Window" or "Lock/Unlock Mouse Cursor to Current Monitor" Functions as a solution.

- This Function won't immediately work for select games. Switch the game to windowed mode (Alt+Enter) and back to full screen (Alt+Enter again), or Alt+Tab twice to back out and return to the game window.

About DisplayFusion

DisplayFusion gives users power and precision over their multi-monitor setup, with automation and customization options to create the perfect displays, every time.

To learn more about DisplayFusion, visit: **https://www.displayfusion.com**

About Binary Fortress Software

Binary Fortress has spent 19 years in pursuit of one goal: create software to make life easier. Our software ranges from display management and system enhancement utilities to monitoring tools and digital signage. IT administrators, professional gamers, coffee-shop owners, and MSPs all rely on Binary Fortress to make their days better, and their lives easier.

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