



**Function `holoscan::viz::WindowIsMinimized`**

# Table of contents

Function Documentation

---

- Defined in [File holoviz.hpp](#)

## Function Documentation

`bool holoscan::viz::WindowIsMinimized()`

Check if the window is minimized. This can be used to skip rendering on minimized windows.

Returns

true if the window is minimized

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024