



## app.SetOrientation

*(Samples taken from the Droidsript documentation)*

The **SetOrientation** method forces the screen to either “**Portrait**” or “**Landscape**” orientation. After using this function rotating the phone/tablet will have no effect on the app's orientation. To unlock the orientation call the function again using the orientation “**Default**”.

```
function OnStart()
{
    app.SetOrientation( "Landscape" );

    lay = app.CreateLayout( "Linear", "Vertical" );
    txt = app.CreateText( "Hello" );
    txt.SetTextSize( 32 );
    lay.AddChild( txt );
    app.AddLayout( lay );
}
```

## app.GetOrientation

The **GetOrientation** method gets the current orientation of the phone/tablet. It will return either the value “**Portrait**” or the value “**Landscape**”.

```
function OnStart()
{
    orient = app.GetOrientation();
    app.ShowPopup( orient );
}
```

## app.GetDefaultOrientation

The **GetDefaultOrientation** method gets the default (normal) orientation of the device. It will return either the value “**Portrait**” or the value “**Landscape**”.

```
function OnStart()
{
    orient = app.GetDefaultOrientation();
    app.ShowPopup( orient );
}
```

