# Changing display orientation in Symbian Web Runtime

This code snippet shows how to change the orientation of the display to "Portrait" or "Landscape".

## Source file: Relevant HTML components

```
<input type="button" value="Landscape" onclick="changeToLandscape();" />
<input type="button" value="Portrait" onclick="changeToPortrait();" />
```

## Source file: JavaScript file

```
// Changes the orientation to landscape
function changeToLandscape() {
    if (window.widget.isrotationsupported) {
        window.widget.setDisplayLandscape();
    } else {
        alert("Display rotating is not supported.");
    }
}

// Changes the orientation to portrait
function changeToPortrait(){
    if (window.widget.isrotationsupported) {
        window.widget.setDisplayPortrait();
    } else {
        alert("Display rotating is not supported.");
    }
}
```

## Postconditions

After starting the widget, the buttons "Landscape" and "Portrait" are shown.

- To change the display orientation to landscape, click the "Landscape" button.
- To change the display orientation to portrait, click the "Portrait" button.

## Supplementary material

This code snippet is part of the stub concept, which means that it has been patched on top of a template application in order to be more useful to developers. The version of the WRT stub application used as a template in this snippet is v1.1.

- The patched, executable application that can be used to test the features described in this snippet is available for download at Media:ChangingLayout.zip.
- You can view all the changes that are required to implement the above-mentioned features. The changes are provided in unified diff and colour-coded diff (HTML) formats in Media:ChangingDisplayOrientation.diff.zip.
- For general information on applying the patch, see Using Diffs.
- For unpatched stub applications, see Example app stubs with logging framework.


(C) Copyright Nokia 2013. All rights reserved.

(C) Copyright Nokia 2013. All rights reserved.