

Class Config



Namespace: [Display](#)

Assembly: Display.dll

```
public class Config
```

Inheritance

[object](#) ← Config

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

SCREEN_HEIGHT



```
public const int SCREEN_HEIGHT = 40
```

Field Value

[int](#)

SCREEN_WIDTH



```
public const int SCREEN_WIDTH = 150
```

Field Value

[int](#)