

Display Object

- `id` number - Unique identifier associated with the display.
- `rotation` number - Can be 0, 90, 180, 270, represents screen rotation in clock-wise degrees.
- `scaleFactor` number - Output device's pixel scale factor.
- `touchSupport` string - Can be `available`, `unavailable`, `unknown`.
- `monochrome` boolean - Whether or not the display is a monochrome display.
- `accelerometerSupport` string - Can be `available`, `unavailable`, `unknown`.
- `colorSpace` string - represent a color space (three-dimensional object which contains all realizable color combinations) for the purpose of color conversions
- `colorDepth` number - The number of bits per pixel.
- `depthPerComponent` number - The number of bits per color component.
- `displayFrequency` number - The display refresh rate.
- `bounds` [Rectangle](#) - the bounds of the display in DIP points.
- `size` [Size](#)
- `workArea` [Rectangle](#) - the work area of the display in DIP points.
- `workAreaSize` [Size](#)
- `internal` boolean - `true` for an internal display and `false` for an external display

The `Display` object represents a physical display connected to the system. A fake `Display` may exist on a headless system, or a `Display` may correspond to a remote, virtual display.