

# Class Config



Namespace: [Display](#)

Assembly: Display.dll

```
public static 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 = 95
```

## Field Value

[int](#)