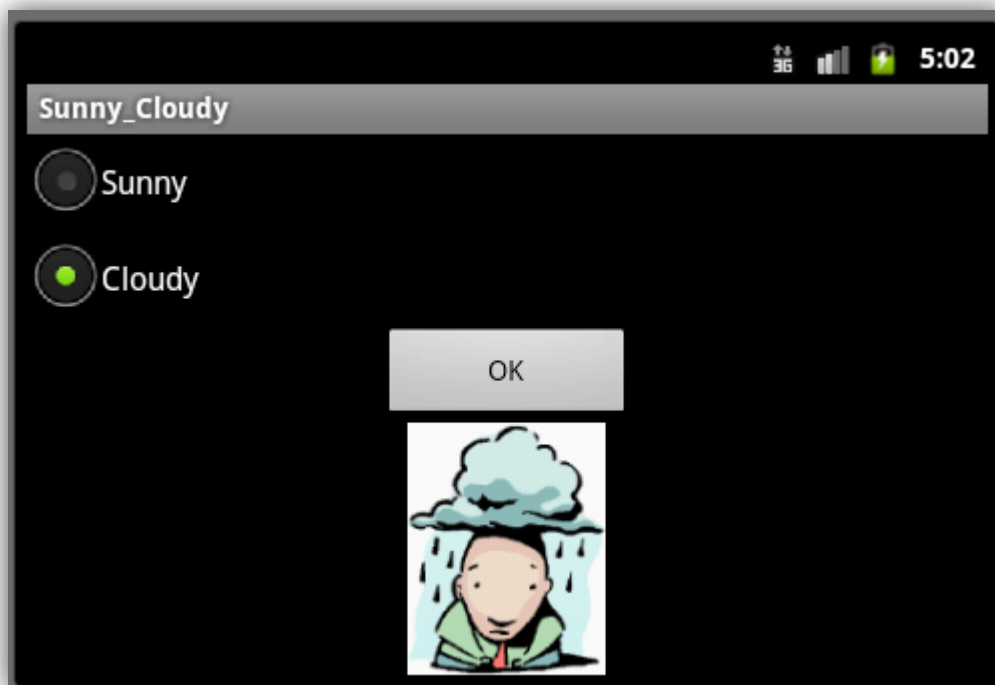


Lesson 4 – Screen Orientation

Open the Sunny_Cloudy application that we worked on in Lesson 3. We are going to modify the screen layout of this application to fit the landscape mode, as well as portrait.

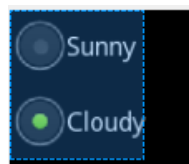
Launch the application to make sure it runs, and review the output when viewed in Landscape mode. To get Landscape mode in your emulator, press CTRL-F11. You'll see that the message, which appears below the image, is completely cut off.



To fix this, we're going to create a landscape version of our layout. Right-click over the RES folder in your Eclipse's Project Explorer. Select New → Folder, and type in layout-land for the folder name.

Right-Click over the main.xml file, located in your layout folder and select Copy. Right-click over layout-land, and select Paste. This allowed us to create a copy of the file that we can use as a starting point.

Open main.xml from the layout-land folder. Locate the RadioGroup view, and select it. You want to make sure that the whole RadioGroup is selected, and not just one of the RadioButtons.



Here's what the selection should look like:

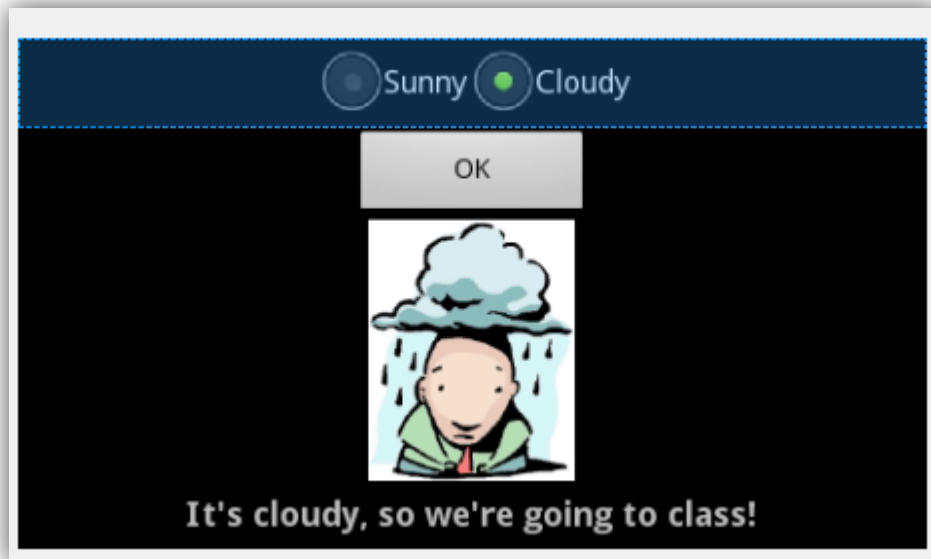
Now, modify the following properties:

Layout_Width: **Fill_Parent**

Orientation: **Horizontal**

Gravity: **Center_Horizontal**

Your screen now look like this:



Launch the application and switch between landscape and portrait mode to test the application and its functionality. Note that we have not touched any code in order to achieve this result.

As an alternative method, we can also force users to use a specific orientation for our application by telling the app to stay in portrait or landscape mode, regardless of how the phone is turned. To try this out, open the application's **AndroidManifest.xml** file, located just under the Sunny_Cloudy folder in Eclipse's Project Explorer.

Locate the `<activity>` and add the following attribute to it (highlighted in yellow):

```
<activity android:name=".SunnyCloudyActivity"
          android:screenOrientation="portrait"
          android:label="@string/app_name">
    <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
    </intent-filter>
</activity>
```

Re-run your application, and switch between portrait and landscape modes. Note that the application remains in portrait mode, and we never see the landscape version.