

Lock Orientation

INFO-6125

IOS APPLICATION DEVELOPMENT 1

Why Lock Orientation

Design may not work well for landscape

Use case doesn't make sense to support landscape

Locking Orientation Mechanisms

2 ways to lock orientation:

- Lock entire app
 - Configuration setting
- Lock single screen
 - Requires overriding behaviours

We will look at how to lock the entire app orientation

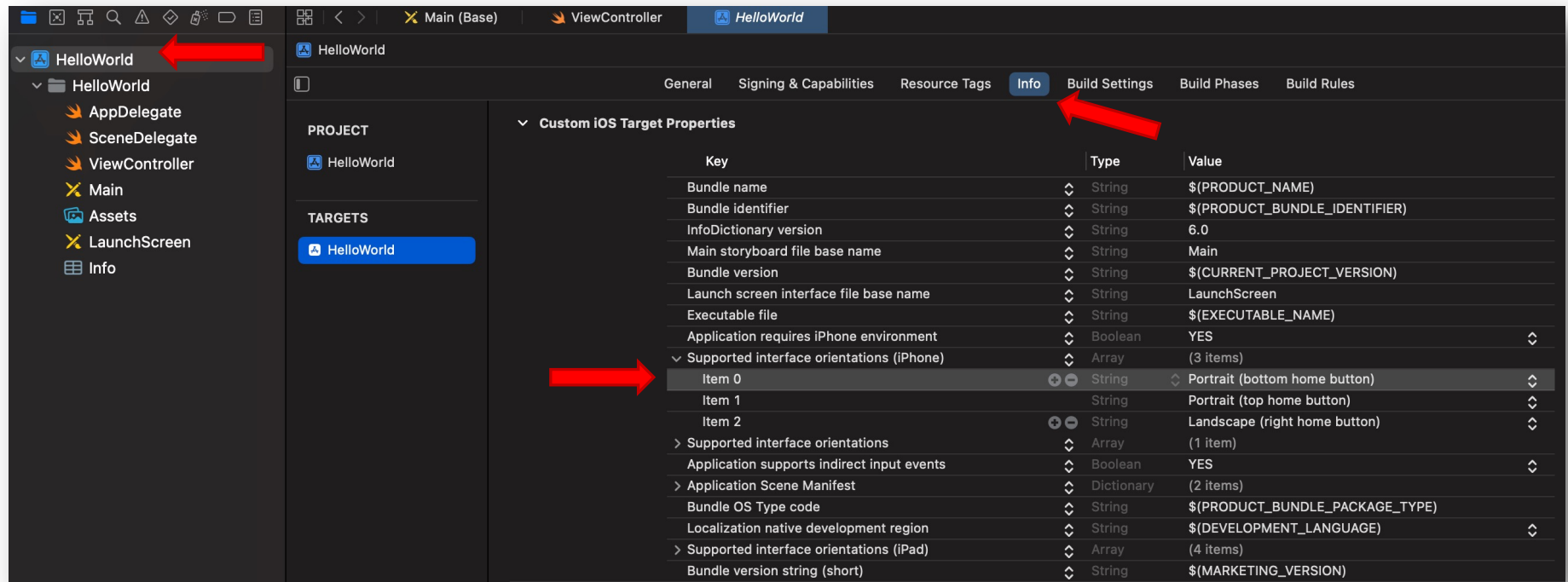
Select the project file

Select the Info Tab

Find the orientation

Delete the orientations you do not want to support

- E.g. if you only want to support portrait, delete Item 1 and Item 2 below



The screenshot shows the Xcode interface with the 'HelloWorld' project selected. The 'Info' tab is active, displaying the 'Custom iOS Target Properties' table. The 'Supported interface orientations (iPhone)' section is expanded, showing three items: Item 0 (Portrait), Item 1 (Portrait), and Item 2 (Landscape). Red arrows indicate the steps: selecting the project file, the Info tab, and the orientation items.

Key	Type	Value
Bundle name	String	\$(PRODUCT_NAME)
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)
InfoDictionary version	String	6.0
Main storyboard file base name	String	Main
Bundle version	String	\$(CURRENT_PROJECT_VERSION)
Launch screen interface file base name	String	LaunchScreen
Executable file	String	\$(EXECUTABLE_NAME)
Application requires iPhone environment	Boolean	YES
Supported interface orientations (iPhone)	Array	(3 items)
Item 0	String	Portrait (bottom home button)
Item 1	String	Portrait (top home button)
Item 2	String	Landscape (right home button)
Supported interface orientations	Array	(1 item)
Application supports indirect input events	Boolean	YES
Application Scene Manifest	Dictionary	(2 items)
Bundle OS Type code	String	\$(PRODUCT_BUNDLE_PACKAGE_TYPE)
Localization native development region	String	\$(DEVELOPMENT_LANGUAGE)
Supported interface orientations (iPad)	Array	(4 items)
Bundle version string (short)	String	\$(MARKETING_VERSION)