

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

WINDOW_HEIGHT

```
public const int WINDOW_HEIGHT = 40
```

Field Value

[int](#)

WINDOW_WIDTH

```
public const int WINDOW_WIDTH = 150
```

Field Value

[int](#)

Methods

configureScreen()

```
public void configurateScreen()
```