Screen.orientation

> ⚗️ **This is an experimental technology**
> Because this technology's specification has not stabilized, check the compatibility table for usage in various browsers. Also note that the syntax and behavior of an experimental technology is subject to change in future versions of browsers as the specification changes.

The `Screen.orientation` property give the current orientation of the screen.

Syntax

```
var orientation = window.screen.orientation;
```

Return value

The return value is a string representing the orientation of the screen. It can be portrait-primary, portrait-secondary, landscape-primary, landscape-secondary (See `lockOrientation` for more info about those values).

Example

```
1   var orientation = screen.orientation || screen.mozOrientation || screen.msOrientation;
2
3   if (orientation === "landscape-primary") {
4       console.log("That looks good.");
5   } else if (orientation === "landscape-secondary") {
6       console.log("Mmmh... the screen is upside down!");
7   } else if (orientation === "portrait-secondary" || orientation === "portrait-primary")
8       console.log("Mmmh... you should rotate your device to landscape");
9   }
```

Specifications

Specification	Status	Comment
☐ Screen Orientation API The definition of 'Screen Orientation' in that specification.	▌WD Working Draft	Initial definition

Browser compatibility

Feature	Chrome	Firefox (Gecko)	Internet Explorer	Opera	Safari
Basic support	38	(Yes) moz [1]	11 ms [2]	25	No support

[1] This API is only implemented as a prefixed method (`mozOrientation`) in B2G and Firefox for Android.

[2] This API is implemented using a prefix (`msOrientation`) in Internet Explorer for Windows 8.1 and Windows RT 8.1. It is not supported on Windows 7.

See also

- Screen.orientation
- Screen.unlockOrientation()
- Screen.onorientationchange
- Managing screen orientation