Screen

.orientation : Qt::ScreenOrientation

This contains the current orientation of the screen, from the accelerometer（加速计） (if any). On a desktop computer, this value typically（通常） does not change.

If **primaryOrientation == orientation**,

it means that the **screen automatically rotates** all content which **is displayed**, depending on how you hold it. **But if orientation changes while primaryOrientation does NOT change, then probably you are using a device which does not rotate its own display**. In that case you may need to use Item.rotation or Item.transform to rotate your content.

.primaryOrientation : Qt::ScreenOrientation

This contains the primary orientation of the screen. If the screen's height is greater than its width, then the orientation is **Qt.PortraitOrientation 竖屏;**

otherwise it is **Qt.LandscapeOrientation横屏**.

If you are designing an application which changes its layout depending on device orientation, you probably want to use primaryOrientation to determine the layout. That is because on a desktop computer, you can expect primaryOrientation to change when the user rotates the screen via the operating system's control panel, even if the computer does not contain an accelerometer. Likewise on most handheld computers which do have accelerometers, the operating system will rotate the whole screen automatically, so again you will see the primaryOrientation change.

This enum type specifies the various orientations a screen might have.

Constant Value Description

Qt::PrimaryOrientation 0x00000000 The display's primary orientation.

**Qt::LandscapeOrientation 0x00000002 Landscape orientation, display width is greater than display height.**

**Qt::PortraitOrientation 0x00000001 Portrait orientation, display height is greater than display width, rotated 90 degree clockwise relative to landscape.**

Qt::InvertedLandscapeOrientation 0x00000008 Inverted landscape orientation, rotated 180 degrees relative to landscape.

Qt::InvertedPortraitOrientation 0x00000004 Inverted portrait orientation, rotated 180 degrees relative to portrait.