

iOS屏幕

屏幕旋转问题

`UIDeviceOrientation`即我们手持的移动设备的`Orientation`，是一个三维空间，故有六个方向：

```
1  UIDeviceOrientationUnknown,
2  UIDeviceOrientationPortrait,           // Device oriented vertically, home
    button on the bottom
3  UIDeviceOrientationPortraitUpsideDown, // Device oriented vertically, home
    button on the top
4  UIDeviceOrientationLandscapeLeft,      // Device oriented horizontally, home
    button on the right
5  UIDeviceOrientationLandscapeRight,     // Device oriented horizontally, home
    button on the left
6  UIDeviceOrientationFaceUp,             // Device oriented flat, face up
7  UIDeviceOrientationFaceDown            // Device oriented flat, face down
8
```

`UIInterfaceOrientation`即我们看到的视图的`Orientation`，可以理解为`statusBar`所在的方向，是一个二维空间，有四个方向：

```
1  UIInterfaceOrientationUnknown          = UIDeviceOrientationUnknown,
2  UIInterfaceOrientationPortrait         = UIDeviceOrientationPortrait,
3  UIInterfaceOrientationPortraitUpsideDown =
    UIDeviceOrientationPortraitUpsideDown,
4  UIInterfaceOrientationLandscapeLeft    = UIDeviceOrientationLandscapeRight,
5  UIInterfaceOrientationLandscapeRight   = UIDeviceOrientationLandscapeLeft
6
```

粗略了解，目前xs业务基本都是竖屏，可以先不深入。