**Screen**

class in UnityEngine

Screen 类可用于获取支持的分辨率列表、切换当前分辨率、 隐藏或显示系统鼠标指针。

**Static Variables**

|  |  |
| --- | --- |
| [autorotateToLandscapeLeft](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-autorotateToLandscapeLeft.html) | 是否允许自动旋转到左侧横向模式？ |
| [autorotateToLandscapeRight](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-autorotateToLandscapeRight.html) | 是否允许自动旋转到右侧横向模式？ |
| [autorotateToPortrait](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-autorotateToPortrait.html) | 是否允许自动旋转到纵向模式？ |
| [autorotateToPortraitUpsideDown](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-autorotateToPortraitUpsideDown.html) | 是否允许自动旋转到颠倒纵向模式？ |
| [currentResolution](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-currentResolution.html) | 当前屏幕分辨率（只读）。 |
| [dpi](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-dpi.html) | 屏幕/设备的当前 DPI（只读）。 |
| [fullScreen](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-fullScreen.html) | Is the game running full-screen? |
| [fullScreenMode](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-fullScreenMode.html) | 将该属性设置为 FullScreenMode 中的某个值，以更改应用程序的显示模式。 |
| [height](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-height.html) | 屏幕窗口的当前高度（以像素为单位）（只读）。 |
| [orientation](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-orientation.html) | 指定屏幕的逻辑方向。 |
| [resolutions](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-resolutions.html) | All full-screen resolutions supported by the monitor (Read Only). |
| [safeArea](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-safeArea.html) | 返回屏幕的安全区域（以像素为单位）（只读）。 |
| [sleepTimeout](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-sleepTimeout.html) | 节能设置，允许屏幕在无用户交互一段时间后变暗。 |
| [width](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen-width.html) | 屏幕窗口的当前宽度（以像素为单位）（只读）。 |

**Static Functions**

|  |  |
| --- | --- |
| [SetResolution](file:///D:\BaiduNetdiskDownload\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\Screen.SetResolution.html) | 切换屏幕分辨率。 |