

Compatibility: *Flash Lite 2.x*

Some S60 3rd edition devices permit to switch between portrait and landscape orientations, natively (like N93, N95) or using a third party application (like N73, N80 using an application as [rotateMe](#)).

By default, Flash Lite applications only support one screen size (defined in the *Document Properties* dialog box).

If an application is launched in a screen size other than that defined, flash player will resize the document and add borders on two sides of the application.

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This application requires a data connection which could result in additional charges from your carrier depending on your service agreement.



Options


Exit

A Flash Lite application in portrait mode

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Options

Exit

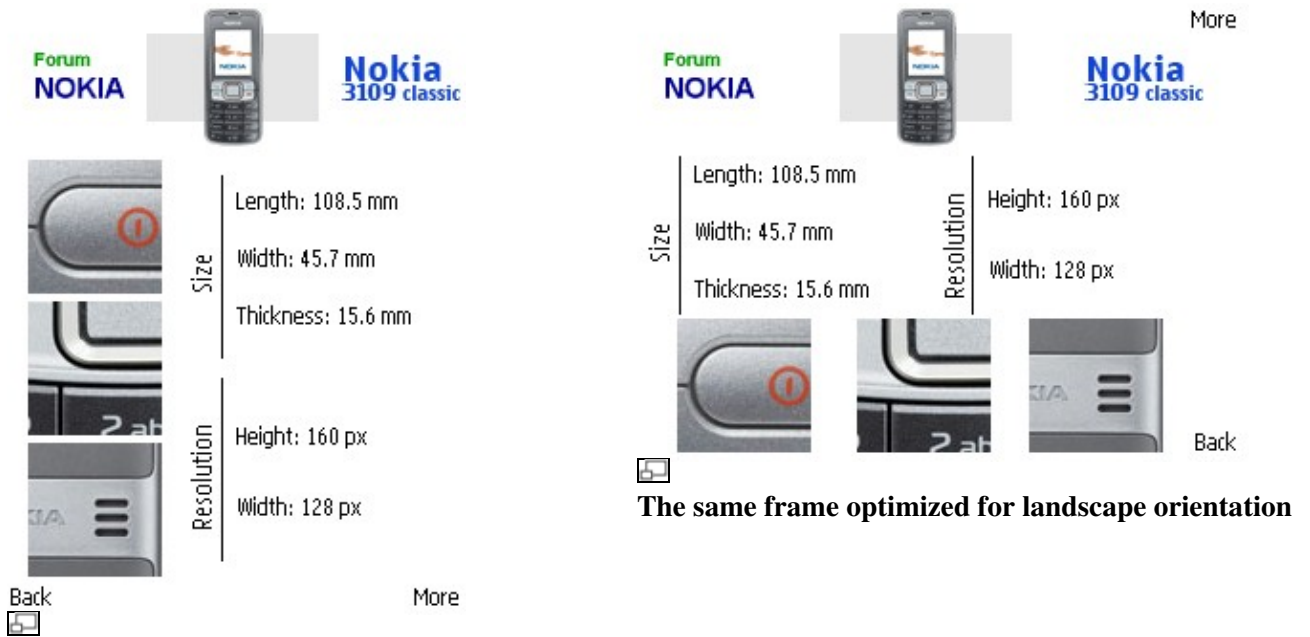


The same application in landscape mode

Using external SWF files

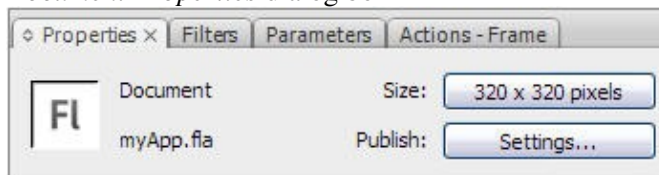
- Create two SWF files, one is your application optimized for portrait orientation, the other for landscape orientation.
In this example, we will call them *myApp_portrait.swf* (240x320) and *myApp_landscape.swf* (320x240)

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A frame optimized for portrait orientation

- Create a new Flash Lite application (*myApp.swf*)
- Change the document length and width to their possible maximum value (here 320x320) using the *Document Properties* dialog box



- In the first keyframe of your *myApp.fla* file add this code:

```
stop();

fscommand2("FullScreen", true);

/* Set scaleMode to "noScale" setting: the SWF will not be scaled
when the size of the screen device changes*/
Stage.scaleMode = "noScale";

//Set the current alignment of the Flash movie to "Top Left"
Stage.align = "TL";

// Create a new movie Clip
this.createEmptyMovieClip("container", this.getNextHighestDepth());
container._x = 0;
container._y = 0;

//Detect the screen size and load the correct file
if (Stage.width == 240) {
    combadMovie("file://E:/Others/myApp_portrait.swf");
} else {
    combadMovie("file://E:/Others/myApp_landscape.swf");
}
```

- Launch *myApp.swf*, your application will be adapted to the current screen orientation.

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In your two swf's files, don't refer to the `_root` level. Change all your references to `_root` by the movie clip instance name given in the main SWF (here *container*)

Using a single SWF file

This method is similar to the preceding one, but instead loading external SWF files, it will load internal movie clips.

- Create a new Flash Lite application (*myApp.swf*)
- Change the document length and width to their possible maximum value (here 320x320) using the *Document Properties* dialog
- In the first keyframe, add this code:

```
stop();

fscommand2("FullScreen", true);

/* Set scaleMode to "noScale" setting: the SWF will not be scaled
when the size of the screen device changes*/
Stage.scaleMode = "noScale";

//Set the current alignment of the Flash movie to "Top Left"
Stage.align = "TL";

//Detect the screen size and load the correct movieclip
if (Stage.width == 240) {
    _root.attachMovie("portrait_mc", "portrait", 10);
} else {
    _root.attachMovie("landscape_mc", "landscape", 10);
}
}
```

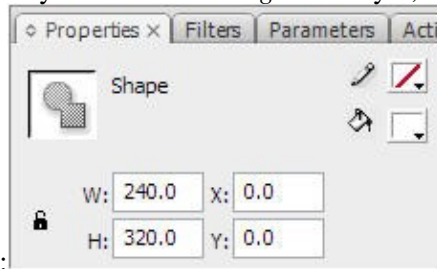
- Create a movie clip:
 - ◆ Select *Insert -> New Symbol...* -> Select *Movie Clip* and give it a name
 - ◆ Select *Export for ActionScript* and set identifier to *portrait_mc*

How to make a Flash Lite application running in any screen orientation



Click to enlarge

- ◆ In this movie clip create a layer called *background*. This layer have to be always in background.
- ◆ In the first keyframe of the *background* layer, Draw a rectangle with this



properties:

The fill color have to be the same as the document background color. (You can fill it with an another color during development, in order to see their borders.)

- ◆ Create your application optimized for portrait orientation mode in this movie clip. **Don't draw anything beside the background rectangle.**
- Repeat all this operations with a "landscape_mc" movie clip and a 320x240 size rectangle.
- Launch *myApp.swf*, your application will be adapted to the current screen orientation.

Download

You can download an example with source code here:

This Flash Lite 2.x application get and show informations about the 5 five latest Nokia devices. It use RSS feeds and XML Flash Lite methods. [Latest Nokia Devices supporting portrait/landscape modes](#)

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