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

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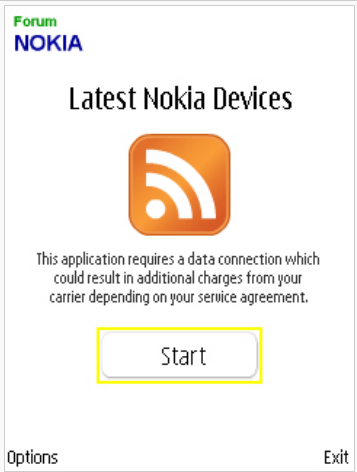
We do not recommend Flash Lite development on current Nokia devices, and all Flash Lite articles on this wiki have been archived. Flash Lite has been removed from all Nokia Asha and recent Series 40 devices and has limited support on Symbian. Specific information for Nokia Belle is available in Flash Lite on Nokia Browser for Symbian. Specific information for OLD Series 40 and Symbian devices is available in the Flash Lite Developers Library.

Some S60 3rd edition devices permit to switch between portrait and landscape orientations, natively (like N93, N95) or using a third party application.

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.



A Flash Lite application in portrait mode

The same application in landscape mode

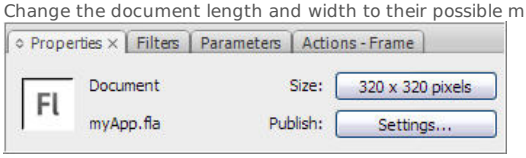
Using external SWF files

- 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)

A frame optimized for portrait orientation

The same frame optimized for landscape 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:

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```
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) {
 container.loadMovie("file://E:/Others/myApp_portrait.swf");
} else {
 container.loadMovie("file://E:/Others/myApp_landscape.swf");
}
```

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

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.

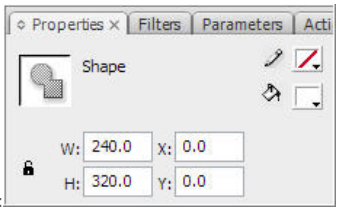
- Create a new Flash Lite application (*myApp.swf*)
- Change the document length and width to their possible maximum value (here 320x320) using the *Document Properties* dialog
- In the first keyframe, add this code:

```
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*

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**.

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- 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.

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