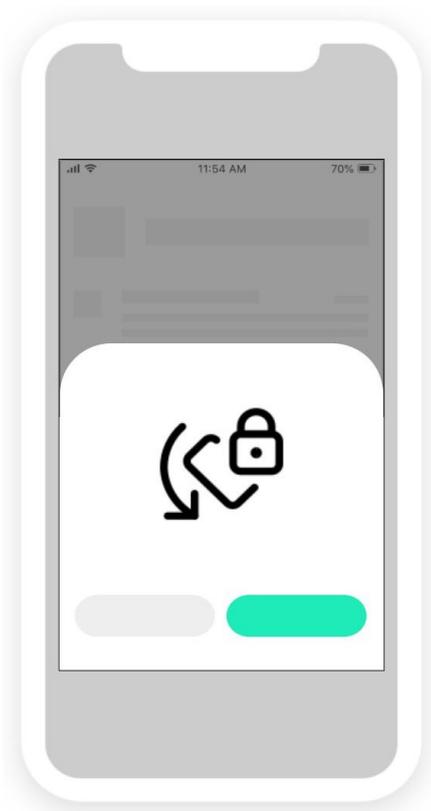# Lock Orientation in Mobile

Brief Overview

Accounting for various device dimensions can be tricky with precise design requirements. Some designs are best fitted for a specific orientation.

To account for these scenarios and prevent poor user experiences, we've added the ability to lock the orientation of a WalkMe campaign. This means that if a design is meant for a specific orientation, you can now prevent it from being viewed in another.

You can lock these orientations based on your needs:

- **Portrait**: For designs like images, shapes, etc.
- **Landscape**: For designs like videos, shapes, long text, etc.

Limitations: Supported from SDK 2.14.0 for both iOS and Android.

Lock Orientation in the Console

In the Mobile console:

1. Go to **My Campaigns.**
2. Click the **relevant campaign** to display the **visual editor**.
3. Go to the **Format panel > Properties > Appearance > Lock Orientation.**
4. Choose between the following options:
    1. **None** – Campaign will rotate freely with device rotation.
    2. **Portrait** – Campaign will be locked in portrait orientation.
    3. **Landscape** – Campaign will be locked in landscape orientation.
5. Click **Save**.
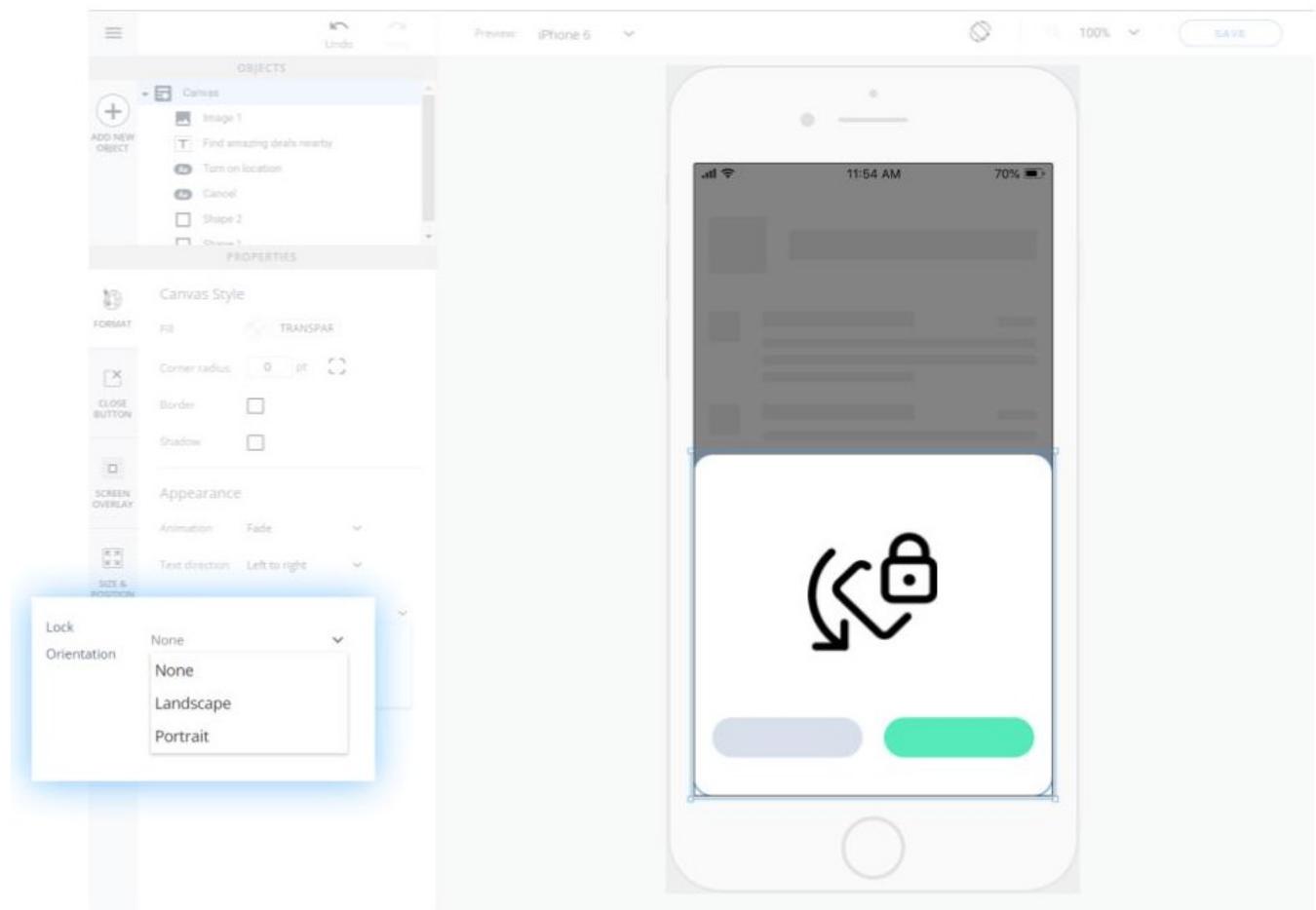
If you want a campaign which you've locked to a specific orientation to only play if the device is in that orientation, apply a **target audience rule** defining the specific orientation to be true.