

# Application screen resolutions

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This article lists screen resolutions available for Smart TV applications. It also contains examples of setting an appropriate resolution and guidelines for developing a multi-resolution app.

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## Platform specifications

The set of supported screen resolutions depends on the SmartTV device series. Refer to the table below (recommended resolution for each of the series is marked in bold).

Device	Supported resolutions
2010	<b>960x540</b>
2011	<b>960x540</b> 1280x720
2012	960x540 <b>1280x720</b>
2013	960x540 <b>1280x720</b>

Note

The Samsung SmartTV SDK Emulator does not support 1920x1080.

## Implementation details

If the app resolution is different than the recommended one, you need to create an additional file in the root application directory. The Widget Engine detects the application resolution based on `<width>` and `<height>` parameters in config.xml file. These coordinates need to be provided without any units, as in the example:

```
<width>1280</width>  
<height>720</height>
```

The file name must be exactly widget.info. Below there is a sample content of this file:

```
Use Alpha Blending? = Yes  
Screen Resolution = 1280x720
```

Note

If your application's target is more than one device series, creating the widget.info file is recommended.

## Player remarks

All SmartTV platforms support video resolutions up to 1920x1080, regardless of the app resolution. More details about supported video parameters can be found in the [Player Specification](#).

As the player module is independent of the widget engine, coordinates provided to the player should not depend on app resolution. This refers to the `SetDisplayArea(left, top, width, height)` and `SetCropArea(left, top, width, height)` functions which accept only values meeting the following conditions:

```
left + width <= 960;
```

```
top + height <= 540;
```

If the app resolution is higher than 960x540, the coordinates need to be scaled down before they are passed to the player plugin. In order to do that, multiply them by 0.75 for 1280x720 apps or by 0.5 for 1920x1080 apps.

## Multiple resolutions for one application

It is not possible to dynamically adjust the app resolution depending on the platform version. The width and height parameters are predefined in `config.xml` and `widget.info` files and cannot be modified dynamically during application lifetime. For this reason applications dedicated for all SmartTV platforms need to be designed in the base 960x540 resolution.

If you want to release different app versions for different device series (eg. 960x540 for 2010, 1280x720 for 2011, 2012 and 2013), you can register them as two separate applications. There cannot be two applications with the same names, so you should use some name variants (eg. Sample App for 2010, Sample App for 2012, etc.).