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Since version 3.0.1, Inventor HSM supports the use of all major license variants, including the x86 versions of the windows, linux and Mac operating systems. See also Fusion 360 Rhinoceros SolidWorks DesignSpark Mechanical References Category:Computer-aided design software Category:Dynamically linked programming languages Category:SolidWorks software Category:Computer-aided design software for Linux Category:Virtual humans in computer games Category:Virtual reality communities Category:Electronic design automation softwareQ: Tablet in landscape? I am creating a HTML5 game. The game has two views: At the top of the screen, you see 3 buttons (Tutorial, Game, Options). The Options button takes you to a "settings" page. At the bottom of the screen, you see the game. I want to use the tablet (phone & desktop) in landscape mode, but when I use the tablet in landscape mode, the buttons and settings page are hidden behind the game (and vice-versa when I turn the tablet sideways). So I am looking for a way to do: Keep the two views separate. Make the game (at the bottom of the screen) rotate to fit the landscape (or rotate so the landscape fits in the game). Any help would be appreciated! A: Finally, I found a solution. Use an iPhone script: First, you have to make sure that your game will have the required orientations: iPhone -> Landscape Portrait. iPhone -> Landscape Left. iPhone -> Landscape Right. iPhone -> Portrait. Next, you create a file with a.plist extension: ViewPort 520fdb1ae7

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