Responsive Design starts with Controlling the Viewport

2 ways to do that.

1. Meta Viewport tag

<head>

<meta name=”viewport” content=”width=device-width”>

</head>

1. @Viewport CSS Rule - Should place before any media queries, maybe even 1st in css

/\* CSS Document \*/

@viewport {

width: device-width;

}

\*\*\*\*Not sure why, but if I wanted to disable zoom, or set a limit on my app for zooming. I can.

For a complete list of what I can do, go to <http://goo.gl/Rxfdi>

Near Universal support for the Meta name viewport setting….. probably stick with this moving forward.

Reference Pixel – A unit of measurement that establishes an optical standard for the length of a pixel. It gives you a way to consistently set the size of elements that is independent.

Really understand Media Queries

Media Queries – Media Queries were created to allow designers to extend the media declarations to include various media properties when filtering style application.

Media Features to test with- width, height, device-width, device-height, orientation, aspect-ratio, device-aspect ratio, color, color index, monochrome, resolution, scan, grid

Media Queries can be accessed/linked at the top with the external CSS in the header.

W3.org/TR/css3-mediaquires