Properties like orientation, aspect ratio, and pixel density can be used on their own or in combination, with rules separated by commas. Say, for example, you want to display some override styles both if the screen is narrower than a specified width and if it's in portrait, you could write a query like this:

@media screen and (max-width: 480px), screen and (orientation: portrait) { /\* Mobile CSS here \*/ }

This ensures that if the device being used exceeds 480px width but is in portrait orientation, it will still receive these styles. To read more on what media types and filters can be used, check out the [Mozilla documentation](https://developer.mozilla.org/en-US/docs/Web/Guide/CSS/Media_queries)

**Emulated devices in Chrome’s developer tool**

To have the effects of the emulated devices render properly you must put the following <meta> element in the <head> part of the <html>.

<meta name="viewport" content="width=device-width, initial-scale=1">

The meta viewport tag gives instructions to browsers on how to handle the page's dimensions and scalings. The attribute content="width=device-width" tells the browser to match the screen's width in device-independent pixels. This value helps to reflow the content depending on the screen size of the device. Finally, the value initial-scale=1 establishes a 1:1 relationship between CSS pixels and device-independent pixels that helps in rendering the page properly when changing the orientation of the device.