



# CSS3 @media Rule

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## Example

Change the background-color if the viewport is 480 pixels wide or wider:

```
@media screen and (min-width: 480px) {  
  body {  
    background-color: lightgreen;  
  }  
}
```

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More "Try it Yourself" examples below.

## Definition and Usage

The @media rule is used to define different style rules for different media types/devices.

In CSS2 this was called media types, while in CSS3 it is called media queries.

Media queries look at the capability of the device, and can be used to check many things, such as:

- width and height of the viewport

- width and height of the device
- orientation (is the tablet/phone in landscape or portrait mode?)
- resolution
- and much more

## Browser Support

The numbers in the table specifies the first browser version that fully supports the @media rule.

Property					
@media	21	9	3.5	4.0	9

## CSS Syntax

```
@media not|only mediatype and (media feature) {  
    CSS-Code;  
}
```

You can also have different *stylesheets* for different media:

```
<link rel="stylesheet" media="mediatype and|not|only (media feature)"  
href="mystylesheet.css">
```

## Media Types

Value	Description
all	Used for all media type devices
aural	<b>Deprecated.</b> Used for speech and sound synthesizers
braille	<b>Deprecated.</b> Used for braille tactile feedback devices
embossed	<b>Deprecated.</b> Used for paged braille printers
handheld	<b>Deprecated.</b> Used for small or handheld devices
print	Used for printers

projection	<b>Deprecated.</b> Used for projected presentations, like slides
screen	Used for computer screens, tablets, smart-phones etc.
speech	Used for screenreaders that "reads" the page out loud
tty	<b>Deprecated.</b> Used for media using a fixed-pitch character grid, like teletypes and terminals
tv	<b>Deprecated.</b> Used for television-type devices

## Media Features

Value	Description
aspect-ratio	The ratio between the width and the height of the viewport
color	The number of bits per color component for the output device
color-index	The number of colors the device can display
device-aspect-ratio	The ratio between the width and the height of the device
device-height	The height of the device, such as a computer screen
device-width	The width of the device, such as a computer screen
grid	Whether the device is a grid or bitmap
height	The viewport height
max-aspect-ratio	The maximum ratio between the width and the height of the display area
max-color	The maximum number of bits per color component for the output device
max-color-index	The maximum number of colors the device can display
max-device-aspect-ratio	The maximum ratio between the width and the height of the device
max-device-height	The maximum height of the device, such as a computer screen
max-device-width	The maximum width of the device, such as a computer screen

max-height	The maximum height of the display area, such as a browser window
max-monochrome	The maximum number of bits per "color" on a monochrome (greyscale) device
max-resolution	The maximum resolution of the device, using dpi or dpcm
max-width	The maximum width of the display area, such as a browser window
min-aspect-ratio	The minimum ratio between the width and the height of the display area
min-color	The minimum number of bits per color component for the output device
min-color-index	The minimum number of colors the device can display
min-device-aspect-ratio	The minimum ratio between the width and the height of the device
min-device-width	The minimum width of the device, such as a computer screen
min-device-height	The minimum height of the device, such as a computer screen
min-height	The minimum height of the display area, such as a browser window
min-monochrome	The minimum number of bits per "color" on a monochrome (greyscale) device
min-resolution	The minimum resolution of the device, using dpi or dpcm
min-width	The minimum width of the display area, such as a browser window
monochrome	The number of bits per "color" on a monochrome (greyscale) device
orientation	The orientation of the viewport (landscape or portrait mode)
overflow-block	How does the output device handle content that overflows the viewport along the block axis (added in Media Queries Level 4)
overflow-inline	Can content that overflows the viewport along the inline axis be scrolled (added in Media Queries Level 4)
resolution	The resolution of the output device, using dpi or dpcm

scan	The scanning process of the output device
update-frequency	How quickly can the output device modify the appearance of the content (added in Media Queries Level 4)
width	The viewport width



## More Examples

### Example

Use the @media rule to make responsive design:

```
@media only screen and (max-width: 500px) {  
  .gridmenu {  
    width:100%;  
  }  
  
  .gridmain {  
    width:100%;  
  }  
  
  .gridright {  
    width:100%;  
  }  
}
```

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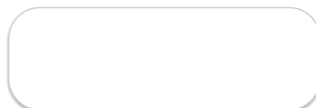
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