HTML   CSS   MORE

w3schools.com

CSS3 @media Rule

‹   Reference   ›

Example

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

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

Try it Yourself »

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

HTML   CSS   MORE

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
print	Used for printers
screen	Used for computer screens, tablets, smart-phones etc.
speech	Used for screenreaders that "reads" the page out loud
aural	Deprecated. Used for speech and sound synthesizers
braille	Deprecated. Used for braille tactile feedback devices
embossed	Deprecated. Used for paged braille printers
handheld	Deprecated. Used for small or handheld devices
projection	Deprecated. Used for projected presentations, like slides
tty	Deprecated. Used for media using a fixed-pitch character grid, like teletypes and terminals
tv	Deprecated. Used for television-type devices

HTML   CSS   MORE

Value	Description
any-hover	Does any available input mechanism allow the user to hover over elements? (added in Media Queries Level 4)
any-pointer	Is any available input mechanism a pointing device, and if so, how accurate is it? (added in Media Queries Level 4)
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	Deprecated. The ratio between the width and the height of the device
device-height	Deprecated. The height of the device, such as a computer screen
device-width	Deprecated. The width of the device, such as a computer screen
grid	Whether the device is a grid or bitmap
height	The viewport height
hover	Does the primary input mechanism allow the user to hover over elements? (added in Media Queries Level 4)
inverted-colors	Is the browser or underlying OS inverting colors? (added in Media Queries Level 4)
light-level	Current ambient light level (added in Media Queries Level 4)
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-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)
pointer	Is the primary input mechanism a pointing device, and if so, how accurate is it? (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
scripting	Is scripting (e.g. JavaScript) available? (added in Media Queries Level 4)
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 {
```

```
   {
:100%;


t {
:100%;
```

ıes

edia Queries

Reference   ›

☰   🏠   ▾   🔍

HTML   CSS   MORE

COLOR PICKER

LEARN MORE

Tabs
Dropdowns
Accordions
Convert Weights
Animated Buttons
Side Navigation
Top Navigation
JS Animations
Modal Boxes
Progress Bars
Parallax
Login Form
HTML Includes
Google Maps
Loaders

HTML   CSS   MORE

Filter List
Sort List

SHARE

CERTIFICATES

HTML, CSS, JavaScript, PHP, jQuery, Bootstrap and XML.

Read More »

REPORT ERROR
PRINT PAGE
FORUM
ABOUT