Design Basics - Viewport

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We will cover with the following concepts

1) Problem of Pinch zoom

2) Viewport meta tag

Let's look at the problem of pinch zoom one more time

1) https://www.youtube.com/

2) http://www.bbc.com

3) http://cbse.nic.in/newsite/index.html

4) http://www.nic.in/

Using Viewport tag is easy and must

- **Viewport -** It defines the area of the screen that browser can render the content to

- [Viewport tag](#) is used for overriding the default viewport - in case you want to do that

- 3 main attributes - Heights & Width, scale and resolution.

Don't play with viewport !

- Don't play with it unless you really need to.

- <meta name="viewport" content="width=device-width, initial-scale=1.0, user-scalable=no">

- People play with this tag only when they want to control different parts of the page highly dynamically like in Online Games etc.

Next Steps -

1) Problem of Horizontal scrolling