CSS Media Queries

Media queries 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
* Using media queries are a popular technique for delivering a tailored style sheet to desktops, laptops, tablets, and mobile phones (such as iPhone and Android phones).

Media Query Syntax

A media query consists of a media type and can contain one or more expressions, which resolve to either true or false.

@media not|only mediatype and (expressions) {

CSS-Code;

}

* Unless you use the not or only operators, the media type is optional and the all type will be implied.
* You can also have different stylesheets for different media:

<link rel="stylesheet" media="mediatype and|not|only (expressions)" href="print.css">

Media Types

All: Default. 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

Media Features

any-hover: Does any available input mechanism allow the user to hover over elements?

any-pointer: Is any available input mechanism a pointing device, and if so, how accurate is it?

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-gamut: The approximate range of colors that are supported by the user agent and output device (added in Media Queries Level 4)

color-index : The number of colors the device can display

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-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-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

pointer: Is the primary input mechanism a pointing device, and if so, how accurate is it?