REMUNITS

For many years, there have been debates about which unit of measure should be used to determine the size of text on web pages.

Common options include:

Pixels (px)

Ems (em)

Percents (%)

And more recently... Rems (rem)

We'll take a quick look at some of the older options before talking about Rems.

Font sizing with pixel units

Pixels are one of the "absolute" length units.

http://www.w3.org/TR/2013/CR-css3-values-20130730/#lengths

```
h1 { font-size: 32px; }
```

While this method is easy to implement and consistent across devices, it does have some potential issues.

Internet Explore 5 through to 8 do not allow users to easily increase or decrease the size of the text. This can present usability and accessibility issues.

Recent versions of Internet Explorer include zooming which resolves these issues.

Font sizing with em units

The em unit is one of the "Font-relative" length units.

http://www.w3.org/TR/2013/CR-css3-values-20130730/#lengths

Elements specified using em units are sized relative to the font-size of their parent element.

For example, if the <body> element has a font-size of 16px and an <h1> element has a font-size of 2em, the actual size of the <h1> will be:

 $16px \times 2 = 32px$

```
h1 { font-size: 2em; }
```

Using em units also has some potential issues.

If you specify .75em on an element, this could cause "compounding" if there are nested elements.

```
li { font-size: .75em; }
```

- item 1
- item 2
 - sub-item 1
 - sub-item 2
 - sub-item 3
 - sub-item 4
- item 3
- item 4

Nested list items are smaller in size

In this example, the parent is reduced in size and then the nested is reduced further.

```
16px x .75 = 12px ()

12px x .75 = 9px (nested )
```

Font sizing with percentage units

Percentage values are not a length value. However, they can be used to define font-size. They work in a very similar way to em units.

```
h1 { font-size: 200%; }
```

Like em units, percentage units can also cause compounding.

A solution?

So, how can this compounding issue be resolved?

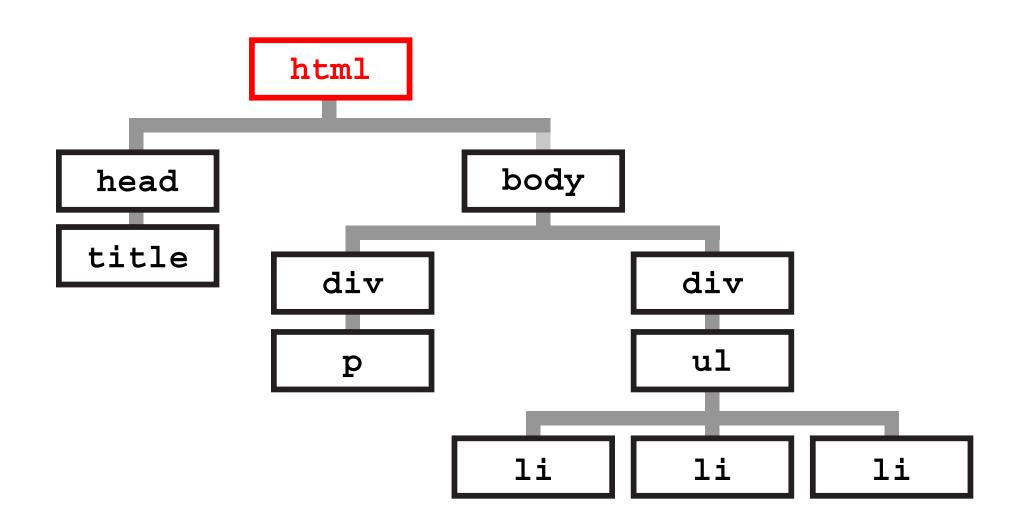
Well, first of all, if you are writing font-sizes for things like elements and elements then you are doing it wrong!

It is better to style the body element to define your base font size and then let elements such as and take their sizes from the body. However, there may be times when you cannot control the situation. In these cases the rem unit may be the solution.

What are rems?

The rem unit is officially defined as "equal to the computed value of font-size on the root element".

A root element is an element that has no parent element. In HTML documents, the root element is **the** html element.



Font sizing with rem units

Rems, like the em unit, are one of the "Font-relative" length units.

http://www.w3.org/TR/2013/CR-css3-values-20130730/#lengths

```
h1 { font-size: 2rem; }
```

The main difference between the rem unit and the em unit is the lack of compounding.

Compounding doesn't occur with rem units because the element's font size is based on the root element - not any parent element.

So, in the case of the nested element, the font-sizing issue would not occur if the had been defined using rems.

```
li { font-size: .75rem; }
```

Browser support

Type of unit similar to em, but relative only to the root element, not any parent element. Thus compounding does not occur as it does with em units.

Current aligned	Usage relative	Show all							
IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android * Browser	Chrome for Android
								4.1	
8			43					4.3	
9		40	44					4.4	
10		41	45	8		8.4		4.4.4	
11	12	42	46	9	32	9.1	8	44	46
	13	43	47		33				
		44	48		34				
		45	ΔQ						

But what if you want to use rem units on sites that need to support older browsers?

One way to solve the problem is to specify pixels first, and then rems.

Only devices that support the remunit will apply the second declaration.

```
h1 { font-size: 32px; }
h1 { font-size: 2rem; }
```

Or, you could use the "REM-unit-polyfill". This polyfill will test any browser for REM support and patch it up if needed.

https://github.com/chuckcarpenter/REM-unit-polyfill



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