Detecting if a device is hover capable

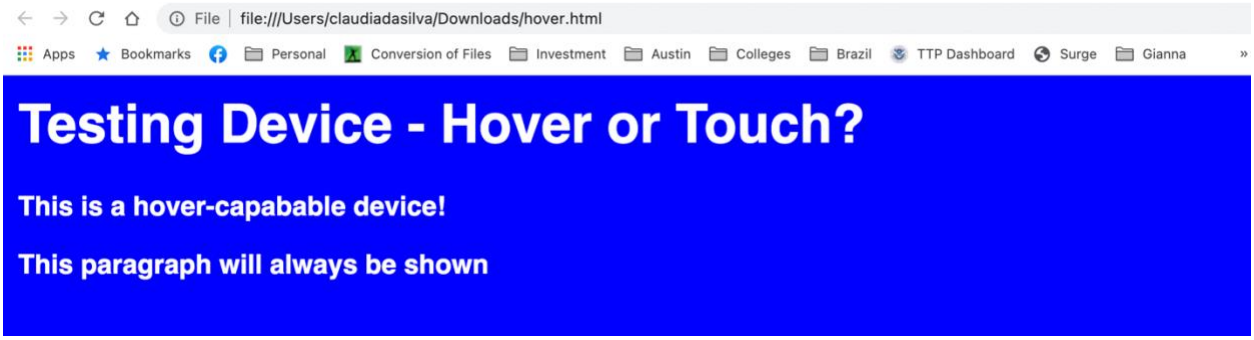
As we deal with lots of different devices, we can no longer rely on just the viewport size as the main factor to determine what type of style to apply to the elements of our web applications. For example, we cannot assume that just because a user might be using a tablet, that the user will not be able to hover an element of our page and will only be able to touch it.

The CSS Level 5 Media Queries specification brings to us all types of new media queries beyond the ones that are most familiar to us. One of these is the **hover** feature which determines if the user's main pointing device is capable of hovering on an element of your page. The possible values for this feature are **hover** and **none**. The **hover** value will be true for a device with a mouse for example, and the value **none** will be true for a tablet or smartphone used with touch input. The media query would look like this:

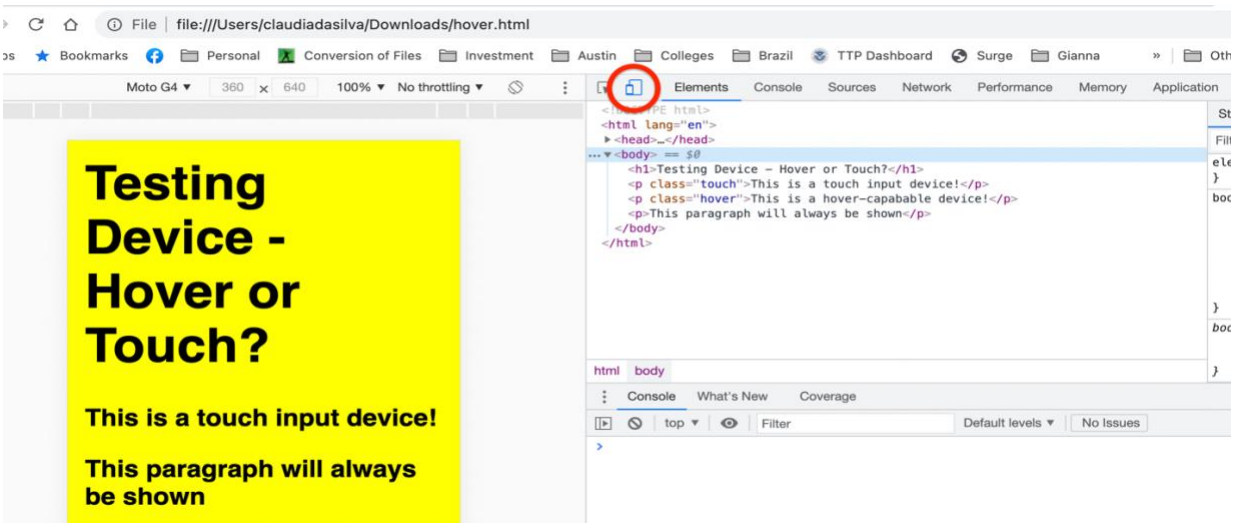
```
.class1 {
    /* styles coded for touch devices */
}

@media (hover: hover) {
   .class1 {
      /* styles coded for devices with hover capability */
   }
}
```

Use the **hover.html** file that you will find among the files you downloaded for the course. Look at the code – the CSS was coded inside the HTML document, so you do not need to open two files at the same time). If you open this HTML in the browser (I used Chrome), you should see the background blue, with white font color as shown in the image below:



If you use the Chrome Developer Tools (CDT) and activate the mobile feature, clicking on the mobile icon (as pointed out in the image below with a red circle), you will see the same page with the yellow background and black font:



The problem is that for some version of Android have a feature that a long press emulates the hover effect which will make the media query evaluates true and if we want to make sure that we would be offering the same style for those Android devices as we are offering for the other mobile devices, we need to use a second media feature called **pointer**.

The **pointer** tests if the device has a pointer and also the accuracy of the pointing device. The values for this feature are **coarse** – for a pointer such as a finger used on a touch-input screen; or **fine** – when using a mouse; or **none** – a device with no pointer. You can modify the **hover.html** and add the following (see only the line that was modified and the inserted/modified code in red, bold color):

```
@media (hover: hover) and (pointer: fine) {
    ... same code here below ...
```

Save the file and then test it again – of course, you would only see the difference if you had tested the **hover.html** before in one of those Android versions that would need the **pointer** feature added!