

HTML for iOS (iPod / iPad / iPhone) Web Apps

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Using <meta name="viewport"/> to Control Zoom in Mobile Browsers

The [<meta name="viewport"/>](#) meta tag can be used to control how HTML content will be displayed on a mobile device. It contains a comma-separated list of properties in the form `<var>name</var>=<var>value</var>` as in:

```
<var mode="pre">name</var> =<var mode="pre">value</var> , <var mode="pre">name</var> =<var mode="pre">value</var>
```

The "`<var>value</var>`"s are *not* enclosed in quotation marks.

<meta name="viewport"/> Properties

width

`width=device-width` or `width=nnn` where *nnn* is the number of pixels between 200 and 10000 such as in `width=980` (default)

height

`height=device-height` or `height=nnn` where *nnn* is the number of pixels between 223 and 10000

minimum-scale

`minimum-scale=f.ff` where *f.ff* is a floating point number between 0.0 and 10.0 such as in `minimum-scale=0.25` (default)

maximum-scale

`maximum-scale=f.ff` where *f.ff* is a floating point number between 0.0 and 10.0 such as in `maximum-scale=1.6` (default)

initial-scale

`initial-scale=f.ff` where *f.ff* is a floating point number between minimum-scale and maximum-scale

user-scalable

`user-scalable=yes` (default) to allow the user to zoom in or zoom out on the web page or `user-scalable=no` to prevent the user from zooming in or zooming out

Note that when a size is specified in pixels, it is not necessarily the number of actual pixels on the device, which can vary from one device to another. It is the number of reference pixels on the device.

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pixels</dfn>, which is defined in CSS as <q>the visual angle of one pixel on a device with a pixel density of 96dpi and a distance from the reader of an arm's length.</q> This allows a web site to be displayed the same on devices with different screen sizes and pixel density.

See [Using <meta name="viewport"/> to Control Zoom in Mobile Browsers](#) for some examples.

<html manifest> attribute

The [manifest attribute](#) on the [<html> tag](#) specifies a [URI reference](#) that resolves to the URL of an <dfn>application cache manifest</dfn>, which is a list of files that can be cached for offline use.

For example:

```
<samp>index.html</samp>
```

```
<html xmlns="http://www.w3.org/1999/xhtml" manifest="/cache.manifest">
```

```
<samp>cache.manifest</samp>
```

```
# http://<a mode="pre" href="http://www.ExampleOnly.com/">www.ExampleOnly.com</a> /cache.manifest
CACHE MANIFEST
NETWORK:
*
CACHE:
/index.html
/styles/style-sheet-screen.css
/styles/style-sheet-handheld.css
FALLBACK:
/ /offline.html
```

The browser may prompt the user for permission to store the offline content, such as in Firefox:

```
 manifest attribute in Firefox"></img>
```

Apple Touch WebClip Icon

An Apple Touch WebClip Icon is a 57-pixel by 57-pixel PNG image used when bookmarking a web site or web page on an iPhone, iPad or iPod Touch device. The icon image file to be used is loaded from the web server and is specified in a [<link rel="apple-touch-webclip-icon"/> tag](#):

```
<link rel="apple-touch-icon" type="image/png" href="/apple-touch-icon.png"/>
```

Other Meta Tags for Mobile Web Apps**[apple-touch-startup-image](#)**

The [apple-touch-startup-image](#) meta tag specifies a startup image, which is an image that is displayed while an [offline web application](#) is being launched on the mobile device. For the iPhone and iPod Touch, the image must be in portrait orientation 320 pixels wide by 460 pixels high.

```
<link rel="apple-touch-startup-image" type="image/png"
href="/apple-touch-startup-image.png" />
```

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THE END
