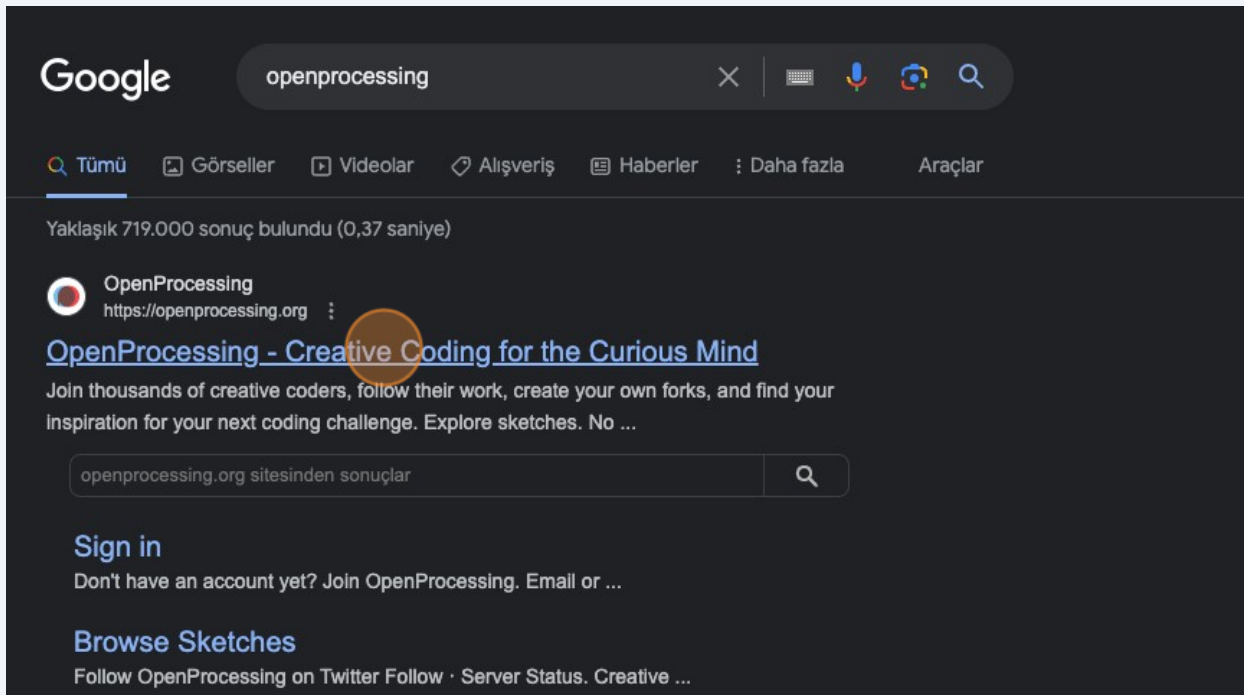


# How to use P5.Utils: PixelRuler on OpenProcessing Web App

This guide explains how to use P5.Utils: PixelRuler on the OpenProcessing web app. It provides step-by-step instructions on how to enable the P5.Utils library, create a sketch, and use the PixelRuler to measure pixels on the canvas. It is a useful guide for anyone looking to utilize this feature on OpenProcessing.

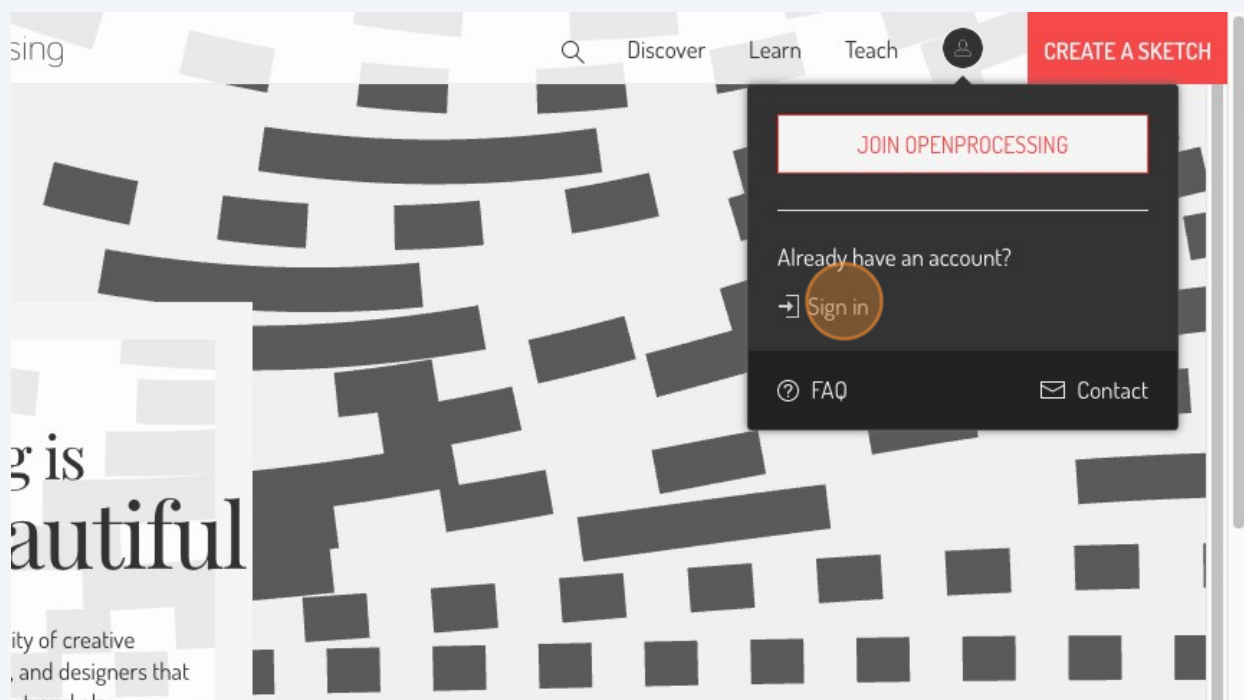
## 1 Goto your Openprocessing profile



## 2 Click the profile icon



## 3 Click "Sign in"



#### 4 Sign-in to your account

Sign in

Don't have an account yet? [Join OpenProcessing](#)

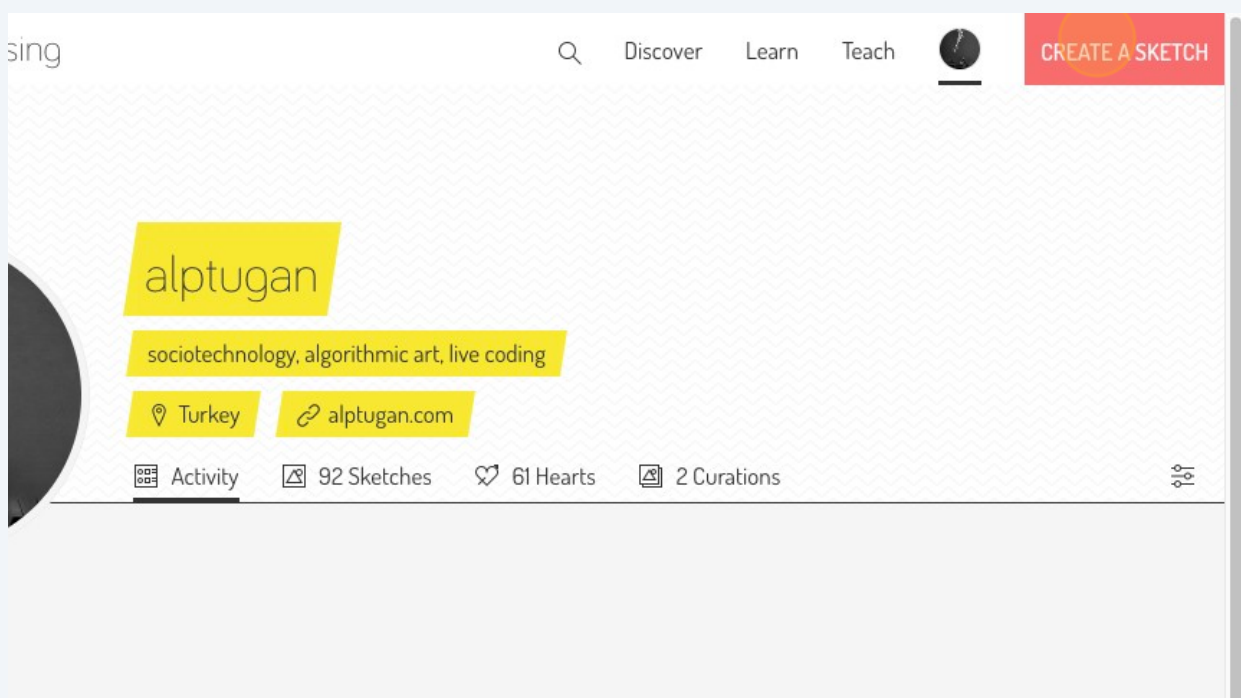
EMAIL OR USERNAME

PASSWORD  [forgot?](#)

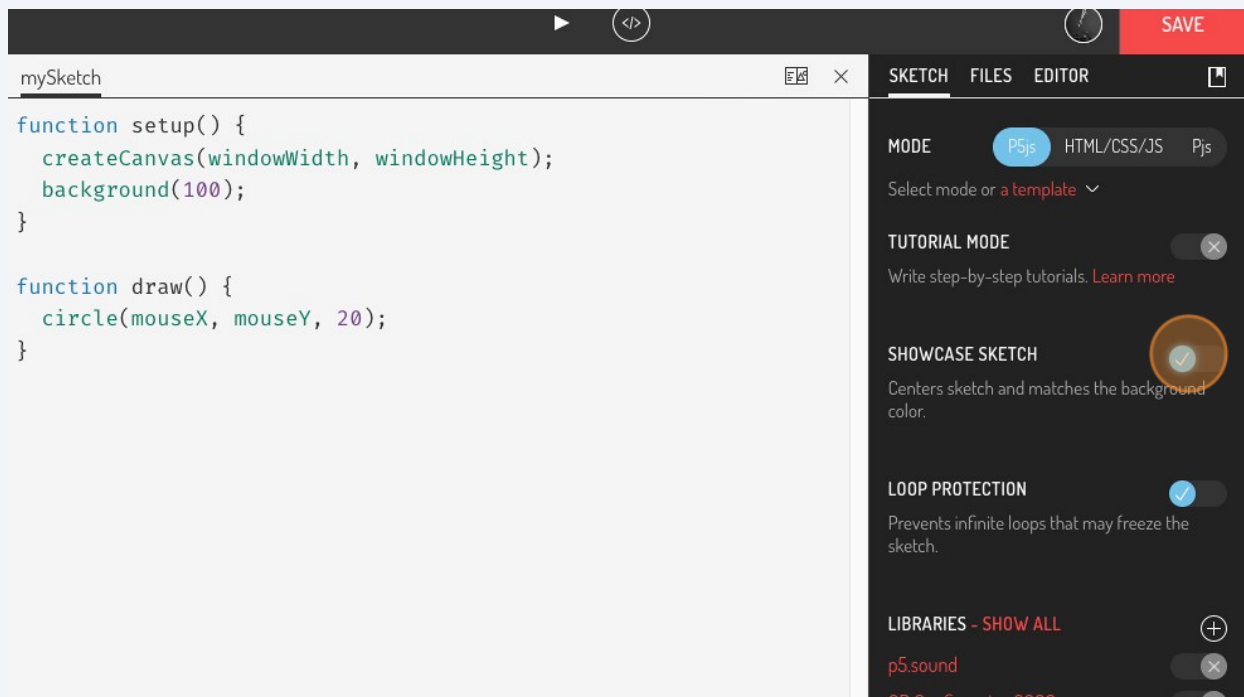
STAY SIGNED IN ☒

[SIGN IN](#)

#### 5 Click "CREATE A SKETCH"

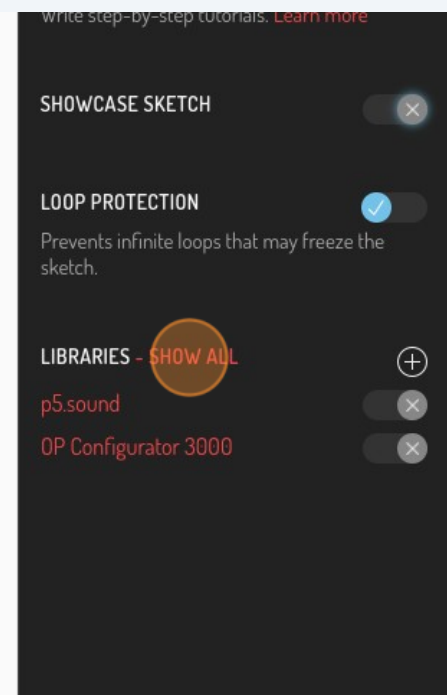


## 6 Disable "SHOWCASE SKETCH" option.



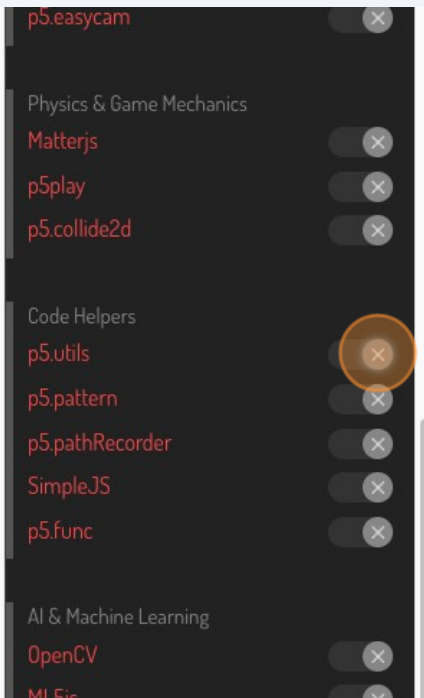
## 7 Scroll-down to LIBRARIES & Click "- SHOW ALL"

```
aw() {  
  useX, mouseY, 20);
```



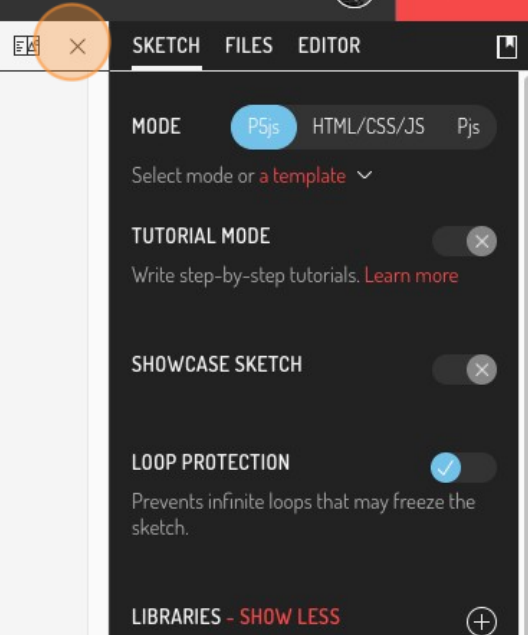
## 8 Enable "p5.Utls" library.

```
aw() {  
  useX, mouseY, 20);
```



## 9 Close the side pane.

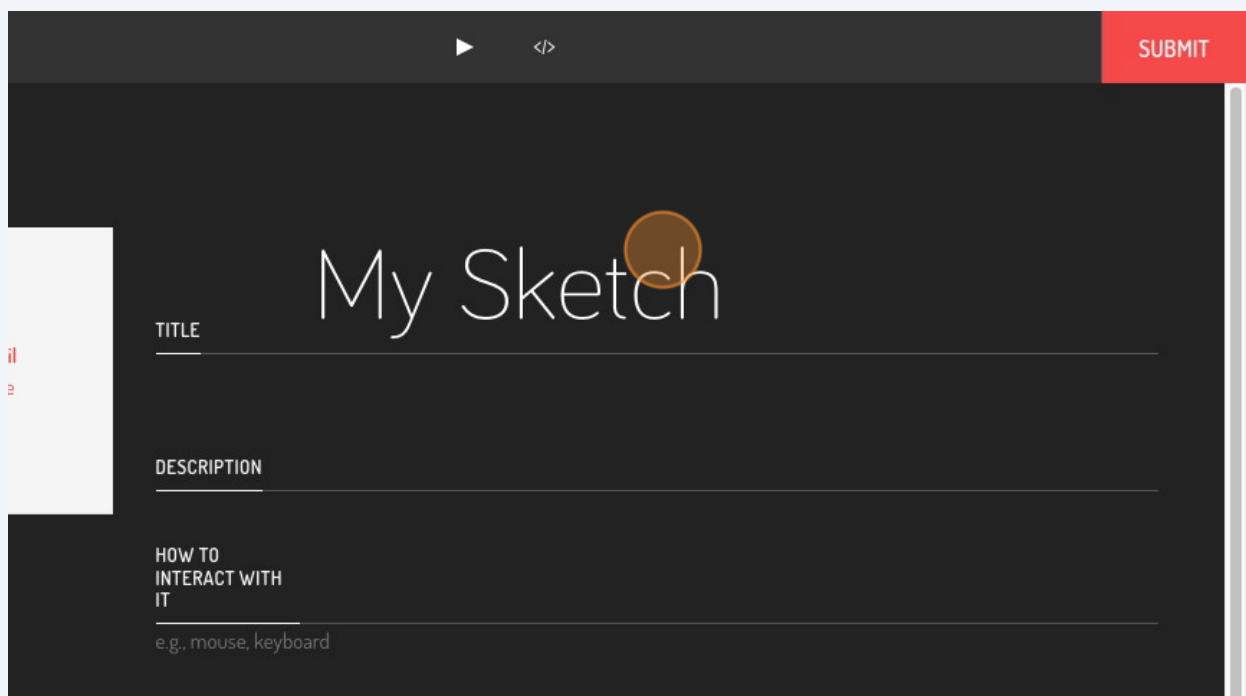
```
setup() {  
  createCanvas(windowWidth, windowHeight);  
  size(100);  
  
  aw() {  
    useX, mouseY, 20);
```



## 10 Click "SAVE"



## 11 Choose a relevant TITLE for your sketch.



12 Click "SUBMIT"

A screenshot of a web form interface. At the top right, there is a red button labeled "SUBMIT". The form has a dark background with white text. The title "week3-p5.Utils-Ruler" is displayed in a large font. Below the title, there are three input fields: "TITLE", "DESCRIPTION", and "HOW TO INTERACT WITH IT". The "HOW TO INTERACT WITH IT" field has a placeholder text "e.g., mouse, keyboard". On the left side, there is a vertical sidebar with a red "il" logo and a small "2" below it.

13 Switch to the code view.



14

// Declare p5.Utils library outside of setup() and draw() functions.  
let utils = new p5.Utils();

```
function setup() {  
  createCanvas(600, 600);
```

```
  // Activate Ruler  
  utils.enableRuler();  
}
```

```
function draw() {  
  background(150);  
  rect(200, 200, 300, 150);  
}
```

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To run the code hit the play button on top or Press **cmd + enter**