

pwinMouseX

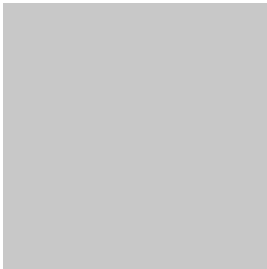
A **Number** variable that tracks the mouse's previous horizontal position within the browser.

pwinMouseX keeps track of the mouse's position relative to the top-left corner of the browser window. Its value is **winMouseX** from the previous frame. For example, if the mouse was 50 pixels from the left edge of the browser during the last frame, then **pwinMouseX** will be 50.

On a touchscreen device, **pwinMouseX** will hold the x-coordinate of the most recent touch point. **pwinMouseX** is reset to the current **winMouseX** value at the start of each touch event.

Note: Use **pmouseX** to track the mouse's previous x-coordinate within the canvas.

Examples



```
function setup() {
  createCanvas(100, 100);

  // Slow the frame rate.
  frameRate(10);

  describe('A gray square. A white circle at its center grows larger when the mouse moves horizontally.');
```

```
function draw() {
  background(200);

  // Calculate the circle's diameter.
  let d = winMouseX - pwinMouseX;

  // Draw the circle.
  circle(50, 50, d);
}
```



```
function setup() {
  // Create the canvas and set its position.
  let cnv = createCanvas(100, 100);
  cnv.position(20, 20);

  describe('A gray square with a number at its center. The number changes as the user moves the mouse vertically.');
```

```
function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display pwinMouseX.
  text(pwinMouseX, 50, 50);
}
```



This page is generated from the comments in [src/events/mouse.js](#) . Please feel free to edit it and submit a pull request!

Related References

doubleClicked

A function that's called once when a mouse button is clicked twice quickly.

exitPointerLock

Exits a pointer lock started with requestPointerLock.

mouseButton

A String system variable that contains the value of the last mouse button pressed.

mouseClicked

A function that's called once after a mouse button is pressed and released.

p5.js

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