

mouseX

A `Number` system variable that tracks the mouse's horizontal position.

`mouseX` keeps track of the mouse's position relative to the top-left corner of the canvas. For example, if the mouse is 50 pixels from the left edge of the canvas, then `mouseX` will be 50.

If touch is used instead of the mouse, then `mouseX` will hold the x-coordinate of the most recent touch point.

[Reference](#)
Mouse

`doubleClicked()`
`exitPointerLock()`
`mouseButton`
`mouseClicked()`
`mouseDragged()`
`mouseIsPressed()`
`mouseMoved()`
`mousePressed()`
`mouseReleased()`
`mouseWheel()`
`mouseX`
`mouseY`
`movedX`
`movedY`
`pmouseX`
`pmouseY`
`pwinMouseX`
`pwinMouseY`
`requestPointerLock()`

Examples

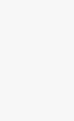
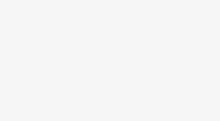


```
function setup() {
  createCanvas(100, 100);

  describe("A vertical black line moves left and right
following the mouse's x-position.");
}

function draw() {
  background(200);

  // Draw a vertical line that follows the mouse's x-
  coordinate.
  line(mouseX, 0, mouseX, 100);
}
```



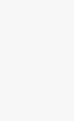
```
function setup() {
  createCanvas(100, 100);

  describe("A gray square. The mouse's x- and y-coordinates
are displayed as the user moves the mouse.");
}

function draw() {
  background(200);

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

  // Display the mouse's coordinates.
  text(`x: ${mouseX} y: ${mouseY}`, 50, 50);
}
```



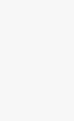
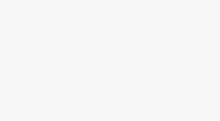
```
function setup() {
  createCanvas(100, 100, WEBGL);

  describe("A vertical black line moves left and right
following the mouse's x-position.");
}

function draw() {
  background(200);

  // Adjust coordinates for WebGL mode.
  // The origin (0, 0) is at the center of the canvas.
  let mx = mouseX - 50;

  // Draw the line.
  line(mx, -50, mx, 50);
}
```



```
let font;

// Load a font for WebGL mode.
function preload() {
  font = loadFont('/assets/inconsolata.otf');
}

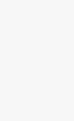
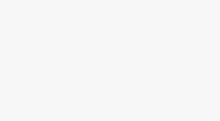
function setup() {
  createCanvas(100, 100, WEBGL);

  describe(
    "A gray square. The mouse's x- and y-coordinates are
    displayed as the user moves the mouse."
  );
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);
  textFont(font);
  fill(0);

  // Display the mouse's coordinates.
  text(`x: ${mouseX} y: ${mouseY}`, 0, 0);
}
```



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.

