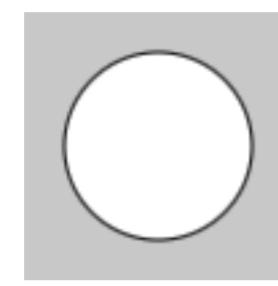


displayDensity()

Returns the display's current pixel density.

Examples



```
function setup() {
  // Set the pixel density to 1.
  pixelDensity(1);

  // Create a canvas and draw
  // a circle.
  createCanvas(100, 100);
  background(200);
  circle(50, 50, 70);

  describe('A fuzzy white circle drawn on a gray background.
  The circle becomes sharper when the mouse is pressed.');
}

function mousePressed() {
  // Get the current display density.
  let d = displayDensity();

  // Use the display density to set
  // the sketch's pixel density.
  pixelDensity(d);

  // Paint the background and
  // draw a circle.
  background(200);
  circle(50, 50, 70);
}
```



Returns

Number: current pixel density of the display.

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

Related References

cursor

Changes the cursor's appearance.

deltaTime

A Number variable that tracks the number of milliseconds it took to draw the last frame.

describe

Creates a screen reader-accessible description of the canvas.

describeElement

Creates a screen reader-accessible description of elements in the canvas.

p5.js

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