autoSized()

Toggles the framebuffer's autosizing mode or returns the current mode.

By default, the framebuffer automatically resizes to match the canvas that created it. Calling `myBuffer.autoSized(false)` disables this behavior and calling `myBuffer.autoSized(true)` re-enables it.

Calling `myBuffer.autoSized()` without an argument returns `true` if the framebuffer automatically resizes and `false` if not.

Examples

```
// Double-click to toggle the autosizing mode.

let myBuffer;

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

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

  describe('A multicolor sphere on a gray background. The
image resizes when the user moves the mouse.');
}

function draw() {
  background(50);

  // Draw to the p5.Framebuffer object.
  myBuffer.begin();
  background(200);
  normalMaterial();
  sphere(width / 4);
  myBuffer.end();

  // Display the p5.Framebuffer object.
  image(myBuffer, -width / 2, -height / 2);
}

// Resize the canvas when the user moves the mouse.
function mouseMoved() {
  let w = constrain(mouseX, 0, 100);
```

Syntax

```
autoSized([autoSized])
```

Parameters

autoSized	Boolean: whether to automatically resize the framebuffer to match the canvas.

Returns

Boolean: current autosize setting.

This page is generated from the comments in src/webgl/p5.Framebuffer.js . Please feel free to edit it and submit a pull request!

Related References

autoSized
Toggles the framebuffer's autosizing mode or returns the current mode.

begin
Begins drawing shapes to the framebuffer.

color
An object that stores the framebuffer's color data.

createCamera
Creates a new p5.Camera object to use with the framebuffer.