

Reference

Mouse

doubleClicked()

exitPointerLock()

mouseButton

mouseClicked()

mouseDragged()

mouselsPressed

mouseMoved()

mousePressed()

mouseReleased()

mouseWheel()

mouseX

mouseY

movedX

movedY

pmouseX

pmouseY

pwinMouseX

pwinMouseY

requestPointerLock()

touchIsAvailable

Examples

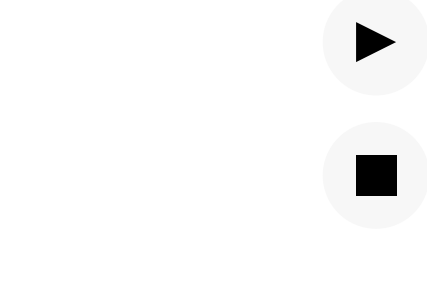


```
function setup() {
  createCanvas(100, 100);

  describe("A horizontal black line moves up and down following the mouse's y-position.");
}

function draw() {
  background(200);

  // Draw a horizontal line that follows the mouse's y-coordinate.
  line(0, mouseY, 100, mouseY);
}
```



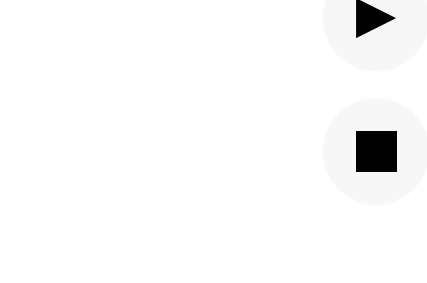
```
function setup() {
  createCanvas(100, 100);

  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);
}
```



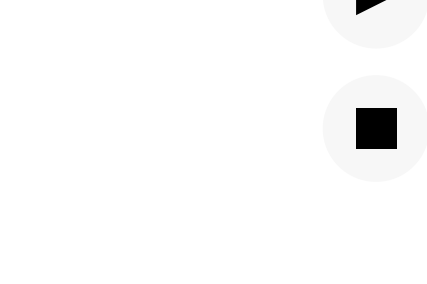
```
function setup() {
  createCanvas(100, 100, WEBGL);

  describe("A horizontal black line moves up and down following the mouse's y-position.");
}

function draw() {
  background(200);

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

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



```
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 <code>requestPointerLock</code> .	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.
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