

requestPointerLock()

Locks the mouse pointer to its current position and makes it invisible.

`requestPointerLock()` allows the mouse to move forever without leaving the screen. Calling `requestPointerLock()` locks the values of `mouseX`, `mouseY`, `pmouseX`, and `pmouseY`. `movedX` and `movedY` continue updating and can be used to get the distance the mouse moved since the last frame was drawn. Calling `exitPointerLock()` resumes updating the mouse system variables.

Note: Most browsers require an input, such as a click, before calling `requestPointerLock()`. It's recommended to call `requestPointerLock()` in an event function such as `doubleClicked()`.

Examples

Score: 0

▶

■

```
let score = 0;

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

  describe(
    'A gray square with the text "Score: X" at its center. The score increases when the user moves the mouse upward. It decreases when the user moves the mouse downward.'
  );
}

function draw() {
  background(200);

  // Update the score.
  score -= movedY;

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

  // Display the score.
  text(`Score: ${score}`, 50, 50);
}

// Lock the pointer when the user double-clicks.
function doubleClicked() {
  requestPointerLock();
}
```

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.

