p5.js ^

Reference
Tutorials
Examples
Contribute
Community
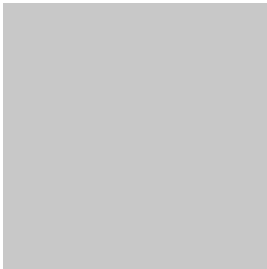About

</> Start Coding

♡ Donate

pwinMouseY

A `Number` variable that tracks the mouse's previous vertical position within the browser.

`pwinMouseY` keeps track of the mouse's position relative to the top-left corner of the browser window. Its value is winMouseY from the previous frame. For example, if the mouse was 50 pixels from the top edge of the browser during the last frame, then `pwinMouseY` will be 50.

On a touchscreen device, `pwinMouseY` will hold the y-coordinate of the most recent touch point. `pwinMouseY` is reset to the current winMouseY value at the start of each touch event.

Note: Use pmouseY to track the mouse's previous y-coordinate within the canvas.

Examples

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

  // Slow the frame rate.
  frameRate(10);

  describe('A gray square. A white circle at its center grows
larger when the mouse moves vertically.');
}

function draw() {
  background(200);

  // Calculate the circle's diameter.
  let d = winMouseY - pwinMouseY;

  // Draw the circle.
  circle(50, 50, d);
}
```

```
function setup() {
  // Create the canvas and set its position.
  let cnv = createCanvas(100, 100);
  cnv.position(20, 20);

  describe('A gray square with a number at its center. The
number changes as the user moves the mouse vertically.');
}

function draw() {
  background(200);

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

  // Display pwinMouseY.
  text(pwinMouseY, 50, 50);
}
```

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.

p5.js

Resources
Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Information
Download
Contact
Copyright
Privacy Policy
Terms of Use

Socials
GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

Donate Today! Support p5.js and the Processing Foundation.   ✕