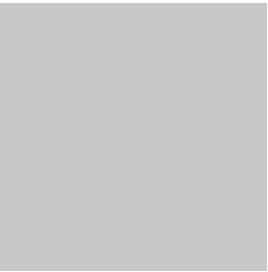


# mouseOver()

Calls a function when the mouse moves onto the element.

Calling `myElement.mouseOver(false)` disables the function.

## Examples



```
function setup() {  
  // Create a canvas element and  
  // assign it to cnv.  
  let cnv = createCanvas(100, 100);  
  
  background(200);  
  
  // Call randomColor() when the  
  // mouse moves onto the canvas.  
  cnv.mouseOver(randomColor);  
  
  describe('A gray square changes color when the mouse moves  
onto the canvas.');
```

```
}  
  
// Paint the background either  
// red, yellow, blue, or green.  
function randomColor() {  
  let c = random(['red', 'yellow', 'blue', 'green']);  
  background(c);  
}
```

## Syntax

```
mouseOver(fxn)
```

## Parameters

fxn	Function Boolean: function to call when the mouse moves onto the element. <code>false</code> disables the function.
-----	---

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

## Related References

<b>addClass</b> Adds a class to the element.	<b>attribute</b> Adds an attribute to the element.	<b>center</b> Centers the element either vertically, horizontally, or both.	<b>child</b> Attaches the element as a child of another element.
---	---	--	---

p5.js

Resources

Information

Socials

Reference  
Tutorials  
Examples  
Contribute  
Community  
About  
Start Coding  
Donate

Download  
Contact  
Copyright  
Privacy Policy  
Terms of Use

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

