

windowHeight

A **Number** variable that stores the height of the browser's viewport.

The **layout viewport** is the area within the browser that's available for drawing.

Examples

```
function setup() {  
  // Set the canvas' width and height  
  // using the browser's dimensions.  
  createCanvas(windowWidth, windowHeight);  
  
  background(200);  
  
  describe('A gray canvas that takes up the entire browser window.');
```

This page is generated from the comments in [src/core/environment.js](#) . Please feel free to edit it and submit a pull request!

Related References

cursor Changes the cursor's appearance.	deltaTime A Number variable that tracks the number of milliseconds it took to draw the last frame.	describe Creates a screen reader-accessible description of the canvas.	describeElement Creates a screen reader-accessible description of elements in the canvas.
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