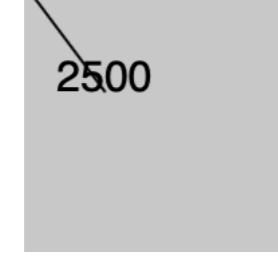


magSq()

Calculates the magnitude (length) of the vector squared.

Examples



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

    background(200);

    // Create a p5.Vector object.
    let p = createVector(30, 40);

    // Draw a line from the origin.
    line(0, 0, p.x, p.y);

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

    // Display the vector's magnitude squared.
    let m = p.magSq();
    text(m, p.x, p.y);

    describe('A diagonal black line extends from the top left corner of a gray square. The number 2500 is written at the end of the line.');
}
```



Syntax

```
magSq()
```



```
magSq(vecT)
```



Parameters

vecT p5.Vector: the vector to return the squared magnitude of

Returns

Number: squared magnitude of the vector.

This page is generated from the comments in [src/math/p5.Vector.js](#). Please feel free to edit it and submit a pull request!

Related References

add

Adds to a vector's x, y, and z components.

angleBetween

Calculates the angle between two vectors.

array

Returns the vector's components as an array of numbers.

clampToZero

Replaces the components of a p5.Vector that are very close to zero with zero.

p5.js

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