

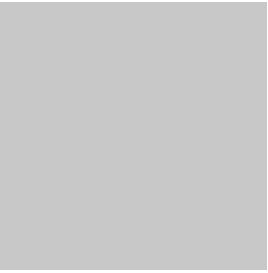
movedX

A **Number** system variable that tracks the mouse's horizontal movement.

movedX tracks how many pixels the mouse moves left or right between frames. **movedX** will have a negative value if the mouse moves left between frames and a positive value if it moves right. **movedX** can be calculated as **mouseX - pmouseX**.

Note: **movedX** continues updating even when **requestPointerLock()** is active. But keep in mind that during an active pointer lock, **mouseX** and **pmouseX** are locked, so **movedX** is based on **the MouseEvent's movementX value** (which may behave differently in different browsers when the user is zoomed in or out).

Examples



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

  describe(
    'A gray square. The text ">>" appears when the user moves
    the mouse to the right. The text "<<" appears when the user
    moves the mouse to the left.'
  );
}

function draw() {
  background(200);

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

  // Display >> when movedX is positive and
  // << when it's negative.
  if (movedX > 0) {
    text('>>', 50, 50);
  } else if (movedX < 0) {
    text('<<', 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

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