

resizeCanvas()

Resizes the canvas to a given width and height.

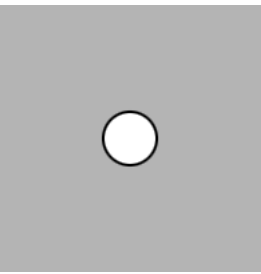
`resizeCanvas()` immediately clears the canvas and calls `redraw()`. It's common to call `resizeCanvas()` within the body of `windowResized()` like so:

```
function windowResized() {  
  resizeCanvas(windowWidth, windowHeight);  
}
```

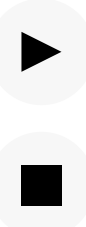
The first two parameters, `width` and `height`, set the dimensions of the canvas. They also the values of the `width` and `height` system variables. For example, calling `resizeCanvas(300, 500)` resizes the canvas to 300×500 pixels, then sets `width` to 300 and `height` 500.

The third parameter, `noRedraw`, is optional. If `true` is passed, as in `resizeCanvas(300, 500, true)`, then the canvas will be canvas to 300×500 pixels but the `redraw()` function won't be called immediately. By default, `redraw()` is called immediately when `resizeCanvas()` finishes executing.

Examples



```
// Double-click to resize the canvas.  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A white circle drawn on a gray background. The canvas  
shrinks by half the first time the user double-clicks.'  
  );  
}  
  
function draw() {  
  background(180);  
  
  // Draw a circle at the center of the canvas.  
  circle(width / 2, height / 2, 20);  
}  
  
// Resize the canvas when the user double-clicks.  
function doubleClicked() {  
  resizeCanvas(50, 50);  
}
```



```
// Resize the web browser to change the canvas size.  
  
function setup() {  
  createCanvas(windowWidth, windowHeight);  
  
  describe('A white circle drawn on a gray  
background.');
```

```
}  
  
function draw() {  
  background(180);  
  
  // Draw a circle at the center of the canvas.  
  circle(width / 2, height / 2, 20);  
}  
  
// Always resize the canvas to fill the  
browser window.  
function windowResized() {  
  resizeCanvas(windowWidth, windowHeight);  
}
```

Syntax

```
resizeCanvas(width, height, [noRedraw])
```

Parameters

width	Number: width of the canvas.
height	Number: height of the canvas.
noRedraw	Boolean: whether to delay calling <code>redraw()</code> . Defaults to <code>false</code> .

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

Related References

createFramebuffer Creates a new p5.Framebuffer object with the same WebGL context as the graphics buffer.	remove Removes the graphics buffer from the web page.	reset Resets the graphics buffer's transformations and lighting.	blendMode Sets the way colors blend when added to the canvas.
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