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mouseReleased()

A function that's called once when a mouse button is released.

Declaring the function `mouseReleased()` sets a code block to run automatically when the user releases a mouse button after having pressed it:

```
function mouseReleased() {  
  // Code to run.  
}
```

The mouse system variables, such as `mouseX` and `mouseY`, will be updated with their most recent value when `mouseReleased()` is called by p5.js:

```
function mouseReleased() {  
  if (mouseX < 50) {  
    // Code to run if the mouse is on the left.  
  }  
  
  if (mouseY > 50) {  
    // Code to run if the mouse is near the bottom.  
  }  
}
```

The parameter, `event`, is optional. `mouseReleased()` is always passed a `MouseEvent` object with properties that describe the mouse release event:

```
function mouseReleased(event) {  
  // Code to run that uses the event.  
  console.log(event);  
}
```

On touchscreen devices, `mouseReleased()` will run when a user's touch ends if `touchEnded()` isn't declared. If `touchEnded()` is declared, then `touchEnded()` will run when a user's touch ends and `mouseReleased()` won't.

Browsers may have default behaviors attached to various mouse events. For example, some browsers highlight text when the user moves the mouse while pressing a mouse button. To prevent any default behavior for this event, add `return false;` to the end of the function.

Note: `mousePressed()`, `mouseReleased()`, and `mouseClicked()` are all related. `mousePressed()` runs as soon as the user clicks the mouse. `mouseReleased()` runs as soon as the user releases the mouse click. `mouseClicked()` runs immediately after `mouseReleased()`.

Examples

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```
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a black square at its center. The  
    inner square becomes lighter when the user presses and  
    releases a mouse button.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
function mouseReleased() {  
  // Update the grayscale value.  
  value += 5;  
  
  // Reset the grayscale value.  
  if (value > 255) {  
    value = 0;  
  }  
  // Uncomment to prevent any default behavior.  
  // return false;  
}
```

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```
function setup() {  
  createCanvas(100, 100);  
  
  // Style the circle.  
  fill('orange');  
  stroke('royalblue');  
  strokeWeight(10);  
  
  describe(  
    'An orange circle with a thick, blue border drawn on a  
    gray background. When the user presses and holds the mouse,  
    the border becomes thin and pink. When the user releases the  
    mouse, the border becomes thicker and changes color to blue.'  
  );  
}  
  
function draw() {  
  background(220);  
  
  // Draw the circle.  
  circle(50, 50, 20);  
}  
  
// Set the stroke color and weight as soon as the user clicks.  
function mousePressed() {  
  stroke('deeppink');  
  strokeWeight(3);  
}  
  
// Set the stroke and fill colors as soon as the user releases
```

Syntax

```
mouseReleased([event])
```

Parameters

`event` `MouseEvent`: optional `MouseEvent` argument.

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 <code>requestPointerLock</code> .	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.
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