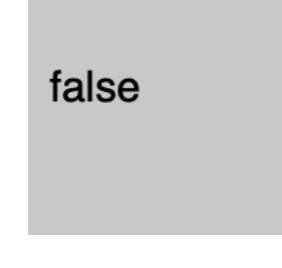


mouseIsPressed

A Boolean system variable that's `true` if the mouse is pressed and `false` if not.

Examples



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

  describe(
    'A gray square with the word "false" at its center. The word changes to "true" when the user presses a mouse button.'
  );
}

function draw() {
  background(200);

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

  // Display the mouseIsPressed variable.
  text(mouseIsPressed, 25, 50);
}
```



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

  describe(
    'A gray square with a white square at its center. The inner square turns black when the user presses the mouse.'
  );
}

function draw() {
  background(200);

  // Style the square.
  if (mouseIsPressed === true) {
    fill(0);
  } else {
    fill(255);
  }

  // Draw the square.
  square(25, 25, 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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