

pixelDensity()

Sets the framebuffer's pixel density or returns its current density.

Computer displays are grids of little lights called pixels. A display's pixel density describes how many pixels it packs into an area. Displays with smaller pixels have a higher pixel density and create sharper images.

The parameter, `density`, is optional. If a number is passed, as in `myBuffer.pixelDensity(1)`, it sets the framebuffer's pixel density. By default, the framebuffer's pixel density will match that of the canvas where it was created. All canvases default to match the display's pixel density.

Calling `myBuffer.pixelDensity()` without an argument returns its current pixel density.

Examples



```
let myBuffer;

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

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

  describe("A white circle on a gray canvas. The circle's edge become fuzzy while the user presses and holds the mouse.");
}

function draw() {
  // Draw to the p5.Framebuffer object.
  myBuffer.begin();
  background(200);
  circle(0, 0, 40);
  myBuffer.end();

  // Display the p5.Framebuffer object.
  image(myBuffer, -50, -50);
}

// Decrease the pixel density when the user
// presses the mouse.
function mousePressed() {
  myBuffer.pixelDensity(1);
}

// Increase the pixel density when the user
```



```
let myBuffer;
let myFont;

// Load a font and create a p5.Font object.
function preload() {
  myFont = loadFont('/assets/inconsolata.otf');
}

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

  background(200);

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

  // Get the p5.Framebuffer object's pixel density.
  let d = myBuffer.pixelDensity();

  // Style the text.
  textAlign(CENTER, CENTER);
  textSize(16);
  fill(0);

  // Display the pixel density.
  text(`Density: ${d}`, 0, 0);

  describe(`The text "Density: ${d}" written in black on a gray background.`);
}
```

Syntax

```
pixelDensity([density])
```



Parameters

`density` Number: pixel density to set.

Returns

Number: current pixel density.

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

Related References

[autoSized](#)
Toggles the framebuffer's autosizing mode or returns the current mode.

[begin](#)
Begins drawing shapes to the framebuffer.

[color](#)
An object that stores the framebuffer's color data.

[createCamera](#)
Creates a new p5.Camera object to use with the framebuffer.

p5.js

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