loadPixels()
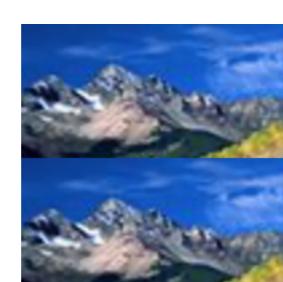
Loads the current value of each pixel on the canvas into the pixels array.

`loadPixels()` must be called before reading from or writing to pixels.

Examples


```
let img;

// Load the image.
function preload() {
  img = loadImage('/assets/rockies.jpg');
}

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

  // Display the image.
  image(img, 0, 0, 100, 100);

  // Get the pixel density.
  let d = pixelDensity();

  // Calculate the halfway index in the pixels array.
  let halfImage = 4 * (d * width) * (d * height / 2);

  // Load the pixels array.
  loadPixels();

  // Copy the top half of the canvas to the bottom.
  for (let i = 0; i < halfImage; i += 1) {
    pixels[i + halfImage] = pixels[i];
  }

  // Update the canvas.
  updatePixels();

  describe('Two identical images of mountain landscapes, one
on top of the other.');
```

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

Related References

blend
Copies a region of pixels from one image to another.

copy
Copies pixels from a source image to a region of the canvas.

filter
Applies an image filter to the canvas.

get
Gets a pixel or a region of pixels from the canvas.

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