

textWidth()

Calculates the maximum width of a string of text drawn when `text()` is called.

Examples

yoyo



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

  background(200);

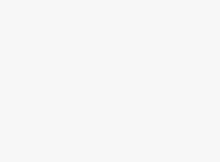
  // Style the text.
  textSize(28);
  strokeWeight(0.5);

  // Calculate the text width.
  let s = 'yoyo';
  let w = textWidth(s);

  // Display the text.
  text(s, 22, 55);

  // Underline the text.
  line(22, 55, 22 + w, 55);

  describe('The word "yoyo" underlined.');
}
```



yoyo



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

  background(200);

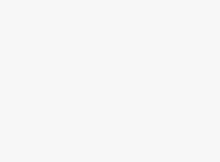
  // Style the text.
  textSize(28);
  strokeWeight(0.5);

  // Calculate the text width.
  // "\n" starts a new line.
  let s = 'yo\nnyo';
  let w = textWidth(s);

  // Display the text.
  text(s, 22, 55);

  // Underline the text.
  line(22, 55, 22 + w, 55);

  describe('The word "yo" written twice, one copy beneath the other. The words are divided by a horizontal line.');
}
```



Syntax

`textWidth(str)`


Parameters

`str` String: string of text to measure.

Returns

Number: width measured in units of pixels.

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Related References

ellipseMode

Changes where ellipses, circles, and arcs are drawn.

noSmooth

Draws certain features with jagged (aliased) edges.

rectMode

Changes where rectangles and squares are drawn.

smooth

Draws certain features with smooth (antialiased) edges.

