

get()

Gets a pixel or a region of pixels from the framebuffer.

`myBuffer.get()` is easy to use but it's not as fast as `myBuffer.pixels`. Use `myBuffer.pixels` to read many pixel values.

The version of `myBuffer.get()` with no parameters returns the entire framebuffer as a `p5.Image` object.

The version of `myBuffer.get()` with two parameters interprets them as coordinates. It returns an array with the `[R, G, B, A]` values of the pixel at the given point.

The version of `myBuffer.get()` with four parameters interprets them as coordinates and dimensions. It returns a subsection of the framebuffer as a `p5.Image` object. The first two parameters are the coordinates for the upper-left corner of the subsection. The last two parameters are the width and height of the subsection.

Syntax

`get(x, y, w, h)`



`get()`



`get(x, y)`



Parameters

| | |
|----------------|---|
| <code>x</code> | Number: x-coordinate of the pixel. Defaults to 0. |
| <code>y</code> | Number: y-coordinate of the pixel. Defaults to 0. |
| <code>w</code> | Number: width of the subsection to be returned. |
| <code>h</code> | Number: height of the subsection to be returned. |

Returns

`p5.Image`: subsection as a `p5.Image` object.

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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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