

textDescent()

Calculates the descent of the current font at its current size.

The descent represents the distance, in pixels, of the character with the longest descender below the baseline.

Examples



```
let font;

function preload() {
  font = loadFont('/assets/inconsolata.otf');
}

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

  background(200);

  // Style the font.
  textFont(font);

  // Different for each font.
  let fontScale = 0.9;

  let baseY = 75;
  strokeWeight(0.5);

  // Draw small text.
  textSize(24);
  text('dp', 0, baseY);

  // Draw baseline and descent.
  let d = textDescent() * fontScale;
  line(0, baseY, 23, baseY);
  line(23, baseY, 23, baseY + d);

  // Draw large text.
  textSize(48);
  text('dp', 45, baseY);

  // Draw baseline and descent.
  d = textDescent() * fontScale;
  line(45, baseY, 91, baseY);
```

Returns

Number: descent measured in units of pixels.

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

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.
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p5.js

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