

pmouseY

A `Number` system variable that tracks the mouse's previous vertical position.

`pmouseY` keeps track of the mouse's position relative to the top-left corner of the canvas. Its value is `mouseY` from the previous frame. For example, if the mouse was 50 pixels from the top edge of the canvas during the last frame, then `pmouseY` will be 50.

If touch is used instead of the mouse, then `pmouseY` will hold the y-coordinate of the last touch point.

Note: `pmouseY` is reset to the current `mouseY` value at the start of each touch event.

Examples



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

  // Slow the frame rate.
  frameRate(10);

  describe('A line follows the mouse as it moves. The line grows longer with faster movements.');
```

```
function draw() {
  background(200);

  line(pmouseX, pmouseY, mouseX, mouseY);
}
```



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

  describe('A line follows the mouse as it moves. The line grows longer with faster movements.');
```

```
function draw() {
  background(200);

  // Adjust coordinates for WebGL mode.
  // The origin (0, 0) is at the center of the canvas.
  let pmx = pmouseX - 50;
  let pmy = pmouseY - 50;
  let mx = mouseX - 50;
  let my = mouseY - 50;

  // Draw the line.
  line(pmx, pmy, mx, my);
}
```



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

Related References

doubleClicked

A function that's called once when a mouse button is clicked twice quickly.

exitPointerLock

Exits a pointer lock started with `requestPointerLock`.

mouseButton

A `String` system variable that contains the value of the last mouse button pressed.

mouseClicked

A function that's called once after a mouse button is pressed and released.

