

displayWidth

A `Number` variable that stores the width of the screen display.

`displayWidth` is useful for running full-screen programs. Its value depends on the current `pixelDensity()`.

Note: The actual screen width can be computed as `displayWidth * pixelDensity()`.

Examples

```
function setup() {  
  // Set the canvas' width and height  
  // using the display's dimensions.  
  createCanvas(displayWidth, displayHeight);  
  
  background(200);  
  
  describe('A gray canvas that is the same size as the display.');
```

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

Related References

<div>cursor</div> <div>Changes the cursor's appearance.</div>	<div>deltaTime</div> <div>A Number variable that tracks the number of milliseconds it took to draw the last frame.</div>	<div>describe</div> <div>Creates a screen reader-accessible description of the canvas.</div>	<div>describeElement</div> <div>Creates a screen reader-accessible description of elements in the canvas.</div>
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p5.js

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