

rectMode()

Changes where rectangles and squares are drawn.

By default, the first two parameters of `rect()` and `square()`, are the x- and y-coordinates of the shape's upper left corner. The next parameters set the shape's width and height. This is the same as calling `rectMode(CORNER)`.

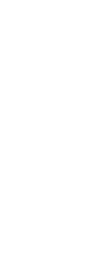
`rectMode(CORNERS)` also uses the first two parameters as the location of one of the corners. The next parameters are the location of the opposite corner. This mode only works for `rect()`.

`rectMode(CENTER)` uses the first two parameters as the x- and y-coordinates of the shape's center. The next parameters are its width and height.

`rectMode(RADIUS)` also uses the first two parameters as the x- and y-coordinates of the shape's center. The next parameters are half of the shape's width and height.

The argument passed to `rectMode()` must be written in ALL CAPS because the constants `CENTER`, `RADIUS`, `CORNER`, and `CORNERS` are defined this way. JavaScript is a case-sensitive language.

Examples



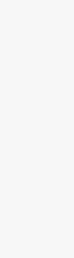
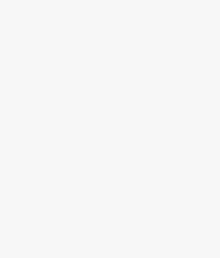
```
function setup() {
  createCanvas(100, 100);

  background(200);

  rectMode(CORNER);
  fill(255);
  rect(25, 25, 50, 50);

  rectMode(CORNERS);
  fill(100);
  rect(25, 25, 50, 50);

  describe('A small gray square drawn at the top-left corner of a white square.');
}
```



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

  background(200);

  rectMode(RADIUS);
  fill(255);
  rect(50, 50, 30, 30);

  rectMode(CENTER);
  fill(100);
  rect(50, 50, 30, 30);

  describe('A small gray square drawn at the center of a white square.');
}
```



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

  background(200);

  rectMode(CORNER);
  fill(255);
  square(25, 25, 50);

  describe('A white square.');
}

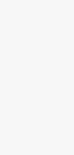
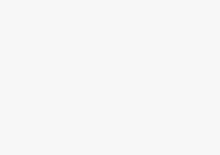
function setup() {
  createCanvas(100, 100);

  background(200);

  rectMode(RADIUS);
  fill(255);
  square(50, 50, 30);

  rectMode(CENTER);
  fill(100);
  square(50, 50, 30);

  describe('A small gray square drawn at the center of a white square.');
}
```



Syntax

`rectMode(mode)`



Parameters

`mode` Constant: either CORNER, CORNERS, CENTER, or RADIUS

This page is generated from the comments in [src/core/shape/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.

