

WEBGL2

One of the two possible values of a WebGL canvas (either WebGL or WebGL2), which can be used to determine what capabilities the rendering environment has.

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

Related References

ADD	ALT	ARROW	AUTO
.	.	.	AUTO allows us to automatically set the width or height of an element (but not both), based on the current height and width of the element.

p5.js

Resources

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