

windowWidth

A `Number` variable that stores the width of the browser's viewport.

The **layout viewport** is the area within the browser that's available for drawing.

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Examples

```
function setup() {
    // Set the canvas' width and height
    // using the browser's dimensions.
    createCanvas(windowWidth, windowHeight);

    background(200);

    describe('A gray canvas that takes up the entire browser window.');
}
```



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

cursor

Changes the cursor's appearance.

deltaTime

A Number variable that tracks the number of milliseconds it took to draw the last frame.

describe

Creates a screen reader-accessible description of the canvas.

describeElement

Creates a screen reader-accessible description of elements in the canvas.

p5.js

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