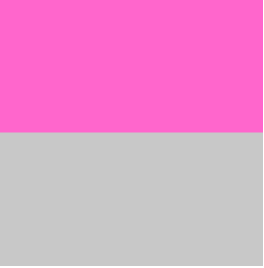


loadPixels()

Loads the current value of each pixel in the framebuffer into its **pixels** array.

`myBuffer.loadPixels()` must be called before reading from or writing to `myBuffer.pixels`.

Examples



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

  background(200);

  // Create a p5.Framebuffer object.
  let myBuffer = createFramebuffer();

  // Load the pixels array.
  myBuffer.loadPixels();

  // Get the number of pixels in the
  // top half of the framebuffer.
  let numPixels = myBuffer.pixels.length / 2;

  // Set the framebuffer's top half to pink.
  for (let i = 0; i < numPixels; i += 4) {
    myBuffer.pixels[i] = 255;
    myBuffer.pixels[i + 1] = 102;
    myBuffer.pixels[i + 2] = 204;
    myBuffer.pixels[i + 3] = 255;
  }

  // Update the pixels array.
  myBuffer.updatePixels();

  // Draw the p5.Framebuffer object to the canvas.
```

This page is generated from the comments in [src/webgl/p5.Framebuffer.js](#) . Please feel free to edit it and submit a pull request!

Related References

autoSized

Toggles the framebuffer's autosizing mode or returns the current mode.

begin

Begins drawing shapes to the framebuffer.

color

An object that stores the framebuffer's color data.

createCamera

Creates a new p5.Camera object to use with the framebuffer.

p5.js

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