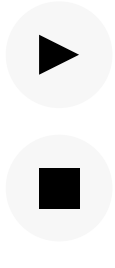
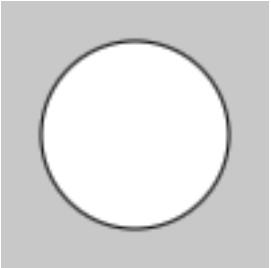


displayDensity()

Returns the display's current pixel density.

Examples



```
function setup() {  
  // Set the pixel density to 1.  
  pixelDensity(1);  
  
  // Create a canvas and draw  
  // a circle.  
  createCanvas(100, 100);  
  background(200);  
  circle(50, 50, 70);  
  
  describe('A fuzzy white circle drawn on a gray background.  
The circle becomes sharper when the mouse is pressed.');
```

```
function mousePressed() {  
  // Get the current display density.  
  let d = displayDensity();  
  
  // Use the display density to set  
  // the sketch's pixel density.  
  pixelDensity(d);  
  
  // Paint the background and  
  // draw a circle.  
  background(200);  
  circle(50, 50, 70);  
}
```

Returns

Number: current pixel density of 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

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

Resources

Information

Socials

Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Download
Contact
Copyright
Privacy Policy
Terms of Use

GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

