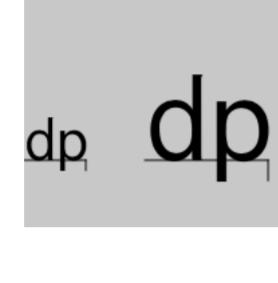


textDescent()

Calculates the descent of the current font at its current size.

The descent represents the distance, in pixels, of the character with the longest descender below the baseline.

Examples



```
let font;

function preload() {
  font = loadFont('/assets/inconsolata.otf');
}

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

  background(200);

  // Style the font.
  textAlign();
  textSize(24);
  text('dp', 0, baseY);

  // Draw baseline and descent.
  let d = textDescent() * fontScale;
  line(0, baseY, 23, baseY);
  line(23, baseY, 23, baseY + d);

  // Draw large text.
  textSize(48);
  text('dp', 45, baseY);

  // Draw baseline and descent.
  d = textDescent() * fontScale;
  line(45, baseY, 91, baseY);
}
```

Returns

Number: descent measured in units of pixels.

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

p5.js

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