

# windowResized()

A function that's called when the browser window is resized.

Code placed in the body of `windowResized()` will run when the browser window's size changes. It's a good place to call `resizeCanvas()` or make other adjustments to accommodate the new window size.

The `event` parameter is optional. If added to the function declaration, it can be used for debugging or other purposes.

## Examples

```
function setup() {
  createCanvas(windowWidth, windowHeight);

  describe('A gray canvas with a white circle at its center. The canvas takes up the entire browser window. It changes size to match the browser window.');
```

```
function draw() {
  background(200);

  // Draw a circle at the center.
  circle(width / 2, height / 2, 50);
}
```

```
// Resize the canvas when the
// browser's size changes.
function windowResized() {
  resizeCanvas(windowWidth, windowHeight);
}
```

## Syntax

```
windowResized([event])
```

## Parameters

`event`                      Event: optional resize Event.

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

<b>cursor</b> Changes the cursor's appearance.	<b>deltaTime</b> A Number variable that tracks the number of milliseconds it took to draw the last frame.	<b>describe</b> Creates a screen reader-accessible description of the canvas.	<b>describeElement</b> Creates a screen reader-accessible description of elements in the canvas.
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### p5.js



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