width

A `Number` variable that stores the width of the canvas in pixels.

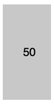
`width`'s default value is 100. Calling createCanvas() or resizeCanvas() changes the value of `width`. Calling noCanvas() sets its value to 0.

Examples

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

  // Display the canvas' width.
  text(width, 42, 54);

  describe('The number 100 written in black on
a gray square.');
}
```




```
function setup() {
  createCanvas(50, 100);

  background(200);

  // Display the canvas' width.
  text(width, 21, 54);

  describe('The number 50 written in black on a gray rectangle.');
}
```

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

  background(200);

  // Display the canvas' width.
  text(width, 42, 54);

  describe('The number 100 written in black on a gray square.
When the mouse is pressed, the square becomes a rectangle and
the number becomes 50.');
}

// If the mouse is pressed, reisze
// the canvas and display its new
// width.
function mousePressed() {
  if (mouseX > 0 && mouseX < width && mouseY > 0 && mouseY <
height) {
    resizeCanvas(50, 100);
    background(200);
    text(width, 21, 54);
  }
}
```

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.

Reference
Environment
cursor()
deltaTime
describe()
describeElement()
displayDensity()
displayHeight
displayWidth
focused
frameCount
frameRate()
fullscreen()
getTargetFrameRate()
getURL()
getURLParams()
getURLPath()
gridOutput()
height
noCursor()
pixelDensity()

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