p5*js

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winMouseY

A `Number` variable that tracks the mouse's vertical position within the browser.

`winMouseY` keeps track of the mouse's position relative to the top-left corner of the browser window. For example, if the mouse is 50 pixels from the top edge of the browser, then `winMouseY` will be 50.

On a touchscreen device, `winMouseY` will hold the y-coordinate of the most recent touch point.

Note: Use mouseY to track the mouse's y-coordinate within the canvas.

Examples

x: 0 y: 0   ▶ ■

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

  describe("A gray square. The mouse's x- and y-coordinates
are displayed as the user moves the mouse.");
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display the mouse's coordinates within the browser window.
  text(`x: ${winMouseX} y: ${winMouseY}`, 50, 50);
}
```

This page is generated from the comments in src/events/mouse.js . Please feel free to edit it and submit a pull request!

Related References

doubleClicked
A function that's called once when a mouse button is clicked twice quickly.

exitPointerLock
Exits a pointer lock started with requestPointerLock.

mouseButton
A String system variable that contains the value of the last mouse button pressed.

mouseClicked
A function that's called once after a mouse button is pressed and released.

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