p5*js

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fullscreen()

Toggles full-screen mode or returns the current mode.

Calling `fullscreen(true)` makes the sketch full-screen. Calling `fullscreen(false)` makes the sketch its original size.

Calling `fullscreen()` without an argument returns `true` if the sketch is in full-screen mode and `false` if not.

Note: Due to browser restrictions, `fullscreen()` can only be called with user input such as a mouse press.

Examples

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

  describe('A gray canvas that switches
between default and full-screen display when
clicked.');
}

// If the mouse is pressed,
// toggle full-screen mode.
function mousePressed() {
  if (mouseX > 0 && mouseX < width && mouseY >
0 && mouseY < height) {
    let fs = fullscreen();
    fullscreen(!fs);
  }
}
```

Syntax

```
fullscreen([val])
```

Parameters

val   Boolean: whether the sketch should be in fullscreen mode.

Returns

Boolean: current fullscreen state.

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.

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