

describe()

Creates a screen reader-accessible description of the canvas.

The first parameter, `text`, is the description of the canvas.

The second parameter, `display`, is optional. It determines how the description is displayed. If `LABEL` is passed, as in `describe('A description.', LABEL)`, the description will be visible in a div element next to the canvas. If `FALLBACK` is passed, as in `describe('A description.', FALLBACK)`, the description will only be visible to screen readers. This is the default mode.

Read [Writing accessible canvas descriptions](#) to learn more about making sketches accessible.

Examples



```
function setup() {
  background('pink');

  // Draw a heart.
  fill('red');
  noStroke();
  circle(67, 67, 20);
  circle(83, 67, 20);
  triangle(91, 73, 75, 95, 59, 73);

  // Add a general description of the canvas.
  describe('A pink square with a red heart in the bottom-right corner.');
}
```

```
function setup() {
  background('pink');

  // Draw a heart.
  fill('red');
  noStroke();
  circle(67, 67, 20);
  circle(83, 67, 20);
  triangle(91, 73, 75, 95, 59, 73);

  // Add a general description of the canvas
  // and display it for debugging.
  describe('A pink square with a red heart in the bottom-right corner.', LABEL);
}
```

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

  // The expression
  // frameCount % 100
  // causes x to increase from 0
  // to 99, then restart from 0.
  let x = frameCount % 100;

  // Draw the circle.
  fill(0, 255, 0);
  circle(x, 50, 40);

  // Add a general description of the canvas.
  describe(`A green circle at (${x}, 50) moves from left to right on a gray square.`);
}
```

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

  // The expression
  // frameCount % 100
  // causes x to increase from 0
  // to 99, then restart from 0.
  let x = frameCount % 100;

  // Draw the circle.
  fill(0, 255, 0);
  circle(x, 50, 40);

  // Add a general description of the canvas
  // and display it for debugging.
  describe(`A green circle at (${x}, 50) moves from left to right on a gray square.`, LABEL);
}
```

Syntax

```
describe(text, [display])
```

Parameters

`text` String: description of the canvas.
`display` Constant: either `LABEL` or `FALLBACK`.

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

