

mouseMoved()

A function that's called when the mouse moves.

Declaring the function `mouseMoved()` sets a code block to run automatically when the user moves the mouse without clicking any mouse buttons:

```
function mouseMoved() {
  // Code to run.
}
```

The mouse system variables, such as `mouseX` and `mouseY`, will be updated with their most recent value when `mouseMoved()` is called by p5.js:

```
function mouseMoved() {
  if (mouseX < 50) {
    // Code to run if the mouse is on the left.
  }

  if (mouseY > 50) {
    // Code to run if the mouse is near the bottom.
  }
}
```

The parameter, `event`, is optional. `mouseMoved()` is always passed a `MouseEvent` object with properties that describe the mouse move event:

```
function mouseMoved(event) {
  // Code to run that uses the event.
  console.log(event);
}
```

Browsers may have default behaviors attached to various mouse events. For example, some browsers highlight text when the user moves the mouse while pressing a mouse button. To prevent any default behavior for this event, add `return false;` to the end of the function.

Examples

```
▶ ■
let value = 0;

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

  describe(
    'A gray square with a black square at its center. The inner square becomes lighter as the mouse moves.'
  );
}

function draw() {
  background(200);

  // Style the square.
  fill(value);

  // Draw the square.
  square(25, 25, 50);
}

function mouseMoved() {
  // Update the grayscale value.
  value += 5;

  // Reset the grayscale value.
  if (value > 255) {
    value = 0;
  }
  // Uncomment to prevent any default behavior.
  // return false;
}
```

Syntax

`mouseMoved([event])`

Parameters

`event` `MouseEvent`: optional `MouseEvent` argument.

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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