

## Examples

```
function setup() {  
  // Add the grid description.  
  gridOutput();  
  
  // Draw a couple of shapes.  
  background(200);  
  fill(255, 0, 0);  
  circle(20, 20, 20);  
  fill(0, 0, 255);  
  square(50, 50, 50);  
  
  // Add a general description of the canvas.  
  describe('A red circle and a blue square on a gray background.');
```

```
function setup() {  
  // Add the grid description and  
  // display it for debugging.  
  gridOutput(LABEL);  
  
  // Draw a couple of shapes.  
  background(200);  
  fill(255, 0, 0);  
  circle(20, 20, 20);  
  fill(0, 0, 255);  
  square(50, 50, 50);  
  
  // Add a general description of the canvas.  
  describe('A red circle and a blue square on a gray background.');
```

```
function setup() {  
  createCanvas(100, 100);  
}  
  
function draw() {  
  // Add the grid description.  
  gridOutput();  
  
  // Draw a moving circle.  
  background(200);  
  let x = frameCount * 0.1;  
  fill(255, 0, 0);  
  circle(x, 20, 20);  
  fill(0, 0, 255);  
  square(50, 50, 50);  
  
  // Add a general description of the canvas.  
  describe('A red circle moves from left to right above a blue square.');
```

```
function setup() {  
  createCanvas(100, 100);  
}  
  
function draw() {  
  // Add the grid description and  
  // display it for debugging.  
  gridOutput(LABEL);  
  
  // Draw a moving circle.  
  background(200);  
  let x = frameCount * 0.1;  
  fill(255, 0, 0);  
  circle(x, 20, 20);  
  fill(0, 0, 255);  
  square(50, 50, 50);  
  
  // Add a general description of the canvas.  
  describe('A red circle moves from left to right above a blue square.');
```

## Syntax

gridOutput([display])

## Parameters

display      Constant: either FALLBACK or LABEL.

This page is generated from the comments in [src/accessibility/outputs.js](#) . Please feel free to edit it and submit a pull request!

## Related References

<b>cursor</b> Changes the cursor's appearance.	<b>deltaTime</b> A Number variable that tracks the number of milliseconds it took to draw the last frame.	<b>describe</b> Creates a screen reader-accessible description of the canvas.	<b>describeElement</b> Creates a screen reader-accessible description of elements in the canvas.
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p5.js

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