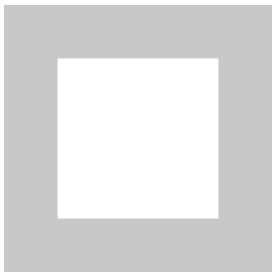</> Start Coding

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noStroke()

Disables drawing points, lines, and the outlines of shapes.

Calling `noStroke()` is the same as making the stroke completely transparent, as in `stroke(0, 0)`. If both `noStroke()` and noFill() are called, nothing will be drawn to the screen.
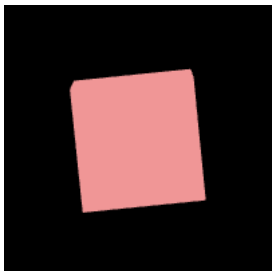
Examples

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

  background(200);

  noStroke();
  square(20, 20, 60);

  describe('A white square with no outline.');
}
```

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

  describe('A pink cube with no edge outlines spinning on a black canvas.');
}

function draw() {
  background(0);

  // Style the box.
  noStroke();
  fill(240, 150, 150);

  // Rotate the coordinates.
  rotateX(frameCount * 0.01);
  rotateY(frameCount * 0.01);

  // Draw the box.
  box(45);
}
```

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

Related References

background
Sets the color used for the background of the canvas.

beginClip
Starts defining a shape that will mask any shapes drawn afterward.

clear
Clears the pixels on the canvas.

clip
Defines a shape that will mask any shapes drawn afterward.

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