

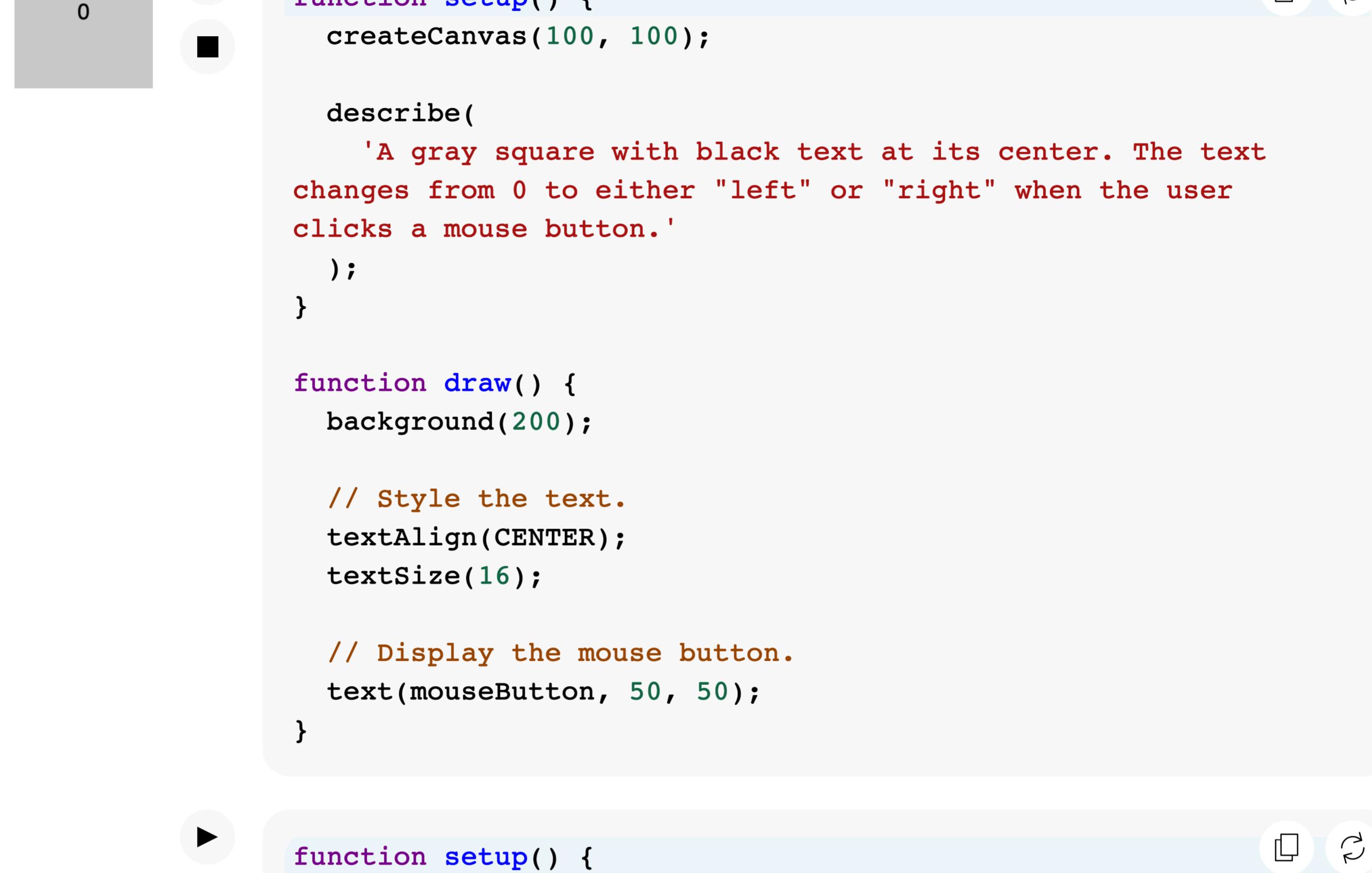
mouseButton

A String system variable that contains the value of the last mouse button pressed.

The `mouseButton` variable is either `LEFT`, `RIGHT`, or `CENTER`, depending on which button was pressed last.

Note: Different browsers may track `mouseButton` differently. See [MDN](#) for more information.

Examples



```

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

  describe(
    'A gray square with black text at its center. The text changes from 0 to either "left" or "right" when the user clicks a mouse button.'
  );
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display the mouse button.
  text(mouseButton, 50, 50);
}

```



```

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

  describe(
    "A gray square. Different shapes appear at its center depending on the mouse button that's clicked."
  );
}

function draw() {
  background(200);

  if (mouseIsPressed === true) {
    if (mouseButton === LEFT) {
      circle(50, 50, 50);
    }
    if (mouseButton === RIGHT) {
      square(25, 25, 50);
    }
    if (mouseButton === CENTER) {
      triangle(23, 75, 50, 20, 78, 75);
    }
  }
}

```

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.

