

cursor()

Changes the cursor's appearance.

The first parameter, `type`, sets the type of cursor to display. The built-in options are `ARROW`, `CROSS`, `HAND`, `MOVE`, `TEXT`, and `WAIT`. `cursor()` also recognizes standard CSS cursor properties passed as strings: `'help'`, `'wait'`, `'crosshair'`, `'not-allowed'`, `'zoom-in'`, and `'grab'`. If the path to an image is passed, as in `cursor('/assets/target.png')`, then the image will be used as the cursor. Images must be in `.cur`, `.gif`, `.jpg`, `.jpeg`, or `.png` format and should be at most 32 by 32 pixels large.

The parameters `x` and `y` are optional. If an image is used for the cursor, `x` and `y` set the location pointed to within the image. They are both 0 by default, so the cursor points to the image's top-left corner. `x` and `y` must be less than the image's width and height, respectively.

Examples

```
▶ □ ⌂ ⌃
function setup() {
  createCanvas(100, 100);

  describe('A gray square. The cursor appears as crosshairs.');
}

function draw() {
  background(200);

  // Set the cursor to crosshairs: +
  cursor(CROSS);
}
```

```
▶ □ ⌂ ⌃
function setup() {
  createCanvas(100, 100);

  describe('A gray square divided into quadrants. The cursor image changes when the mouse moves to each quadrant.');
}

function draw() {
  background(200);

  // Divide the canvas into quadrants.
  line(50, 0, 50, 100);
  line(0, 50, 100, 50);

  // Change cursor based on mouse position.
  if (mouseX < 50 && mouseY < 50) {
    cursor(CROSS);
  } else if (mouseX > 50 && mouseY < 50) {
    cursor('progress');
  } else if (mouseX > 50 && mouseY > 50) {
    cursor('https://avatars0.githubusercontent.com/u/1617169?s=16');
  } else {
    cursor('grab');
  }
}
```

```
▶ □ ⌂ ⌃
function setup() {
  createCanvas(100, 100);

  describe('An image of three purple curves follows the mouse. The image shifts when the mouse is pressed.');
}

function draw() {
  background(200);

  // Change the cursor's active spot
  // when the mouse is pressed.
  if (mouseIsPressed === true) {
    cursor('https://avatars0.githubusercontent.com/u/1617169?s=16', 8, 8);
  } else {
    cursor('https://avatars0.githubusercontent.com/u/1617169?s=16');
  }
}
```

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  }
}
```

Syntax

```
cursor(type, [x], [y])
```

Parameters

`type` String|Constant: Built-in: either `ARROW`, `CROSS`, `HAND`, `MOVE`, `TEXT`, or `WAIT`. Native CSS properties: `'grab'`, `'progress'`, and so on. Path to cursor image.

`x` Number: horizontal active spot of the cursor.

`y` Number: vertical active spot of the cursor.

This page is generated from the comments in [src/core/environment.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

`describeElement`

Creates a screen reader-accessible

