

Vector

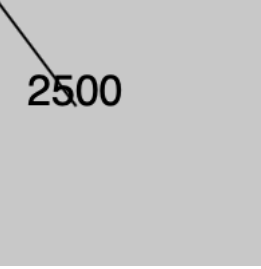
- add()
- angleBetween()
- array()
- clampToZero()
- copy()
- cross()
- dist()
- div()
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- equals()
- fromAngle()
- fromAngles()
- heading()
- lerp()
- limit()
- mag()
- magSq()
- mult()
- normalize()

Reference > magSq()

magSq()

Calculates the magnitude (length) of the vector squared.

Examples



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

  background(200);

  // Create a p5.Vector object.
  let p = createVector(30, 40);

  // Draw a line from the origin.
  line(0, 0, p.x, p.y);

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

  // Display the vector's magnitude squared.
  let m = p.magSq();
  text(m, p.x, p.y);

  describe('A diagonal black line extends from the top left
corner of a gray square. The number 2500 is written at the end
of the line.');
```

Syntax

```
magSq()
```

```
magSq(vecT)
```

Parameters

vecT p5.Vector: the vector to return the squared magnitude of

Returns

Number: squared magnitude of the vector.

This page is generated from the comments in [src/math/p5.Vector.js](#). Please feel free to edit it and submit a pull request!

Related References

add Adds to a vector's x, y, and z components.	angleBetween Calculates the angle between two vectors.	array Returns the vector's components as an array of numbers.	clampToZero Replaces the components of a p5.Vector that are very close to zero with zero.
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p5.js

Resources

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