

# mouseDragged()

A function that's called when the mouse moves while a button is pressed.

Declaring the function `mouseDragged()` sets a code block to run automatically when the user clicks and drags the mouse:

```
function mouseDragged() {
  // Code to run.
}
```

The mouse system variables, such as `mouseX` and `mouseY`, will be updated with their most recent value when `mouseDragged()` is called by p5.js:

```
function mouseDragged() {
  if (mouseX < 50) {
    // Code to run if the mouse is on the left.
  }

  if (mouseY > 50) {
    // Code to run if the mouse is near the bottom.
  }
}
```

The parameter, `event`, is optional. `mouseDragged()` is always passed a `MouseEvent` object with properties that describe the mouse drag event:

```
function mouseDragged(event) {
  // Code to run that uses the event.
  console.log(event);
}
```

On touchscreen devices, `mouseDragged()` will run when a user moves a touch point if `touchMoved()` isn't declared. If `touchMoved()` is declared, then `touchMoved()` will run when a user moves a touch point and `mouseDragged()` won't.

Browsers may have default behaviors attached to various mouse events. For example, some browsers highlight text when the user moves the mouse while pressing a mouse button. To prevent any default behavior for this event, add `return false;` to the end of the function.

## Examples

```
let value = 0;

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

  describe(
    'A gray square with a black square at its center. The inner square becomes lighter as the user drags the mouse.'
  );
}

function draw() {
  background(200);

  // Style the square.
  fill(value);

  // Draw the square.
  square(25, 25, 50);
}

function mouseDragged() {
  // Update the grayscale value.
  value += 5;

  // Reset the grayscale value.
  if (value > 255) {
    value = 0;
  }
  // Uncomment to prevent any default behavior.
  // return false;
}
```

## Syntax

```
mouseDragged([event])
```

## Parameters

`event` `MouseEvent`: optional `MouseEvent` argument.

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

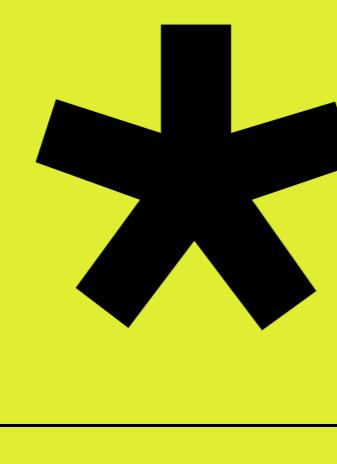
## Related References

`doubleClicked`  
A function that's called once when a mouse button is clicked twice quickly.

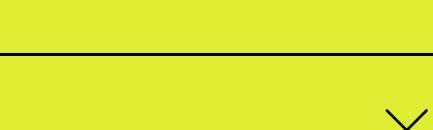
`exitPointerLock`  
Exits a pointer lock started with `requestPointerLock`.

`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.



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