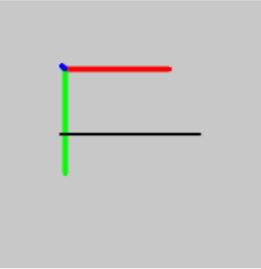


# noDebugMode()

Turns off `debugMode()` in a 3D sketch.

## Examples



// Click and drag the mouse to view the scene from different angles.

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

  // Enable debug mode.
  debugMode();

  describe('A multicolor box on a gray background. A grid and axes icon are displayed near the box. They disappear when the user double-clicks.');
```

```
}

function draw() {
  background(200);

  // Enable orbiting with the mouse.
  orbitControl();

  // Style the box.
  normalMaterial();

  // Draw the box.  box(20, 40);
}
```

```
// Disable debug mode when the user double-clicks.
function doubleClicked() {
  noDebugMode();
}
```

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

## Related References

### debugMode

Adds a grid and an axes icon to clarify orientation in 3D sketches.

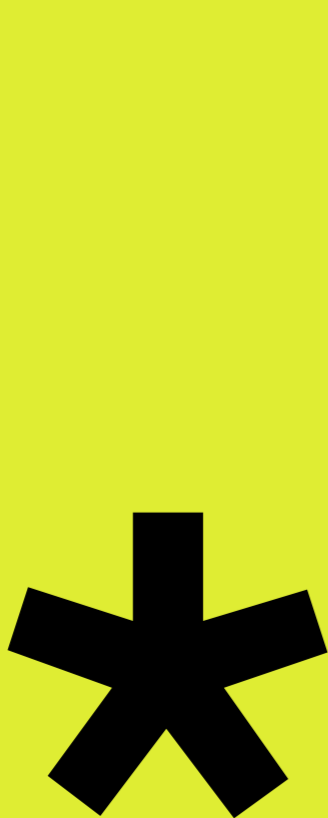
### noDebugMode

Turns off `debugMode()` in a 3D sketch.

### orbitControl

Allows the user to orbit around a 3D sketch using a mouse, trackpad, or touchscreen.

### p5.js



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