

mouseOut()

Calls a function when the mouse moves off the element.

Calling `myElement.mouseOut(false)` disables the function.

Examples



```

function setup() {
  // Create a canvas element and
  // assign it to cnv.
  let cnv = createCanvas(100, 100);

  background(200);

  // Call randomColor() when the
  // mouse moves off the canvas.
  cnv.mouseOut(randomColor);

  describe('A gray square changes color when the mouse moves
  off the canvas.');
}

// Paint the background either
// red, yellow, blue, or green.
function randomColor() {
  let c = random(['red', 'yellow', 'blue', 'green']);
  background(c);
}

```

Syntax

```
mouseOut(fxn)
```

Parameters

`fxn` Function|Boolean: function to call when the mouse moves off the element. `false` disables the function.

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Related References

addClass

Adds a class to the element.

attribute

Adds an attribute to the element.

center

Centers the element either vertically, horizontally, or both.

child

Attaches the element as a child of another element.

p5.js

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