

# mouseWheel()

Calls a function when the mouse wheel scrolls over the element.

The callback function, `fxn`, is passed an `event` object. `event` has two numeric properties, `deltaY` and `deltaX`. `event.deltaY` is negative if the mouse wheel rotates away from the user. It's positive if the mouse wheel rotates toward the user. `event.deltaX` is positive if the mouse wheel moves to the right. It's negative if the mouse wheel moves to the left.

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

## Examples



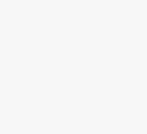
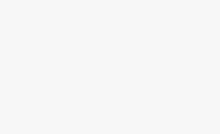
```
function setup() {
  // Create a canvas element and
  // assign it to cnv.
  let cnv = createCanvas(100, 100);

  background(200);

  // Call randomColor() when the
  // mouse wheel moves.
  cnv.mouseWheel(randomColor);

  describe('A gray square changes color when the user scrolls
the mouse wheel over the canvas.');
}

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



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

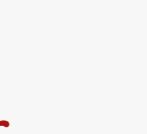
  background(200);

  // Call changeBackground() when the
  // mouse wheel moves.
  cnv.mouseWheel(changeBackground);

  describe('A gray square. When the mouse wheel scrolls over
the square, it changes color and displays shapes.');
}

function changeBackground(event) {
  // Change the background color
  // based on deltaY.
  if (event.deltaY > 0) {
    background('deeppink');
  } else if (event.deltaY < 0) {
    background('cornflowerblue');
  } else {
    background(200);
  }

  // Draw a shape based on deltaX.
  if (event.deltaX > 0) {
```



## Syntax

```
mouseWheel(fxn)
```



## Parameters

`fxn` Function|Boolean: function to call when the mouse wheel is scrolled over the element. `false` disables the function.

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

## Related References

[addClass](#)

Adds a class to the element.

[attribute](#)

Adds an attribute to the element.

[center](#)

Centers the element either vertically,

[child](#)

Attaches the element as a child of

another element.

