

# pixelDensity()

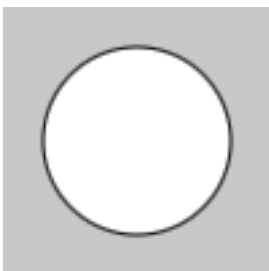
Sets the pixel density or returns the current density.

Computer displays are grids of little lights called *pixels*. A display's *pixel density* describes how many pixels it packs into an area. Displays with smaller pixels have a higher pixel density and create sharper images.

`pixelDensity()` sets the pixel scaling for high pixel density displays. By default, the pixel density is set to match the display's density. Calling `pixelDensity(1)` turn this off.

Calling `pixelDensity()` without an argument returns the current pixel density.

## Examples



```
function setup() {  
  // Set the pixel density to 1.  
  pixelDensity(1);  
  
  // Create a canvas and draw  
  // a circle.  
  createCanvas(100, 100);  
  background(200);  
  circle(50, 50, 70);  
  
  describe('A fuzzy white circle on a gray canvas.');
```



```
function setup() {  
  // Set the pixel density to 3.  
  pixelDensity(3);  
  
  // Create a canvas, paint the  
  // background, and draw a  
  // circle.  
  createCanvas(100, 100);  
  background(200);  
  circle(50, 50, 70);  
  
  describe('A sharp white circle on a gray canvas.');
```

## Syntax

pixelDensity([val])

pixelDensity()

## Parameters

**val**                      Number: desired pixel density.

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

## Related References

<b>cursor</b> Changes the cursor's appearance.	<b>deltaTime</b> A Number variable that tracks the number of milliseconds it took to draw the last frame.	<b>describe</b> Creates a screen reader-accessible description of the canvas.	<b>describeElement</b> Creates a screen reader-accessible description of elements in the canvas.
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