

movedX

A `Number` system variable that tracks the mouse's horizontal movement.

`movedX` tracks how many pixels the mouse moves left or right between frames. `movedX` will have a negative value if the mouse moves left between frames and a positive value if it moves right. `movedX` can be calculated as `mouseX - pmouseX`.

Note: `movedX` continues updating even when `requestPointerLock()` is active. But keep in mind that during an active pointer lock, `mouseX` and `pmouseX` are locked, so `movedX` is based on the `MouseEvent's movementX value` (which may behave differently in different browsers when the user is zoomed in or out).

Examples



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

  describe(
    'A gray square. The text ">>" appears when the user moves the mouse to the right. The text "<<" appears when the user moves the mouse to the left.'
  );
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display >> when movedX is positive and
  // << when it's negative.
  if (movedX > 0) {
    text('>>', 50, 50);
  } else if (movedX < 0) {
    text('<<', 50, 50);
  }
}
```

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.

p5.js

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