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Reference

[Environment](#)  
[cursor\(\)](#)  
[deltaTime](#)  
[describe\(\)](#)  
[describeElement\(\)](#)  
[displayDensity\(\)](#)  
[displayHeight](#)  
[displayWidth](#)  
[focused](#)  
[frameCount](#)  
[frameRate\(\)](#)  
[fullscreen\(\)](#)  
[getTargetFrameRate\(\)](#)  
[getURL\(\)](#)  
[getURLParams\(\)](#)  
[getURLPath\(\)](#)  
[gridOutput\(\)](#)  
[height](#)  
[noCursor\(\)](#)  
[pixelDensity\(\)](#)  
[width](#)

Reference &gt; webglVersion

# webglVersion

A `String` variable with the WebGL version in use.

`webglVersion`'s value equals one of the following string constants:

- `WEBGL2` whose value is '`'webgl2'`',
- `WEBGL` whose value is '`'webgl'`', or
- `P2D` whose value is '`'p2d'`'. This is the default for 2D sketches.

See [setAttributes\(\)](#) for ways to set the WebGL version.

## Examples



```
function setup() {
  background(200);

  // Display the current WebGL version.
  text(webglVersion, 42, 54);

  describe('The text "p2d" written in black on
  a gray background.');
}
```



Loading...



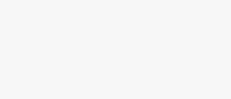
```
let font;

function preload() {
  // Load a font to use.
  font = loadFont('/assets/inconsolata.otf');
}

function setup() {
  // Create a canvas using WEBGL mode.
  createCanvas(100, 50, WEBGL);
  background(200);

  // Display the current WebGL version.
  fill(0);
  textAlign(CENTER);
  text(webglVersion, -15, 5);

  describe('The text "webgl2" written in black on a gray
background.');
}
```



```
let font;

function preload() {
  // Load a font to use.
  font = loadFont('/assets/inconsolata.otf');
}

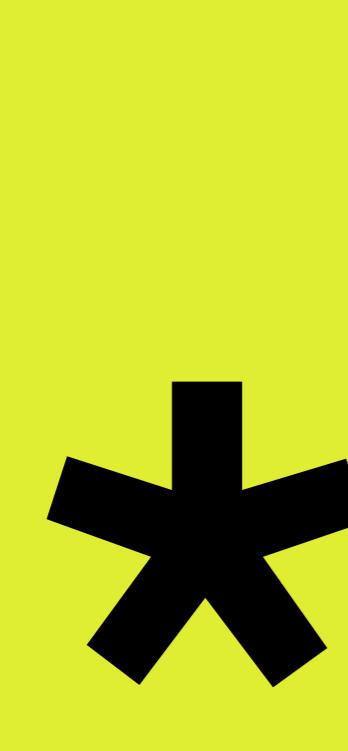
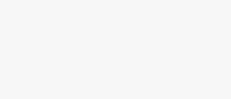
function setup() {
  // Create a canvas using WEBGL mode.
  createCanvas(100, 50, WEBGL);

  // Set WebGL to version 1.
  setAttributes({ version: 1 });

  background(200);

  // Display the current WebGL version.
  fill(0);
  textAlign(CENTER);
  text(webglVersion, -14, 5);

  describe('The text "webgl" written in black on a gray
background.');
}
```



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## Related References

### cursor

Changes the cursor's appearance.

### deltaTime

A Number variable that tracks the number of milliseconds it took to draw the last frame.

### describe

Creates a screen reader-accessible description of the canvas.

### describeElement

Creates a screen reader-accessible description of elements in the canvas.

### p5.js

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