

movedY

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

`movedY` tracks how many pixels the mouse moves up or down between frames. `movedY` will have a negative value if the mouse moves up between frames and a positive value if it moves down. `movedY` can be calculated as `mouseY - pmouseY`.

Note: `movedY` 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



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```

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

  describe(
    'A gray square. The text "▲" appears when the user moves the mouse upward. The text "▼" appears when the user moves the mouse downward.'
  );
}

function draw() {
  background(200);

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

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