

# webglVersion

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

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

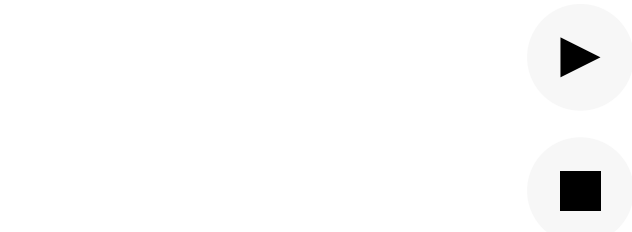
- `WEBGL2` whose value is `'webgl2'`,
- `WEBGL` whose value is `'webgl'`, or
- `P2D` whose value is `'p2d'`. This is the default for 2D sketches.

See `setAttributes()` for ways to set the WebGL version.

## Examples



Loading...



```
function setup() {  
  background(200);  
  
  // Display the current WebGL version.  
  text(webglVersion, 42, 54);  
  
  describe('The text "p2d" 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);  
  background(200);  
  
  // Display the current WebGL version.  
  fill(0);  
  textFont(font);  
  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);  
  textFont(font);  
  text(webglVersion, -14, 5);  
  
  describe('The text "webgl" written in black on a gray  
background.');
```

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

### 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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