

# displayHeight

A `Number` variable that stores the height of the screen display.

`displayHeight` is useful for running full-screen programs. Its value depends on the current `pixelDensity()`.

Note: The actual screen height can be computed as `displayHeight * pixelDensity()`.

## Examples

```
function setup() {
  // Set the canvas' width and height
  // using the display's dimensions.
  createCanvas(displayWidth, displayHeight);

  background(200);

  describe('A gray canvas that is the same size as the display.');
}
```



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.

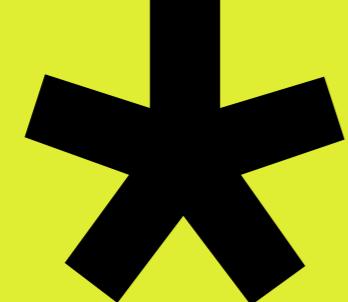
### describeElement

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

## p5.js

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