

DOM

- addClass()
- attribute()
- center()
- child()
- class()
- doubleClicked()
- dragLeave()
- dragOver()
- draggable()
- drop()
- elt
- hasClass()
- height
- hide()
- html()
- id()
- mouseClicked()
- mouseMoved()
- mouseOut()

Reference > mouseWheel()

# mouseWheel()

Calls a function when the mouse wheel scrolls over the element.

The callback function, `fxn`, is passed an `event` object. `event` has two numeric properties, `deltaY` and `deltaX`. `event.deltaY` is negative if the mouse wheel rotates away from the user. It's positive if the mouse wheel rotates toward the user. `event.deltaX` is positive if the mouse wheel moves to the right. It's negative if the mouse wheel moves to the left.

Calling `myElement.mouseWheel(false)` disables the function.

## Examples



```
function setup() {  
  // Create a canvas element and  
  // assign it to cnv.  
  let cnv = createCanvas(100, 100);  
  
  background(200);  
  
  // Call randomColor() when the  
  // mouse wheel moves.  
  cnv.mouseWheel(randomColor);  
  
  describe('A gray square changes color when the user scrolls  
the mouse wheel over the canvas.');
```



```
function setup() {  
  // Create a canvas element and  
  // assign it to cnv.  
  let cnv = createCanvas(100, 100);  
  
  background(200);  
  
  // Call changeBackground() when the  
  // mouse wheel moves.  
  cnv.mouseWheel(changeBackground);  
  
  describe('A gray square. When the mouse wheel scrolls over  
the square, it changes color and displays shapes.');
```

```
function changeBackground(event) {  
  // Change the background color  
  // based on deltaY.  
  if (event.deltaY > 0) {  
    background('deeppink');  
  } else if (event.deltaY < 0) {  
    background('cornflowerblue');  
  } else {  
    background(200);  
  }  
  
  // Draw a shape based on deltaX.  
  if (event.deltaX > 0) {
```

## Syntax

```
mouseWheel(fxn)
```

## Parameters

`fxn`      Function|Boolean: function to call when the mouse wheel is scrolled over the element. `false` disables the function.

This page is generated from the comments in [src/core/p5.Element.js](#). Please feel free to edit it and submit a pull request!

## Related References

**addClass**  
Adds a class to the element.

**attribute**  
Adds an attribute to the element.

**center**  
Centers the element either vertically, horizontally, or both.

**child**  
Attaches the element as a child of another element.

p5.js

Resources

Information

Socials

- Reference
- Tutorials
- Examples
- Contribute
- Community
- About
- Start Coding
- Donate

- Download
- Contact
- Copyright
- Privacy Policy
- Terms of Use

- GitHub ↗
- Instagram ↗
- X ↗
- YouTube ↗
- Discord ↗
- Forum ↗

