

autoSized()

Toggles the framebuffer's autosizing mode or returns the current mode.

By default, the framebuffer automatically resizes to match the canvas that created it. Calling `myBuffer.autoSized(false)` disables this behavior and calling `myBuffer.autoSized(true)` re-enables it.

Calling `myBuffer.autoSized()` without an argument returns `true` if the framebuffer automatically resizes and `false` if not.

Examples



```
// Double-click to toggle the autosizing mode.

let myBuffer;

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

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

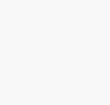
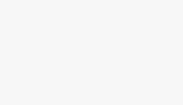
  describe('A multicolor sphere on a gray background. The image resizes when the user moves the mouse.');
}

function draw() {
  background(50);

  // Draw to the p5.Framebuffer object.
  myBuffer.begin();
  background(200);
  normalMaterial();
  sphere(width / 4);
  myBuffer.end();

  // Display the p5.Framebuffer object.
  image(myBuffer, -width / 2, -height / 2);
}

// Resize the canvas when the user moves the mouse.
function mouseMoved() {
  let w = constrain(mouseX, 0, 100);
```



Syntax

```
autoSized([autoSized])
```



Parameters

`autoSized` Boolean: whether to automatically resize the framebuffer to match the canvas.

Returns

Boolean: current autosize setting.

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

Related References

`autoSized`
Toggles the framebuffer's autosizing mode or returns the current mode.

`begin`
Begins drawing shapes to the framebuffer.

`color`
An object that stores the framebuffer's color data.

`createCamera`
Creates a new p5.Camera object to use with the framebuffer.

