

# loadPixels()

Loads the current value of each pixel in the framebuffer into its `pixels` array.

`myBuffer.loadPixels()` must be called before reading from or writing to `myBuffer.pixels`.

## Examples



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```

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

  background(200);

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

  // Load the pixels array.
  myBuffer.loadPixels();

  // Get the number of pixels in the
  // top half of the framebuffer.
  let numPixels = myBuffer.pixels.length / 2;

  // Set the framebuffer's top half to pink.
  for (let i = 0; i < numPixels; i += 4) {
    myBuffer.pixels[i] = 255;
    myBuffer.pixels[i + 1] = 102;
    myBuffer.pixels[i + 2] = 204;
    myBuffer.pixels[i + 3] = 255;
  }

  // Update the pixels array.
  myBuffer.updatePixels();

  // Draw the p5.Framebuffer object to the canvas.
}

```

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.

p5.js

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