

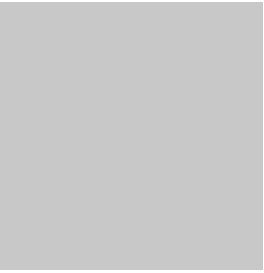
# movedY

A **Number** system variable that tracks the mouse's vertical movement.

**movedY** tracks how many pixels the mouse moves up or down between frames. **movedY** will have a negative value if the mouse moves up between frames and a positive value if it moves down. **movedY** can be calculated as **mouseY - pmouseY**.

Note: **movedY** continues updating even when **requestPointerLock()** is active. But keep in mind that during an active pointer lock, **mouseX** and **pmouseX** are locked, so **movedX** is based on **the MouseEvent's movementX value** (which may behave differently in different browsers when the user is zoomed in or out).

## Examples



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

  describe(
    'A gray square. The text "▲" appears when the user moves
    the mouse upward. The text "▼" appears when the user moves the
    mouse downward.'
  );
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display ▼ when movedY is positive and
  // ▲ when it's negative.
  if (movedY > 0) {
    text('▼', 50, 50);
  } else if (movedY < 0) {
    text('▲', 50, 50);
  }
}
```

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

## Related References

### doubleClicked

A function that's called once when a mouse button is clicked twice quickly.

### exitPointerLock

Exits a pointer lock started with requestPointerLock.

### mouseButton

A String system variable that contains the value of the last mouse button pressed.

### mouseClicked

A function that's called once after a mouse button is pressed and released.

