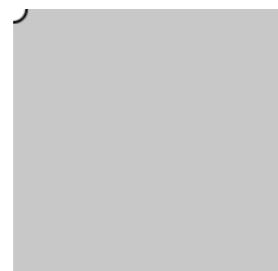


# noCursor()

Hides the cursor from view.

## Examples



```
function setup() {
  // Hide the cursor.
  noCursor();
}

function draw() {
  background(200);

  circle(mouseX, mouseY, 10);

  describe('A white circle on a gray
background. The circle follows the mouse as it
moves. The cursor is hidden.');
}
```



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.

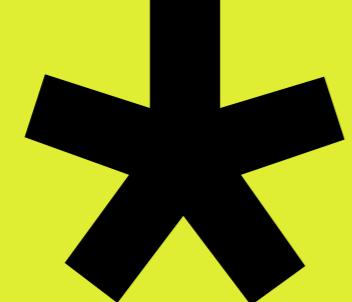
### describeElement

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

## p5.js

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