pixelDensity()

Sets the pixel density or returns the current density.

Computer displays are grids of little lights called *pixels*. A display's *pixel density* describes how many pixels it packs into an area. Displays with smaller pixels have a higher pixel density and create sharper images.

`pixelDensity()` sets the pixel scaling for high pixel density displays. By default, the pixel density is set to match the display's density. Calling `pixelDensity(1)` turn this off.

Calling `pixelDensity()` without an argument returns the current pixel density.

Examples

```
function setup() {
  // Set the pixel density to 1.
  pixelDensity(1);

  // Create a canvas and draw
  // a circle.
  createCanvas(100, 100);
  background(200);
  circle(50, 50, 70);

  describe('A fuzzy white circle on a gray canvas.');
}
```

```
function setup() {
  // Set the pixel density to 3.
  pixelDensity(3);

  // Create a canvas, paint the
  // background, and draw a
  // circle.
  createCanvas(100, 100);
  background(200);
  circle(50, 50, 70);

  describe('A sharp white circle on a gray canvas.');
}
```

Syntax

```
pixelDensity([val])
```

```
pixelDensity()
```

Parameters

val	Number: desired pixel density.

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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.