

get()

Gets a pixel or a region of pixels from the framebuffer.

`myBuffer.get ()` is easy to use but it's not as fast as `myBuffer.pixels`. Use `myBuffer.pixels` to read many pixel values.

The version of `myBuffer.get ()` with no parameters returns the entire framebuffer as a `p5.Image` object.

The version of `myBuffer.get ()` with two parameters interprets them as coordinates. It returns an array with the `[R, G, B, A]` values of the pixel at the given point.

The version of `myBuffer.get ()` with four parameters interprets them as coordinates and dimensions. It returns a subsection of the framebuffer as a `p5.Image` object. The first two parameters are the coordinates for the upper-left corner of the subsection. The last two parameters are the width and height of the subsection.

Syntax

`get(x, y, w, h)`

`get ()`

`get(x, y)`

Parameters

x	Number: x-coordinate of the pixel. Defaults to 0.
y	Number: y-coordinate of the pixel. Defaults to 0.
w	Number: width of the subsection to be returned.
h	Number: height of the subsection to be returned.

Returns

p5.Image: subsection as a `p5.Image` object.

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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.
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p5.js

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