# p5*js

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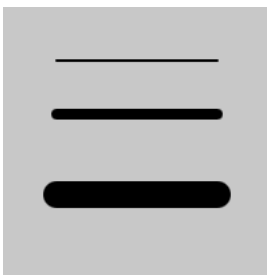🌐 English ⌄          ⚙ Accessibility ⌄          🔍 Search

# strokeWeight()

Sets the width of the stroke used for points, lines, and the outlines of shapes.

Note: `strokeWeight()` is affected by transformations, especially calls to scale().

## Examples

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

  background(200);

  // Top.
  line(20, 20, 80, 20);

  // Middle.
  strokeWeight(4);
  line(20, 40, 80, 40);

  // Bottom.
  strokeWeight(10);
  line(20, 70, 80, 70);

  describe('Three horizontal black lines. The top line is
thin, the middle is medium, and the bottom is thick.');
}
```

▶
■

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

  background(200);

  // Top.
  line(20, 20, 80, 20);

  // Scale by a factor of 5.
  scale(5);

  // Bottom. Coordinates are adjusted for scaling.
  line(4, 8, 16, 8);

  describe('Two horizontal black lines. The top line is thin
and the bottom is five times thicker than the top.');
}
```

## Syntax

```
strokeWeight(weight)
```

## Parameters

weight               Number: the weight of the stroke (in pixels).

This page is generated from the comments in src/core/shape/attributes.js . Please feel free to edit it and submit a pull request!

## Related References

### ellipseMode
Changes where ellipses, circles, and arcs are drawn.

### noSmooth
Draws certain features with jagged (aliased) edges.

### rectMode
Changes where rectangles and squares are drawn.

### smooth
Draws certain features with smooth (antialiased) edges.

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