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mouseDragged()

A function that's called when the mouse moves while a button is pressed.

Declaring the function `mouseDragged()` sets a code block to run automatically when the user clicks and drags the mouse:

```
function mouseDragged() {  
  // Code to run.  
}
```

The mouse system variables, such as `mouseX` and `mouseY`, will be updated with their most recent value when `mouseDragged()` is called by p5.js:

```
function mouseDragged() {  
  if (mouseX < 50) {  
    // Code to run if the mouse is on the left.  
  }  
  
  if (mouseY > 50) {  
    // Code to run if the mouse is near the bottom.  
  }  
}
```

The parameter, `event`, is optional. `mouseDragged()` is always passed a `MouseEvent` object with properties that describe the mouse drag event:

```
function mouseDragged(event) {  
  // Code to run that uses the event.  
  console.log(event);  
}
```

On touchscreen devices, `mouseDragged()` will run when a user moves a touch point if `touchMoved()` isn't declared. If `touchMoved()` is declared, then `touchMoved()` will run when a user moves a touch point and `mouseDragged()` won't.

Browsers may have default behaviors attached to various mouse events. For example, some browsers highlight text when the user moves the mouse while pressing a mouse button. To prevent any default behavior for this event, add `return false;` to the end of the function.

Examples

▶

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```
let value = 0;  
  
function setup() {  
  createCanvas(100, 100);  
  
  describe(  
    'A gray square with a black square at its center. The  
    inner square becomes lighter as the user drags the mouse.'  
  );  
}  
  
function draw() {  
  background(200);  
  
  // Style the square.  
  fill(value);  
  
  // Draw the square.  
  square(25, 25, 50);  
}  
  
function mouseDragged() {  
  // Update the grayscale value.  
  value += 5;  
  
  // Reset the grayscale value.  
  if (value > 255) {  
    value = 0;  
  }  
  // Uncomment to prevent any default behavior.  
  // return false;  
}
```

Syntax

mouseDragged([event])

Parameters

`event` `MouseEvent`: optional `MouseEvent` argument.

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 <code>requestPointerLock</code> .	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.
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