



WEBGL2

One of the two possible values of a WebGL canvas (either WEBGL or WEBGL2), which can be used to determine what capabilities the rendering environment has.

This page is generated from the comments in [src/core/constants.js](#). Please feel free to edit it and submit a pull request!

Related References

ADD

.

ALT

.

ARROW

.

AUTO

AUTO allows us to automatically set the width or height of an element (but not both), based on the current height and width of the element.

[p5.js](#)[Resources](#)[Reference](#)
[Tutorials](#)
[Examples](#)
[Contribute](#)
[Community](#)
[About](#)
[Start Coding](#)
[Donate](#)[Information](#)[Download](#)
[Contact](#)
[Copyright](#)
[Privacy Policy](#)
[Terms of Use](#)[Socials](#)[GitHub ↗](#)
[Instagram ↗](#)
[X ↗](#)
[YouTube ↗](#)
[Discord ↗](#)
[Forum ↗](#)