

cursor()

Changes the cursor's appearance.

The first parameter, `type`, sets the type of cursor to display. The built-in options are `ARROW`, `CROSS`, `HAND`, `MOVE`, `TEXT`, and `WAIT`. `cursor()` also recognizes standard CSS cursor properties passed as strings: `'help'`, `'wait'`, `'crosshair'`, `'not-allowed'`, `'zoom-in'`, and `'grab'`. If the path to an image is passed, as in `cursor('/assets/target.png')`, then the image will be used as the cursor. Images must be in `.cur`, `.gif`, `.jpg`, `.jpeg`, or `.png` format and should be **at most 32 by 32 pixels large**.

The parameters `x` and `y` are optional. If an image is used for the cursor, `x` and `y` set the location pointed to within the image. They are both 0 by default, so the cursor points to the image's top-left corner. `x` and `y` must be less than the image's width and height, respectively.

Examples



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

  describe('A gray square. The cursor appears as crosshairs.');
```



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

  describe('A gray square divided into quadrants. The cursor
image changes when the mouse moves to each quadrant.');
```



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

  describe('An image of three purple curves follows the mouse.
The image shifts when the mouse is pressed.');
```

Syntax

```
cursor(type, [x], [y])
```

Parameters

type	String Constant: Built-in: either <code>ARROW</code> , <code>CROSS</code> , <code>HAND</code> , <code>MOVE</code> , <code>TEXT</code> , or <code>WAIT</code> . Native CSS properties: <code>'grab'</code> , <code>'progress'</code> , and so on. Path to cursor image.
x	Number: horizontal active spot of the cursor.
y	Number: vertical active spot of the cursor.

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

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.
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