

exitPointerLock()

Exits a pointer lock started with `requestPointerLock()`.

Calling `requestPointerLock()` locks the values of `mouseX`, `mouseY`, `pmouseX`, and `pmouseY`. Calling `exitPointerLock()` resumes updating the mouse system variables.

Note: Most browsers require an input, such as a click, before calling `requestPointerLock()`. It's recommended to call `requestPointerLock()` in an event function such as `doubleClicked()`.

Examples

Unlocked


```
let isLocked = false;

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

  describe(
    'A gray square with a word at its center. The word changes
    between "Unlocked" and "Locked" when the user double-clicks.'
  );
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Tell the user whether the pointer is locked.
  if (isLocked === true) {
    text('Locked', 50, 50);
  } else {
    text('Unlocked', 50, 50);
  }
}

// Toggle the pointer lock when the user double-clicks.
function doubleClicked() {
  if (isLocked === true) {
    exitPointerLock();
  } else {
    requestPointerLock();
  }
}
```

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Related References

doubleClicked

A function that's called once when a mouse button is clicked twice quickly.

exitPointerLock

Exits a pointer lock started with `requestPointerLock()`.

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.

p5.js

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