## Paste this code into index.html:

```html
<meta name="viewport" content="width=device-width, user-scalable=yes, initial-scale=1, maximum-scale=1"/>
```

## Paste this code into sketch.js

```javascript
function touchStarted () {
  var fs = fullscreen();
  if (!fs) {
    fullscreen(true);
  }
}

/* full screening will change the size of the canvas */
function windowResized() {
  resizeCanvas(windowWidth, windowHeight);
}

/* prevents the mobile browser from processing some default
 * touch events, like swiping left for "back" or scrolling the
page.
 */
document.ontouchmove = function(event) {
    event.preventDefault();
};
```