Document: pointerlockchange event

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{{APIRef("Pointer Lock API")}}

The `pointerlockchange` event is fired when the pointer is locked/unlocked.

The event handler can use {{domxref("Document.pointerLockElement")}} to determine whether the pointer is locked, and if so, to which element it is locked.

This event is not cancelable and does not bubble.

Syntax

Use the event name in {{domxref("EventTarget/addEventListener", "addEventListener()")}}:

```
addEventListener("pointerlockchange", (event) => { })
```

Alternatively, assign to the event handler property of the interface:

```
onpointerlockchange = (event) => { }
```

Event type

A generic {{domxref("Event")}}.

Examples

Using `addEventListener()`:

```
document.addEventListener("pointerlockchange", (event) => {
  if (document.pointerLockElement)
    console.log("The pointer is locked to: ", document.pointerLockElement);
  else {
    console.log("The pointer is not locked");
  }
});
```

Using the `onpointerlockchange` event handler property (but note that this replaces other event listeners added using `onpointerlockchange`, if any):

```
document.onpointerlockchange = (event) => {
  if (document.pointerLockElement)
    console.log("The pointer is locked to: ", document.pointerLockElement);
  else {
    console.log("The pointer is not locked");
  }
};
```

Specifications

{{Specifications}}

Browser compatibility

{{Compat}}

See also

- Using Pointer Lock API

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