

Adding parameters

Like transitions and animations, an action can take an argument, which the action function will be called with alongside the element it belongs to.

Here, we're using a **longpress** action that fires an event with the same name whenever the user presses and holds the button for a given duration. Right now, if you switch over to the **longpress.js** file, you'll see it's hardcoded to 500ms.

We can change the action function to accept a **duration** as a second argument, and pass that **duration** to the **setTimeout** call:

```
export function longpress(node, duration) {  
  // ...  
  
  const handleMousedown = () => {  
    timer = setTimeout(() => {  
      node.dispatchEvent(  
        new CustomEvent('longpress')  
      );  
    }, duration);  
  };  
  
  // ...  
}
```

Back in **App.svelte**, we can pass the **duration** value to the action:

```
<button use:longpress={duration}>
```

This *almost* works — the event now only fires after 2 seconds. But if you slide the duration down, it will still take two seconds.

To change that, we can add an **update** method in **longpress.js**. This will be called whenever the argument changes:

```
return {  
  update(newDuration) {  
    duration = newDuration;  
  },  
  // ...  
};
```

If you need to pass multiple arguments to an action, combine them into a single object, as in `use:longpress={{duration, spiciness}}`