

Reference > touchEnded()

touchEnded()

Calls a function when the user stops touching the element.

Calling `myElement.touchMoved(false)` disables the function.

Note: Touch functions only work on mobile devices.

Examples



```
function setup() {
  // Create a canvas element and
  // assign it to cnv.
  let cnv = createCanvas(100, 100);

  background(200);

  // Call randomColor() when the
  // user touches the canvas,
  // then lifts their finger.
  cnv.touchEnded(randomColor);

  describe('A gray square changes color when the user touches
the canvas, then lifts their finger.');
```

```
  }

  // Paint the background either
  // red, yellow, blue, or green.
  function randomColor() {
    let c = random(['red', 'yellow', 'blue', 'green']);
    background(c);
  }
}
```

Syntax

```
touchEnded(fxn)
```

Parameters

fxn Function|Boolean: function to call when the touch ends. `false` disables the function.

This page is generated from the comments in [src/core/p5.Element.js](#) . Please feel free to edit it and submit a pull request!

Related References

addClass Adds a class to the element.	attribute Adds an attribute to the element.	center Centers the element either vertically, horizontally, or both.	child Attaches the element as a child of another element.
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p5.js

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