

# touchMoved()

Calls a function when the user touches the element and moves.

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
    // and moves.
    cnv.touchMoved(randomColor);

    describe('A gray square changes color when the user touches the canvas and moves.');
}

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

```

## Syntax

`touchMoved(fxn)`

## Parameters

`fxn` Function|Boolean: function to call when the touch moves over the element. `false` disables the function.

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## 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.

p5.js

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