

createInput()

Creates a text `<input>` element.

Call `myInput.size()` to set the length of the text box.

The first parameter, `value`, is optional. It's a string that sets the input's default value. The input is blank by default.

The second parameter, `type`, is also optional. It's a string that specifies the type of text being input. See MDN for a full [list of options](#). The default is `'text'`.

Examples



```
let myInput;

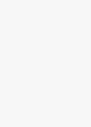
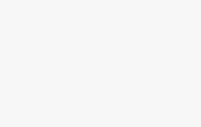
function setup() {
  createCanvas(100, 100);

  // Create an input element and place it
  // beneath the canvas.
  myInput = createInput();
  myInput.position(0, 100);

  describe('A gray square with a text box beneath it. The text in the square changes when the user types something new in the input bar.');
}

function draw() {
  background(200);

  // Use the input to display a message.
  let msg = myInput.value();
  text(msg, 25, 55);
}
```



```
let myInput;

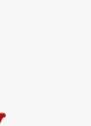
function setup() {
  createCanvas(100, 100);

  // Create an input element and place it
  // beneath the canvas. Set its default
  // text to "hello!".
  myInput = createInput('hello!');
  myInput.position(0, 100);

  describe('The text "hello!" written at the center of a gray square. A text box beneath the square also says "hello!". The text in the square changes when the user types something new in the input bar.');
}

function draw() {
  background(200);

  // Use the input to display a message.
  let msg = myInput.value();
  text(msg, 25, 55);
}
```



Syntax

```
createInput([value], [type])
```



```
createInput([value])
```



Parameters

`value` String: default value of the input box. Defaults to an empty string ''.
`type` String: type of input. Defaults to `'text'`.

Returns

`p5.Element`: new `p5.Element` object.

This page is generated from the comments in [src/dom/dom.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.

