

# createColorPicker()

Creates a color picker element.

The parameter, `value`, is optional. If a color string or `p5.Color` object is passed, it will set the default color.

Color pickers extend the `p5.Element` class with a couple of helpful methods for managing colors:

- `myPicker.value()` returns the current color as a hex string in the format '#rrggbb'.
- `myPicker.color()` returns the current color as a `p5.Color` object.

## Examples



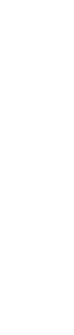
```
let myPicker;

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

  // Create a color picker and set its position.
  myPicker = createColorPicker('deeppink');
  myPicker.position(0, 100);

  describe('A pink square with a color picker beneath it. The square changes color when the user picks a new color.');
}

function draw() {
  // Use the color picker to paint the background.
  let c = myPicker.color();
  background(c);
}
```



```
let myPicker;

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

  // Create a color picker and set its position.
  myPicker = createColorPicker('deeppink');
  myPicker.position(0, 100);

  describe('A number with the format "#rrggbb" is displayed on a pink canvas. The background color and number change when the user picks a new color.');
}

function draw() {
  // Use the color picker to paint the background.
  let c = myPicker.value();
  background(c);

  // Display the current color as a hex string.
  text(c, 25, 55);
}
```

## Syntax

```
createColorPicker([value])
```



## Parameters

`value` String|`p5.Color`: default color as a [CSS color string](#).

## 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,

### child

Attaches the element as a child of another element.

