p5*js

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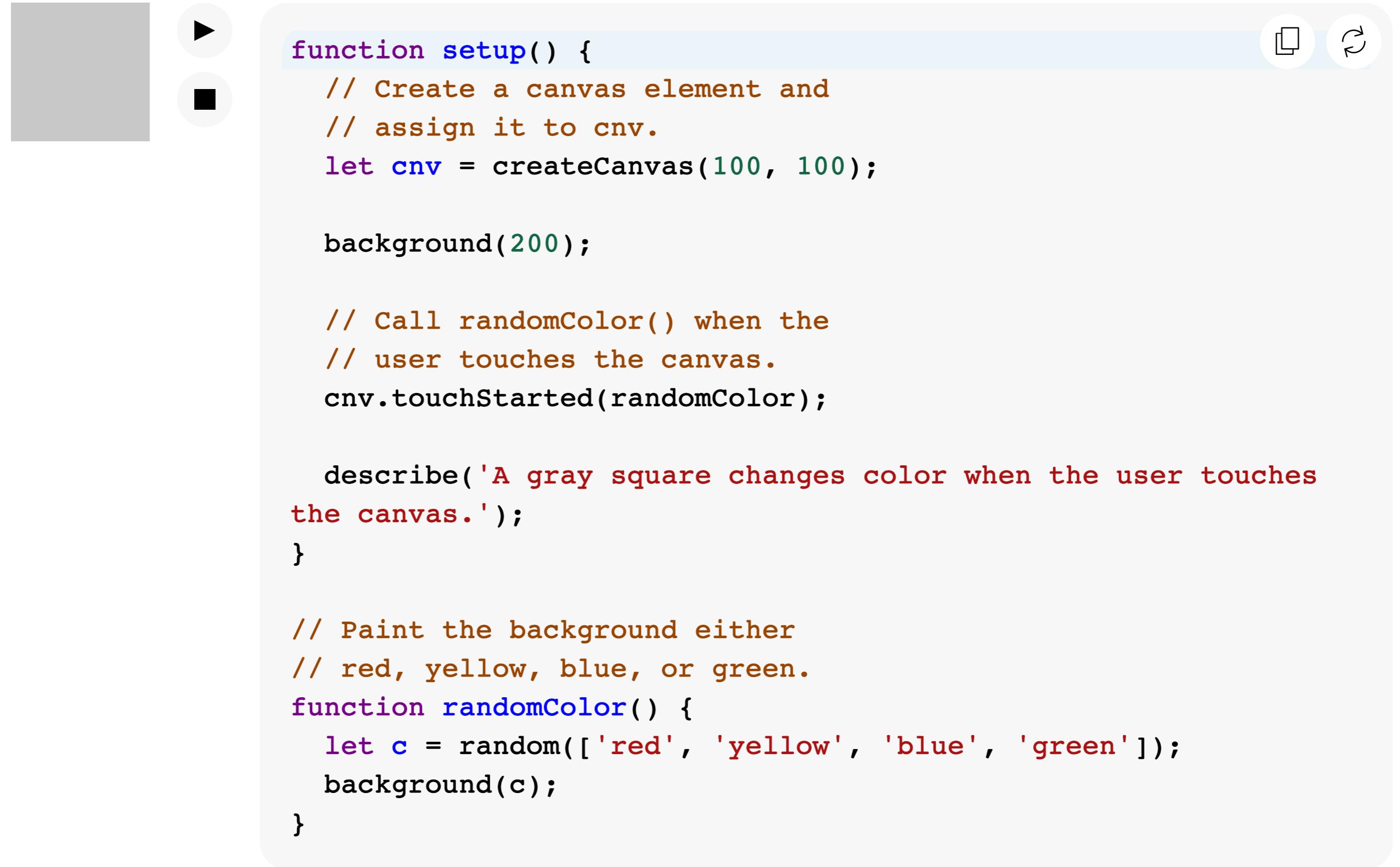
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touchStarted()

Calls a function when the element is touched.

Calling `myElement.touchStarted(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.
  cnv.touchStarted(randomColor);

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

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

Syntax

```
touchStarted(fxn)
```

Parameters

fxn   Function|Boolean: function to call when the touch starts. `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.

p5.js

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