

# createFileInput()

Creates an `<input>` element of type `'file'`.

`createFileInput()` allows users to select local files for use in a sketch. It returns a `p5.File` object.

The first parameter, `callback`, is a function that's called when the file loads. The callback function should have one parameter, `file`, that's a `p5.File` object.

The second parameter, `multiple`, is optional. It's a boolean value that allows loading multiple files if set to `true`. If `true`, `callback` will be called once per file.

## Examples

▶

■

```
// Use the file input to select an image to
// load and display.
let input;
let img;

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

  // Create a file input and place it beneath
  // the canvas.
  input = createFileInput(handleImage);
  input.position(0, 100);

  describe('A gray square with a file input beneath it. If the
user selects an image file to load, it is displayed on the
square.');
```

▶

■

```
// Use the file input to select multiple
// to load and display.
let input;
let images = [];

function setup() {
  // Create a file input and place it beneath
  // the canvas. Allow it to load multiple
  // files.
  input = createFileInput(handleImage, true);
  input.position(0, 100);
}

function draw() {
  background(200);

  // Draw the images if loaded. Each image
  // is drawn 20 pixels lower than the
  // previous image.
  for (let i = 0; i < images.length; i += 1) {
    // Calculate the y-coordinate.
    let y = i * 20;

    // Draw the image.
    image(images[i], 0, y, 100, 100);
  }

  describe('A gray square with a file input
beneath it. If the user selects multiple image
files to load, they are displayed on the
square.');
```

## Syntax

```
createFileInput(callback, [multiple])
```

## Parameters

callback	Function: function to call once the file loads.
multiple	Boolean: allow multiple files to be selected.

## Returns

p5.File: new [p5.File](#) 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

<b>addClass</b> Adds a class to the element.	<b>attribute</b> Adds an attribute to the element.	<b>center</b> Centers the element either vertically, horizontally, or both.	<b>child</b> Attaches the element as a child of another element.
---	---	--	---

