

Reference > touchMoved()

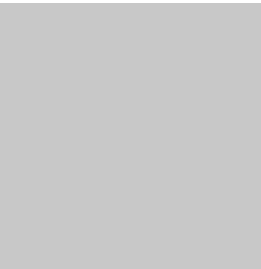
touchMoved()

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.

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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