

setContent()

Sets the element's content.

An element's content is the text between its tags. For example, the element `<language>JavaScript</language>` has the content `JavaScript`.

The parameter, `content`, is a string with the element's new content.

Examples

```

Turtle: Loggerhead
let myXML;

// Load the XML and create a p5.XML object.
function preload() {
  myXML = loadXML('/assets/animals.xml');
}

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

  background(200);

  // Get the first reptile child element.
  let reptile = myXML.getChild('reptile');

  // Set the reptile's content.
  reptile.setContent('Loggerhead');

  // Get the reptile's new content.
  let newContent = reptile.getContent();

  // Style the text.
  textAlign(CENTER, CENTER);
  textStyle('Courier New');
  textSize(14);

  // Display the element's old and new content.

```

▶ ■
Copy Reset

Syntax

```
setContent(content)
```

Parameters

`content` String: new content for the element.

This page is generated from the comments in [src/io/p5.XML.js](#). Please feel free to edit it and submit a pull request!

Related References

addChild

Adds a new child element and returns a reference to it.

getAttributeCount

Returns the number of attributes the element has.

getChild

Returns the first matching child element as a new p5.XML object.

getChildren

Returns an array with the element's child elements as new p5.XML objects.

p5.js

Resources

[Reference](#)
[Tutorials](#)
[Examples](#)
[Contribute](#)
[Community](#)
[About](#)

[Start Coding](#)

[Donate](#)

Information

[Download](#)
[Contact](#)
[Copyright](#)
[Privacy Policy](#)

[Terms of Use](#)

Socials

[GitHub ↗](#)
[Instagram ↗](#)
[X ↗](#)
[YouTube ↗](#)
[Discord ↗](#)
[Forum ↗](#)

