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Reference

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changed()

Calls a function when the element changes.

Calling `myElement.changed(false)` disables the function.

Examples



```
let dropdown;

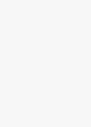
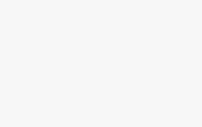
function setup() {
  createCanvas(100, 100);
  background(200);

  // Create a dropdown menu and add a few color options.
  dropdown = createSelect();
  dropdown.position(0, 0);
  dropdown.option('red');
  dropdown.option('green');
  dropdown.option('blue');

  // Call paintBackground() when the color option changes.
  dropdown.changed(paintBackground);

  describe('A gray square with a dropdown menu at the top. The square changes color when an option is selected.');
}

// Paint the background with the selected color.
function paintBackground() {
  let c = dropdown.value();
  background(c);
}
```



```
let checkbox;

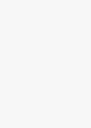
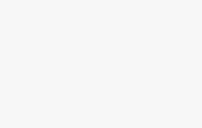
function setup() {
  createCanvas(100, 100);
  background(200);

  // Create a checkbox and place it beneath the canvas.
  checkbox = createCheckbox('circle');
  checkbox.position(0, 100);

  // Call repaint() when the checkbox changes.
  checkbox.changed(repaint);

  describe('A gray square with a checkbox underneath it that says "circle". A white circle appears when the box is checked and disappears otherwise.');
}

// Paint the background gray and determine whether to draw a circle.
function repaint() {
  background(200);
  if (checkbox.checked() === true) {
    circle(50, 50, 30);
  }
}
```



Syntax

`changed(fxn)`


Parameters

`fxn` Function|Boolean: function to call when the element changes. `false` disables the function.

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

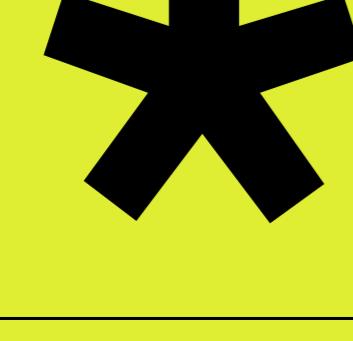
Adds an attribute to the element.

center

Centers the element either vertically, horizontally, or both.

child

Attaches the element as a child of another element.



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