

save()

Saves a given element(image, text, json, csv, wav, or html) to the client's computer. The first parameter can be a pointer to element we want to save. The element can be one of **p5.Element**, an Array of Strings, an Array of JSON, a JSON object, a **p5.Table**, a **p5.Image**, or a p5.SoundFile (requires p5.sound). The second parameter is a filename (including extension).The third parameter is for options specific to this type of object. This method will save a file that fits the given parameters. If it is called without specifying an element, by default it will save the whole canvas as an image file. You can optionally specify a filename as the first parameter in such a case. **Note that it is not recommended to call this method within draw, as it will open a new save dialog on every render.**

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Examples

```
// Saves the canvas as an image
cnv = createCanvas(300, 300);
save(cnv, 'myCanvas.jpg');

// Saves the canvas as an image by default
save('myCanvas.jpg');
describe('An example for saving a canvas as an image.');
```

```
// Saves p5.Image as an image
img = createImage(10, 10);
save(img, 'myImage.png');
describe('An example for saving a p5.Image element as an image.');
```

```
// Saves p5.Renderer object as an image
obj = createGraphics(100, 100);
save(obj, 'myObject.png');
describe('An example for saving a p5.Renderer element.');
```

```
let myTable = new p5.Table();
// Saves table as html file
save(myTable, 'myTable.html');

// Comma Separated Values
save(myTable, 'myTable.csv');

// Tab Separated Values
save(myTable, 'myTable.tsv');

describe(`An example showing how to save a table in formats of
HTML, CSV and TSV.`);
```

```
let myJSON = { a: 1, b: true };

// Saves pretty JSON
save(myJSON, 'my.json');

// Optimizes JSON filesize
save(myJSON, 'my.json', true);

describe('An example for saving JSON to a txt file with some extra
arguments.');
```

```
// Saves array of strings to text file with line breaks after each item
let arrayOfStrings = ['a', 'b'];
save(arrayOfStrings, 'my.txt');
describe(`An example for saving an array of strings to text file
with line breaks.`);
```

Syntax

```
save([objectOrFilename], [filename], [options])
```

Parameters

objectOrFilena me	Object String: If filename is provided, will save canvas as an image with either png or jpg extension depending on the filename. If object is provided, will save depending on the object and filename (see examples above).
filename	String: If an object is provided as the first parameter, then the second parameter indicates the filename, and should include an appropriate file extension (see examples above).
options	Boolean String: Additional options depend on filetype. For example, when saving JSON, <code>true</code> indicates that the output will be optimized for filesize, rather than readability.

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Related References

[clear](#)

Clears all data from the print stream.

[close](#)

Saves the file and closes the print stream.

[print](#)

Writes data to the print stream with new lines added.

[write](#)

Writes data to the print stream without adding new lines.



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