

# 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.');
}

function draw() {
  background(200);

  // Draw the image if loaded.
  if (img) {
    image(img, 0, 0, width, height);
  }
}

// Create an image if the file is an image.
function handleImage(file) {
  if (file.type === 'image') {
```



// 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.

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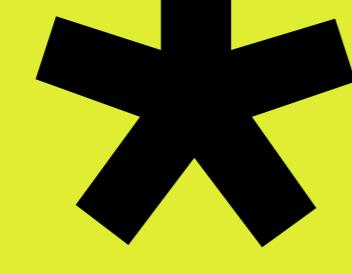
## Related References

[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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