

touchMoved()

A function that's called when the user touches the screen and moves.

Declaring the function `touchMoved()` sets a code block to run automatically when the user touches a touchscreen device and moves:

```
function touchMoved() {
  // Code to run.
}
```

The `touches` array will be updated with the most recent touch points when `touchMoved()` is called by p5.js:

```
function touchMoved() {
  // Paint over the background.
  background(200);

  // Mark each touch point while the user moves.
  for (let touch of touches) {
    circle(touch.x, touch.y, 40);
  }
}
```

The parameter, `event`, is optional. `touchMoved()` will be passed a `TouchEvent` object with properties that describe the touch event:

```
function touchMoved(event) {
  // Code to run that uses the event.
  console.log(event);
}
```

On touchscreen devices, `mouseDragged()` will run when the user's touch points move if `touchMoved()` isn't declared. If `touchMoved()` is declared, then `touchMoved()` will run when a user's touch points move and `mouseDragged()` won't.

Note: `touchStarted()`, `touchEnded()`, and `touchMoved()` are all related. `touchStarted()` runs as soon as the user touches a touchscreen device. `touchEnded()` runs as soon as the user ends a touch. `touchMoved()` runs repeatedly as the user moves any touch points.

Examples

▶ [Code](#)

```
// On a touchscreen device, touch the canvas using one or more fingers
// at the same time.

let value = 0;
```

▶ [Code](#)

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

  describe(
    'A gray square with a black square at its center. The inner square becomes lighter when the user touches the screen and moves.'
  );
}

function draw() {
  background(200);

  // Style the square.
  fill(value);
```

▶ [Code](#)

```
  // Draw the square.
  square(25, 25, 50);
}

function touchMoved() {
  // Update the grayscale value.
  value += 5;

  // Reset the grayscale value.
  if (value > 255) {
    value = 0;
  }
}
```

▶ [Code](#)

```
// On a touchscreen device, touch the canvas using one or more fingers
// at the same time.

let bgColor = 50;
let fillColor = 255;
let borderWidth = 0.5;
```

▶ [Code](#)

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

  describe(
    'A gray square with the number 0 at the top-center. The number tracks the number of places the user is touching the screen. Circles appear at each touch point and change style in response to events.'
  );
}

function draw() {
  background(bgColor);
```

▶ [Code](#)

```
  // Style the text.
  textAlign(CENTER);
  textSize(16);
  fill(0);
  noStroke();
```

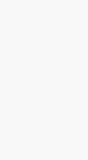
▶ [Code](#)

```
  // Display the number of touch points.
  text(touches.length, 50, 20);

  // Style the touch points.
```

Syntax

`touchMoved([event])`



Parameters

`event` [TouchEvent](#): optional `TouchEvent` argument.

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

Related References

[touchEnded](#)

A function that's called once each time a screen touch ends.

[touchMoved](#)

A function that's called when the user touches the screen and moves.

[touchStarted](#)

A function that's called once each time the user touches the screen.

[touches](#)

An Array of all the current touch points on a touchscreen device.



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