p5*js

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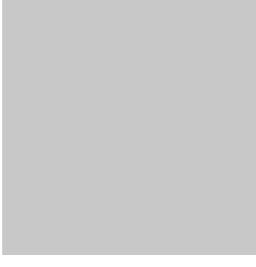About

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mouseReleased()

Calls a function when the mouse is released over the element.

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

Note: Some mobile browsers may also trigger this event when the element receives a quick tap.

Examples

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```
function setup() {
  // Create a canvas element and
  // assign it to cnv.
  let cnv = createCanvas(100, 100);

  background(200);

  // Call randomColor() when a
  // mouse press ends.
  cnv.mouseReleased(randomColor);

  describe('A gray square changes color when the user releases
a mouse press.');
}

// Paint the background either
// red, yellow, blue, or green.
function randomColor() {
  let c = random(['red', 'yellow', 'blue', 'green']);
  background(c);
}
```

Syntax

```
mouseReleased(fxn)
```

Parameters

fxn   Function|Boolean: function to call when the mouse is pressed over the element. `false`
                    disables the function.

This page is generated from the comments in src/core/p5.Element.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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