createSlider()

Creates a slider `<input>` element.

Range sliders are useful for quickly selecting numbers from a given range.

The first two parameters, `min` and `max`, are numbers that set the slider's minimum and maximum.

The third parameter, `value`, is optional. It's a number that sets the slider's default value.

The fourth parameter, `step`, is also optional. It's a number that sets the spacing between each value in the slider's range. Setting `step` to 0 allows the slider to move smoothly from `min` to `max`.

Examples

```
let slider;

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

  // Create a slider and place it at the top of the canvas.
  slider = createSlider(0, 255);
  slider.position(10, 10);
  slider.size(80);

  describe('A dark gray square with a range slider at the top. The square changes color when the slider is moved.');
}

function draw() {
  // Use the slider as a grayscale value.
  let g = slider.value();
  background(g);
}
```

```
let slider;

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

  // Create a slider and place it at the top of the canvas.
  // Set its default value to 0.
  slider = createSlider(0, 255, 0);
  slider.position(10, 10);
  slider.size(80);

  describe('A black square with a range slider at the top. The square changes color when the slider is moved.');
}

function draw() {
  // Use the slider as a grayscale value.
  let g = slider.value();
  background(g);
}
```

```
let slider;

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

  // Create a slider and place it at the top of the canvas.
  // Set its default value to 0.
  // Set its step size to 50.
  slider = createSlider(0, 255, 0, 50);
  slider.position(10, 10);
  slider.size(80);

  describe('A black square with a range slider at the top. The square changes color when the slider is moved.');
}

function draw() {
  // Use the slider as a grayscale value.
  let g = slider.value();
  background(g);
}
```

```
let slider;

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

  // Create a slider and place it at the top of the canvas.
  // Set its default value to 0.
  // Set its step size to 0 so that it moves smoothly.
  slider = createSlider(0, 255, 0, 0);
  slider.position(10, 10);
  slider.size(80);

  describe('A black square with a range slider at the top. The square changes color when the slider is moved.');
}

function draw() {
  // Use the slider as a grayscale value.
  let g = slider.value();
  background(g);
}
```

Syntax

```
createSlider(min, max, [value], [step])
```

Parameters

min	Number: minimum value of the slider.
max	Number: maximum value of the slider.
value	Number: default value of the slider.
step	Number: size for each step in the slider's range.

Returns

p5.Element: new p5.Element 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.