

# serialize()

Returns the element as a `String`.

`myXML.serialize()` is useful for sending the element over the network or saving it to a file.

## Examples

Double-click to save

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■

```
let myXML;

// Load the XML and create a p5.XML object.
function preload() {
  myXML = loadXML('/assets/animals.xml');
}

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

  background(200);

  // Style the text.
  textAlign(LEFT, CENTER);
  textFont('Courier New');
  textSize(12);

  // Display instructions.
  text('Double-click to save', 5, 50, 90);

  describe('The text "Double-click to save" written in black on a gray background.');
```

```
}

// Save the file when the user double-clicks.
function doubleClicked() {
  // Create a p5.PrintWriter object.
  // Use the file format .xml.
  let myWriter = createWriter('animals', 'xml');

  // Serialize the XML data to a string.
```

## Returns

String: element as a string.

This page is generated from the comments in [src/io/p5.XML.js](#). Please feel free to edit it and submit a pull request!

## Related References

<b>addChild</b> Adds a new child element and returns a reference to it.	<b>getAttributeCount</b> Returns the number of attributes the element has.	<b>getChild</b> Returns the first matching child element as a new p5.XML object.	<b>getChildren</b> Returns an array with the element's child elements as new p5.XML objects.
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p5.js

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