

touchEnded()

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

Declaring the function `touchEnded()` sets a code block to run automatically when the user stops touching a touchscreen device:

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

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

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

  // Mark each remaining touch point when the user stops
  // a touch.
  for (let touch of touches) {
    circle(touch.x, touch.y, 40);
  }
}
```

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

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

On touchscreen devices, `mouseReleased()` will run when the user's touch ends if `touchEnded()` isn't declared. If `touchEnded()` is declared, then `touchEnded()` will run when a user's touch ends and `mouseReleased()` 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;
```

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

  describe(
    'A gray square with a black square at its center. The inner square switches color between black and white each time the user stops touching the screen.'
  );
}
```

```
function draw() {
  background(200);
```

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

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

```
  // Toggle colors when a touch ends.
```

```
function touchEnded() {
```

```
  if (value === 0) {
    value = 255;
  } else {
    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;
```

```
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);
```

```
  // Style the text.
  textAlign(CENTER);
```

```
  textSize(16);
```

```
  fill(0);
```

```
  noStroke();
```

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

```
  // Style the touch points.
```

Syntax

```
touchEnded([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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