

changed()

Calls a function when the element changes.

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

Examples



```
let dropdown;

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

  background(200);

  // Create a dropdown menu and add a few color options.
  dropdown = createSelect();
  dropdown.position(0, 0);
  dropdown.option('red');
  dropdown.option('green');
  dropdown.option('blue');

  // Call paintBackground() when the color option changes.
  dropdown.changed(paintBackground);

  describe('A gray square with a dropdown menu at the top. The square changes color when an option is selected.');
```



```
let checkbox;

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

  background(200);

  // Create a checkbox and place it beneath the canvas.
  checkbox = createCheckbox(' circle');
  checkbox.position(0, 100);

  // Call repaint() when the checkbox changes.
  checkbox.changed(repaint);

  describe('A gray square with a checkbox underneath it that says "circle". A white circle appears when the box is checked and disappears otherwise.');
```

Syntax

```
changed(fxn)
```

Parameters

`fxn` Function|Boolean: function to call when the element changes. `false` disables the function.

This page is generated from the comments in [src/dom/dom.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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p5.js

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