

input()

Calls a function when the element receives input.

`myElement.input()` is often used with text inputs and sliders. Calling `myElement.input(false)` disables the function.

Examples



```
let slider;

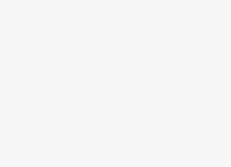
function setup() {
  createCanvas(100, 100);

  background(200);

  // Create a slider and place it beneath the canvas.
  slider = createSlider(0, 255, 200);
  slider.position(0, 100);

  // Call repaint() when the slider changes.
  slider.input(repaint);

  describe('A gray square with a range slider underneath it. The background changes shades of gray when the slider is moved.');
}
```



```
let input;

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

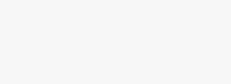
  background(200);

  // Create an input and place it beneath the canvas.
  input = createInput('');
  input.position(0, 100);

  // Call repaint() when input is detected.
  input.input(repaint);

  describe('A gray square with a text input bar underneath it. Any text written in the input appears in the middle of the square.');
}

// Paint the background gray and display the input's value.
function repaint() {
  background(200);
  let msg = input.value();
  text(msg, 5, 50);
}
```



Syntax

`input(fxn)`



Parameters

`fxn` Function|Boolean: function to call when input is detected within the element. `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,

[child](#)

Attaches the element as a child of another element.

