end()

Stops drawing shapes to the framebuffer.

myBuffer.begin() and `myBuffer.end()` allow shapes to be drawn to the framebuffer. myBuffer.begin() begins drawing to the framebuffer and `myBuffer.end()` stops drawing to the framebuffer. Changes won't be visible until the framebuffer is displayed as an image or texture.

Examples

```
let myBuffer;

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

  // Create a p5.Framebuffer object.
  myBuffer = createFramebuffer();

  describe('An empty gray canvas. The canvas gets darker and a rotating, multicolor torus appears while the user presses and holds the mouse.');
}

function draw() {
  background(200);

  // Start drawing to the p5.Framebuffer object.
  myBuffer.begin();

  background(50);
  rotateY(frameCount * 0.01);
  normalMaterial();
  torus(30);

  // Stop drawing to the p5.Framebuffer object.
  myBuffer.end();

  // Display the p5.Framebuffer object while
  // the user presses the mouse.
  if (mouseIsPressed === true) {
```

This page is generated from the comments in src/webgl/p5.Framebuffer.js . Please feel free to edit it and submit a pull request!

Related References

autoSized
Toggles the framebuffer's autosizing mode or returns the current mode.

begin
Begins drawing shapes to the framebuffer.

color
An object that stores the framebuffer's color data.

createCamera
Creates a new p5.Camera object to use with the framebuffer.