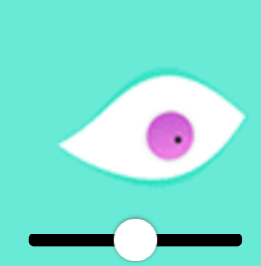


setFrame()

Sets the current frame in an animated GIF.

Examples



```
let gif;  
let frameSlider;  
  
// Load the image.  
function preload() {  
  gif = loadImage('/assets/arnott-wallace-eye-loop-  
forever.gif');  
}  
  
function setup() {  
  createCanvas(100, 100);  
  
  // Get the index of the last frame.  
  let maxFrame = gif.numFrames() - 1;  
  
  // Create a slider to control which frame is drawn.  
  frameSlider = createSlider(0, maxFrame);  
  frameSlider.position(10, 80);  
  frameSlider.size(80);  
  
  describe('A cartoon eye looks around when a slider is  
moved.');}  
  
function draw() {  
  // Get the slider's value.  
  let index = frameSlider.value();  
  
  // Set the GIF's frame.  
  gif.setFrame(index);  
  
  // Display the image.
```

Syntax

```
setFrame(index)
```

Parameters

index Number: index of the frame to display.

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

Related References

blend

Copies a region of pixels from another image into this one.

copy

Copies pixels from a source image to this image.

delay

Changes the delay between frames in an animated GIF.

filter

Applies an image filter to the image.

p5.js

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