

Reference > reset()

# reset()

Restarts an animated GIF at its first frame.

## Examples



▶

■

```
let gif;

// Load the image.
function preload() {
  gif = loadImage('/assets/arnott-wallace-wink-loop-once.gif');
}

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

  describe('A cartoon face winks once and then freezes.
Clicking resets the face and makes it wink again.');
```

```
function draw() {
  background(255);

  // Display the image.
  image(gif, 0, 0);
}

// Reset the GIF when the user presses the mouse.
function mousePressed() {
  gif.reset();
}
```

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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