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isLooping()

Returns `true` if the draw loop is running and `false` if not.

By default, draw() tries to run 60 times per second. Calling noLoop() stops draw() from repeating. The draw loop can be restarted by calling loop().

The `isLooping()` function can be used to check whether a sketch is looping, as in `isLooping() === true`.

Examples

▶

■

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

  describe('A white circle drawn against a gray background.
When the user double-clicks, the circle stops or resumes
following the mouse.');
}

function draw() {
  background(200);

  // Draw the circle at the mouse's position.
  circle(mouseX, mouseY, 20);
}

// Toggle the draw loop when the user double-clicks.
function doubleClicked() {
  if (isLooping() === true) {
    noLoop();
  } else {
    loop();
  }
}
```

Returns

Boolean:

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

Related References

disableFriendlyErrors
Turns off the parts of the Friendly Error System (FES) that impact performance.

draw
A function that's called repeatedly while the sketch runs.

isLooping
Returns true if the draw loop is running and false if not.

loop
Resumes the draw loop after noLoop() has been called.

p5.js

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