

# speed()

Sets the audio/video playback speed.

The parameter, `val`, is optional. It's a number that sets the playback speed. 1 plays the media at normal speed, 0.5 plays it at half speed, 2 plays it at double speed, and so on. -1 plays the media at normal speed in reverse.

Calling `media.speed()` returns the current speed as a number.

Note: Not all browsers support backward playback. Even if they do, playback might not be smooth.

## Examples

Speed: 1.9



```
let dragon;

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

  // Create a p5.MediaElement using createAudio().
  dragon = createAudio('/assets/lucky_dragons.mp3');

  // Show the default media controls.
  dragon.showControls();

  describe('The text "Speed: S" on a gray square with media controls beneath it. The number "S" oscillates between 0 and 1 as the music plays.');
}

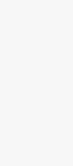
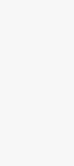
function draw() {
  background(200);

  // Produce a number between 0 and 2.
  let n = sin(frameCount * 0.01) + 1;

  // Use n to set the playback speed.
  dragon.speed(n);

  // Get the current speed and display it.
  let s = dragon.speed();

  // Round s to 1 decimal place for display.
}
```



## Syntax

`speed()`



`speed(speed)`



## Parameters

`speed` Number: speed multiplier for playback.

## Returns

Number: current playback speed.

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](#)

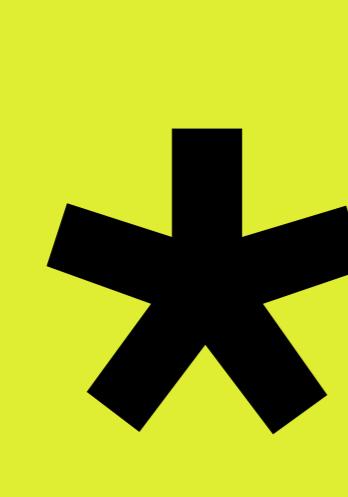
Adds an attribute to the element.

[center](#)

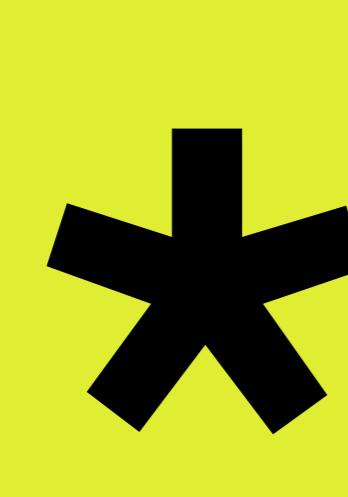
Centers the element either vertically,

[child](#)

Attaches the element as a child of another element.



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