

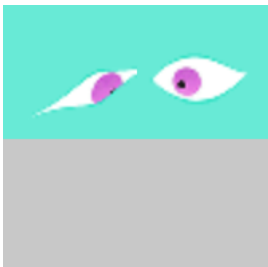
delay()

Changes the delay between frames in an animated GIF.

The first parameter, `delay`, is the length of the delay in milliseconds.

The second parameter, `index`, is optional. If provided, only the frame at `index` will have its delay modified. All other frames will keep their default delay.

Examples



```
let gifFast;
let gifSlow;

// Load the images.
function preload() {
  gifFast = loadImage('/assets/arnott-wallace-eye-loop-forever.gif');
  gifSlow = loadImage('/assets/arnott-wallace-eye-loop-forever.gif');
}

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

  background(200);

  // Resize the images.
  gifFast.resize(50, 50);
  gifSlow.resize(50, 50);

  // Set the delay lengths.
  gifFast.delay(10);
  gifSlow.delay(100);

  describe('Two animated eyes looking around. The eye on the left moves faster than the eye on the right.');
```



```
let gif;

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

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

  // Set the delay of frame 67.
  gif.delay(3000, 67);

  describe('An animated eye looking around. It pauses for three seconds while it looks down.');
```

Syntax

```
delay(d, [index])
```

Parameters

- d

Number: delay in milliseconds between switching frames.
- index

Number: index of the frame that will have its delay modified.

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.
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p5.js

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