p5.js

Reference
Tutorials
Examples
Contribute
Community
About

English ⌄   Accessibility ⌄   🔍 Search

addCue()

Schedules a function to call when the audio/video reaches a specific time during its playback.

The first parameter, `time`, is the time, in seconds, when the function should run. This value is passed to `callback` as its first argument.

The second parameter, `callback`, is the function to call at the specified cue time.

The third parameter, `value`, is optional and can be any type of value. `value` is passed to `callback`.

Calling `media.addCue()` returns an ID as a string. This is useful for removing the cue later.

Examples

DOM

addClass()
attribute()
center()
child()
class()
doubleClicked()
dragLeave()
dragOver()
draggable()
drop()
elt
hasClass()
height
hide()
html()
id()
mouseClicked()
mouseMoved()
mouseOut()

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

  // Create a p5.MediaElement using createAudio().
  let beat = createAudio('/assets/beat.mp3');

  // Play the beat in a loop.
  beat.loop();

  // Schedule a few events.
  beat.addCue(0, changeBackground, 'red');
  beat.addCue(2, changeBackground, 'deeppink');
  beat.addCue(4, changeBackground, 'orchid');
  beat.addCue(6, changeBackground, 'lavender');

  describe('A red square with a beat playing in the
background. Its color changes every 2 seconds while the audio
plays.');
}

// Change the background color.
function changeBackground(c) {
  background(c);
}
```

Syntax

```
addCue(time, callback, [value])
```

Parameters

time	Number: cue time to run the callback function.
callback	Function: function to call at the cue time.
value	Object: object to pass as the argument to `callback`.

Returns

Number: id ID of this cue, useful for `media.removeCue(id)`.

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, horizontally, or both.

child
Attaches the element as a child of another element.

p5.js

Resources
Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Information
Download
Contact
Copyright
Privacy Policy
Terms of Use

Socials
GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

Donate Today! Support p5.js and the Processing Foundation. ✕