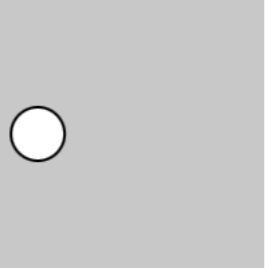


deltaTime

A **Number** variable that tracks the number of milliseconds it took to draw the last frame.

deltaTime contains the amount of time it took **draw()** to execute during the previous frame. It's useful for simulating physics.

Examples



```
let x = 0;
let speed = 0.05;

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

  // Set the frameRate to 30.
  frameRate(30);

  describe('A white circle moves from left to right on a gray background. It reappears on the left side when it reaches the right side.');
```

```
function draw() {
  background(200);

  // Use deltaTime to calculate
  // a change in position.
  let deltaX = speed * deltaTime;

  // Update the x variable.
  x += deltaX;

  // Reset x to 0 if it's
  // greater than 100.
  if (x > 100) {
    x = 0;
  }

  // Use x to set the circle's
  // position.
  circle(x, 50, 20);
}
```

This page is generated from the comments in [src/core/environment.js](#) . Please feel free to edit it and submit a pull request!

Related References

cursor

Changes the cursor's appearance.

deltaTime

A Number variable that tracks the number of milliseconds it took to draw the last frame.

describe

Creates a screen reader-accessible description of the canvas.

describeElement

Creates a screen reader-accessible description of elements in the canvas.

p5.js

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