

autoplay()

Sets the audio/video to play once it's loaded.

The parameter, `shouldAutoplay`, is optional. Calling `media.autoplay()` without an argument causes the media to play automatically. If `true` is passed, as in `media.autoplay(true)`, the media will automatically play. If `false` is passed, as in `media.autoPlay(false)`, it won't play automatically.

Examples

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```
let video;

function setup() {
  noCanvas();

  // Call handleVideo() once the video loads.
  video = createVideo('/assets/fingers.mov',
    handleVideo);

  describe('A video of fingers walking on a treadmill.');
```

```
// Set the video's size and play it.
function handleVideo() {
  video.size(100, 100);
  video.autoplay();
}
```

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```
function setup() {
  noCanvas();

  // Load a video, but don't play it
  automatically.
  let video =
createVideo('/assets/fingers.mov',
  handleVideo);

  // Play the video when the user clicks on it.
  video.mousePressed(handlePress);

  describe('An image of fingers on a treadmill. They start walking when the user double-clicks on them.');
```

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```
// Set the video's size and playback mode
function handleVideo() {
  video.size(100, 100);
  video.autoplay(false);
}

// Play the video.
function handleClick() {
  video.play();
}
```

Syntax

```
autoplay([shouldAutoplay])
```

Parameters

`shouldAutoplay` Boolean: whether the element should autoplay.

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.
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p5.js

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