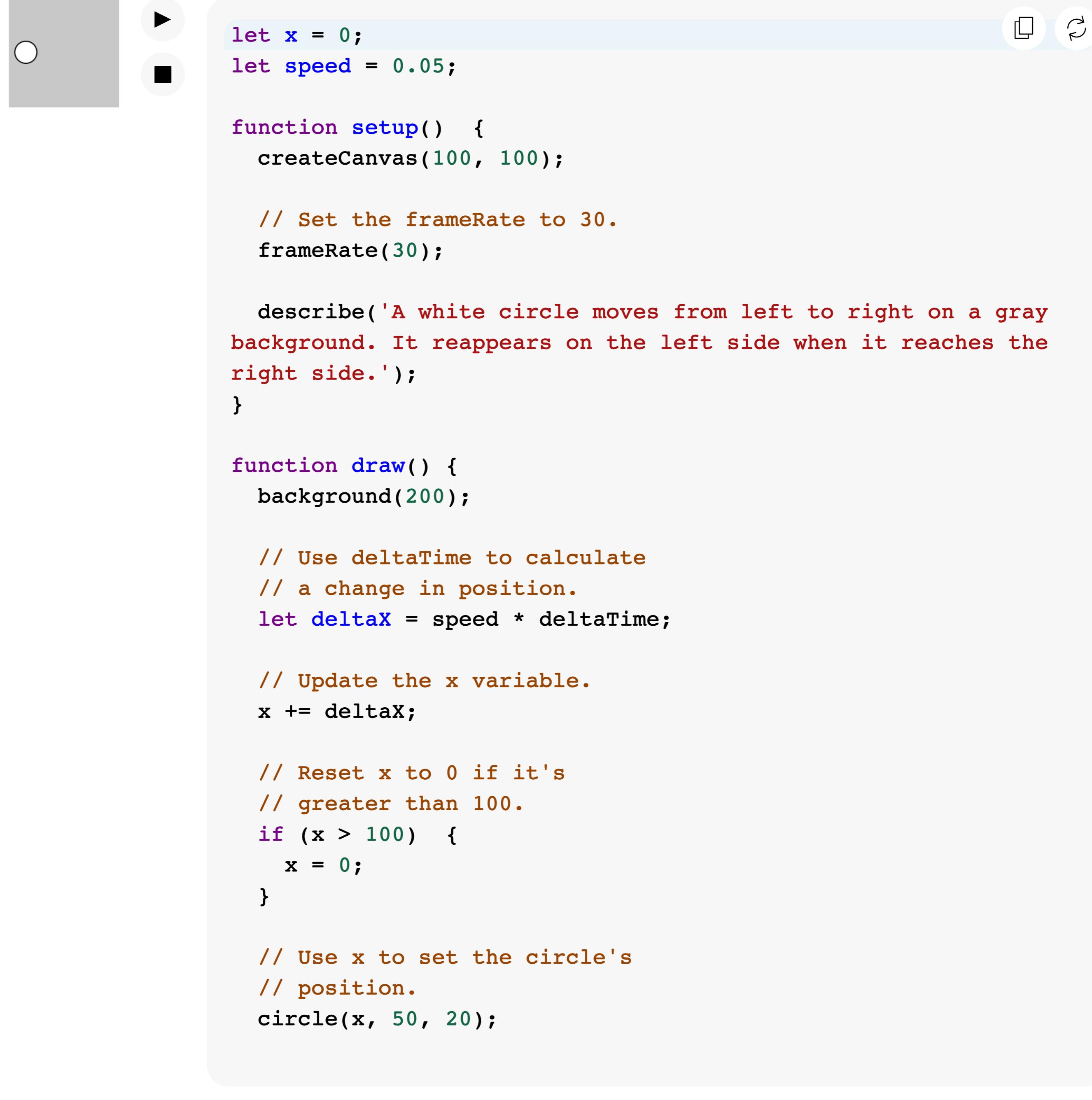


# deltaTime

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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