

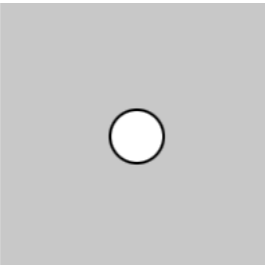
frameRate()

Sets the number of frames to draw per second.

Calling `frameRate()` with one numeric argument, as in `frameRate(30)`, attempts to draw 30 frames per second (FPS). The target frame rate may not be achieved depending on the sketch's processing needs. Most computers default to a frame rate of 60 FPS. Frame rates of 24 FPS and above are fast enough for smooth animations.

Calling `frameRate()` without an argument returns the current frame rate. The value returned is an approximation.

Examples



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

  describe('A white circle on a gray background. The circle moves from left to right in a loop. It slows down when the mouse is pressed.');
```

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

  // Set the x variable based
  // on the current frameCount.
  let x = frameCount % 100;

  // If the mouse is pressed,
  // decrease the frame rate.
  if (mouseIsPressed === true) {
    frameRate(10);
  } else {
    frameRate(60);
  }

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



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

  describe('A number written in black on a gray background. The number decreases when the mouse is pressed.');
```

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

  // If the mouse is pressed, do lots
  // of math to slow down drawing.
  if (mouseIsPressed === true) {
    for (let i = 0; i < 1000000; i += 1) {
      random();
    }
  }

  // Get the current frame rate
  // and display it.
  let fps = frameRate();
  text(fps, 50, 50);
}
```



Syntax

```
frameRate(fps)
```



```
frameRate()
```



Parameters

fps Number: number of frames to draw per second.

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.

