

saveGif()

Generates a gif from a sketch and saves it to a file.

`saveGif()` may be called in `setup()` or at any point while a sketch is running.

The first parameter, `fileName`, sets the gif's file name.

The second parameter, `duration`, sets the gif's duration in seconds.

The third parameter, `options`, is optional. If an object is passed, `saveGif()` will use its properties to customize the gif. `saveGif()` recognizes the properties `delay`, `units`, `silent`, `notificationDuration`, and `notificationID`.

Examples



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

  describe('A circle drawn in the middle of a gray square. The circle changes color from black to white, then repeats.');
}

function draw() {
  background(200);

  // Style the circle.
  let c = frameCount % 255;
  fill(c);

  // Display the circle.
  circle(50, 50, 25);
}

// Save a 5-second gif when the user presses the 's' key.
function keyPressed() {
  if (key === 's') {
    saveGif('mySketch', 5);
  }
}
```



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

  describe('A circle drawn in the middle of a gray square. The circle changes color from black to white, then repeats.');
}

function draw() {
  background(200);

  // Style the circle.
  let c = frameCount % 255;
  fill(c);

  // Display the circle.
  circle(50, 50, 25);
}

// Save a 5-second gif when the user presses the 's' key.
// Wait 1 second after the key press before recording.
function keyPressed() {
  if (key === 's') {
    saveGif('mySketch', 5, { delay: 1 });
  }
}
```

Syntax

```
saveGif(filename, duration, [options])
```



Parameters

<code>filename</code>	String: file name of gif.
<code>duration</code>	Number: duration in seconds to capture from the sketch.
<code>options</code>	Object: an object that can contain five more properties: <code>delay</code> , a Number specifying how much time to wait before recording; <code>units</code> , a String that can be either 'seconds' or 'frames'. By default it's 'seconds'; <code>silent</code> , a Boolean that defines presence of progress notifications. By default it's <code>false</code> ; <code>notificationDuration</code> , a Number that defines how long in seconds the final notification will live. By default it's <code>0</code> , meaning the notification will never be removed; <code>notificationID</code> , a String that specifies the id of the notification's DOM element. By default it's ' <code>progressBar</code> '.

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

Related References

[font](#)
The font's underlying opentype.js font object.

[textBounds](#)
Returns the bounding box for a string of text written using the font.

[textToPoints](#)
Returns an array of points outlining a string of text written using the font.

[image](#)
Draws an image to the canvas.

