

setup()

A function that's called once when the sketch begins running.

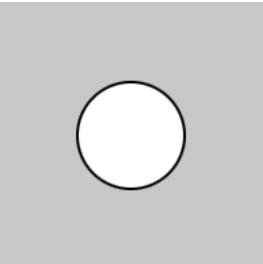
Declaring the function `setup()` sets a code block to run once automatically when the sketch starts running. It's used to perform setup tasks such as creating the canvas and initializing variables:

```
function setup() {  
  // Code to run once at the start of the sketch.  
}
```

Code placed in `setup()` will run once before code placed in `draw()` begins looping. If the `preload()` is declared, then `setup()` will run immediately after `preload()` finishes loading assets.

Note: `setup()` doesn't have to be declared, but it's common practice to do so.

Examples



```
function setup() {  
  createCanvas(100, 100);  
  
  background(200);  
  
  // Draw the circle.  
  circle(50, 50, 40);  
  
  describe('A white circle on a gray background.');
```



```
function setup() {  
  createCanvas(100, 100);  
  
  // Paint the background once.  
  background(200);  
  
  describe(  
    'A white circle on a gray background. The circle follows  
the mouse as the user moves, leaving a trail.'  
  );  
}  
  
function draw() {  
  // Draw circles repeatedly.  
  circle(mouseX, mouseY, 40);  
}
```



```
let img;  
  
function preload() {  
  img = loadImage('/assets/bricks.jpg');  
}  
  
function setup() {  
  createCanvas(100, 100);  
  
  // Draw the image.  
  image(img, 0, 0);  
  
  describe(  
    'A white circle on a brick wall. The circle follows the  
mouse as the user moves, leaving a trail.'  
  );  
}  
  
function draw() {  
  // Style the circle.  
  noStroke();  
  
  // Draw the circle.  
  circle(mouseX, mouseY, 10);  
}
```

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

Related References

disableFriendlyErrors

Turns off the parts of the Friendly Error System (FES) that impact performance.

draw

A function that's called repeatedly while the sketch runs.

isLooping

Returns true if the draw loop is running and false if not.

loop

Resumes the draw loop after `noLoop()` has been called.

p5.js

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