

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

```
▶ 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();
}
```

```
▶ 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.');
}
```

```
▶ // 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.
y

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,

[child](#)

Attaches the element as a child of another element.



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