

loop()

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

By default, `draw()` tries to run 60 times per second. Calling `noLoop()` stops `draw()` from repeating. The draw loop can be restarted by calling `loop()`.

The `isLooping()` function can be used to check whether a sketch is looping, as in `isLooping() === true`.

Examples



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

  // Turn off the draw loop.
  noLoop();

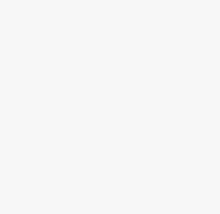
  describe(
    'A white half-circle on the left edge of a gray square.  
The circle starts moving to the right when the user double-clicks.'
  );
}

function draw() {
  background(200);

  // Calculate the circle's x-coordinate.
  let x = frameCount;

  // Draw the circle.
  circle(x, 50, 20);
}

// Resume the draw loop when the user double-clicks.
function doubleClicked() {
  loop();
}
```



```
let startButton;
let stopButton;

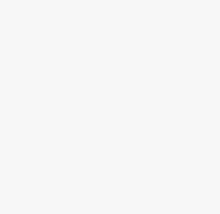
function setup() {
  createCanvas(100, 100);

  // Create the button elements and place them
  // beneath the canvas.
  startButton = createButton('▶');
  startButton.position(0, 100);
  startButton.size(50, 20);
  stopButton = createButton('■');
  stopButton.position(50, 100);
  stopButton.size(50, 20);

  // Set functions to call when the buttons are pressed.
  startButton.mousePressed(loop);
  stopButton.mousePressed(noLoop);

  // Slow the frame rate.
  frameRate(5);

  describe(
    'A white circle moves randomly on a gray background. Play  
and stop buttons are shown beneath the canvas. The circle  
stops or starts moving when the user presses a button.'
)
```



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.

