

getTargetFrameRate()

Returns the target frame rate.

The value is either the system frame rate or the last value passed to `frameRate()`.

Examples

20

▶

■

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

 describe('The number 20 written in black on a gray background.');

function draw() {
 background(200);

 // Set the frame rate to 20.
 frameRate(20);

 // Get the target frame rate and
 // display it.
 let fps = getTargetFrameRate();
 text(fps, 43, 54);
}

Returns

Number: `_targetFrameRate`

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.
---	--	--	---

p5.js

Resources

Information

Socials

Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Download
Contact
Copyright
Privacy Policy
Terms of Use

GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

