p5*js

Reference
Tutorials
Examples
Contribute
Community
About

</> Start Coding

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🌐 English ⌄   ⚙ Accessibility ⌄   🔍 Search

numFrames()

Returns the number of frames in an animated GIF.

Examples


```
let gif;

// Load the image.
function preload() {
  gif = loadImage('/assets/arnott-wallace-eye-loop-
forever.gif');
}

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

  describe('A cartoon eye looks around. The text "n / 125" is
shown at the bottom of the canvas.');
}

function draw() {
  // Display the image.
  image(gif, 0, 0);

  // Display the current state of playback.
  let total = gif.numFrames();
  let index = gif.getCurrentFrame();
  text(`${index} / ${total}`, 30, 90);
}
```

Returns

Number: number of frames in the GIF.

This page is generated from the comments in src/image/p5.Image.js . Please feel free to edit it and submit a pull request!

Related References

blend
Copies a region of pixels from another image into this one.

copy
Copies pixels from a source image to this image.

delay
Changes the delay between frames in an animated GIF.

filter
Applies an image filter to the image.

p5.js

Resources
Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

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