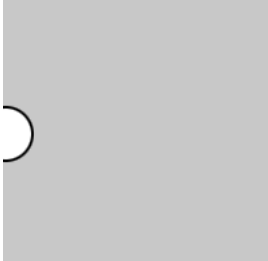


## Examples



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

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

  describe('A white half-circle on the left edge of a gray square.');
```

```
function draw() {
  background(200);

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

  // Draw the circle.
  // Normally, the circle would move from left to right.
  circle(x, 50, 20);
}
```



```
// Double-click to stop the draw loop.

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

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

  describe('A white circle moves randomly on a gray background. It stops moving when the user double-clicks.');
```

```
function draw() {
  background(200);

  // Calculate the circle's coordinates.
  let x = random(0, 100);
  let y = random(0, 100);

  // Draw the circle.
  // Normally, the circle would move from left to right.
  circle(x, y, 20);
}
```

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



```
let startButton;
let stopButton;

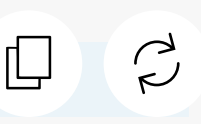
function setup() {
  createCanvas(100, 100);

  // 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.'
```



This page is generated from the comments in [src/core/structure.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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