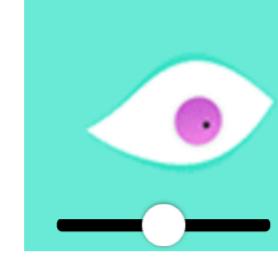


setFrame()

Sets the current frame in an animated GIF.

Examples



```
let gif;
let frameSlider;

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

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

  // Get the index of the last frame.
  let maxFrame = gif.numFrames() - 1;

  // Create a slider to control which frame is drawn.
  frameSlider = createSlider(0, maxFrame);
  frameSlider.position(10, 80);
  frameSlider.size(80);

  describe('A cartoon eye looks around when a slider is moved.');
}

function draw() {
  // Get the slider's value.
  let index = frameSlider.value();

  // Set the GIF's frame.
  gif.setFrame(index);

  // Display the image.
}
```



Syntax

```
setFrame(index)
```



Parameters

index Number: index of the frame to display.

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

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