

getTargetFrameRate()

Returns the target frame rate.

The value is either the system frame rate or the last value passed to [frameRate\(\)](#).

Examples

20
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Reset

```

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

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