p5*js

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loop()

Plays the audio/video repeatedly in a loop.

Examples

Click to loop

▶ ■

```
let beat;
let isLooping = false;

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

  background(200);

  // Create a p5.MediaElement using createAudio().
  beat = createAudio('/assets/beat.mp3');

  describe('The text "Click to loop" written in black on a
gray background. A beat plays repeatedly in a loop when the
user clicks. The beat stops when the user clicks again.');
}

function draw() {
  background(200);

  // Style the text.
  textAlign(CENTER);
  textSize(16);

  // Display different instructions based on playback.
  if (isLooping === true) {
    text('Click to stop', 50, 50);
  } else {
    text('Click to loop', 50, 50);
  }
```

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

Related References

addClass
Adds a class to the element.

attribute
Adds an attribute to the element.

center
Centers the element either vertically, horizontally, or both.

child
Attaches the element as a child of another element.

p5.js

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