

# noLoop()

Stops the code in `draw()` from running repeatedly.

By default, `draw()` tries to run 60 times per second. Calling `noLoop()` stops `draw()` from repeating. The draw loop can be restarted by calling `loop()`. `draw()` can be run once by calling `redraw()`.

The `isLooping()` function can be used to check whether a sketch is looping, as in `isLooping() === true`.

## Examples



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

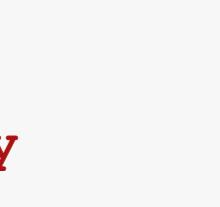
  // Turn off the draw loop.
  noLoop();

  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);

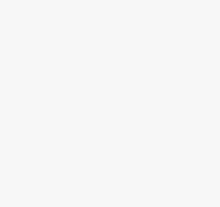
  describe('A white circle moves randomly on a gray background. It stops moving when the user double-clicks.');
}

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;

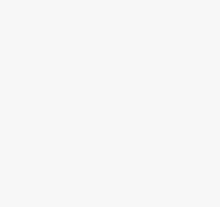
function setup() {
  createCanvas(100, 100);

  // 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.'
  )
}
```



## 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.

