

onended()

Calls a function when the audio/video reaches the end of its playback.

The element is passed as an argument to the callback function.

Note: The function won't be called if the media is looping.

Examples

Click to play


```

let beat;
let isPlaying = false;
let isDone = false;

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

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

  // Call handleEnd() when the beat finishes.
  beat.onended(handleEnd);

  describe('The text "Click to play" written in black on a gray square. A beat plays when the user clicks. The text "Done!" appears when the beat finishes playing.');
}

function draw() {
  background(200);

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

  // Display different messages based on playback.
  if (isDone === true) {
    text('Done!', 50, 50);
  }
}

```

Syntax

`onended(callback)`

Parameters

`callback` Function: function to call when playback ends. The `p5.MediaElement` is passed as the argument.

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.

