

time()

Sets the media element's playback time.

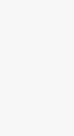
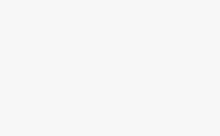
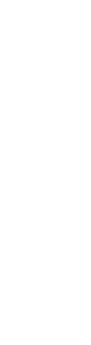
The parameter, `time`, is optional. It's a number that specifies the time, in seconds, to jump to when playback begins.

Calling `media.time()` without an argument returns the number of seconds the audio/video has played.

Note: Time resets to 0 when looping media restarts.

Examples

0 seconds



```
let dragon;

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

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

  // Show the default media controls.
  dragon.showControls();

  describe('The text "S seconds" on a gray square with media
  controls beneath it. The number "S" increases as the song
  plays.');
}

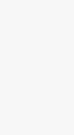
function draw() {
  background(200);

  // Get the current playback time.
  let s = dragon.time();

  // Round s to 1 decimal place for display.
  s = round(s, 1);

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

  // Display the playback time.
  text(`\$s` seconds, 50, 50);
}
```



```
let dragon;

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

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

  // Show the default media controls.
  dragon.showControls();

  // Jump to 2 seconds to start.
  dragon.time(2);

  describe('The text "S seconds" on a gray square with media
  controls beneath it. The number "S" increases as the song
  plays.');
}

function draw() {
  background(200);

  // Get the current playback time.
  let s = dragon.time();

  // Round s to 1 decimal place for display.
  s = round(s, 1);

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

Syntax

`time()`



`time(time)`



Parameters

`time` Number: time to jump to (in seconds).

Returns

Number: current time (in seconds).

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.

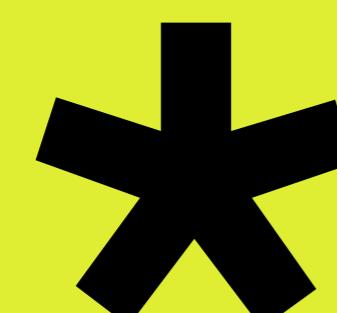
[attribute](#)
Adds an attribute to the element.

[center](#)
Centers the element either vertically,

[child](#)
Attaches the element as a child of

horizontally, or both.

another element.



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