

disableFriendlyErrors

Turns off the parts of the Friendly Error System (FES) that impact performance.

The **FES** can cause sketches to draw slowly because it does extra work behind the scenes. For example, the FES checks the arguments passed to functions, which takes time to process. Disabling the FES can significantly improve performance by turning off these checks.

Examples



```
// Disable the FES.
p5.disableFriendlyErrors = true;

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

  background(200);

  // The circle() function requires three arguments. The
  // next line would normally display a friendly error that
  // points this out. Instead, nothing happens and it fails
  // silently.
  circle(50, 50);

  describe('A gray square.');
```

This page is generated from the comments in [src/core/main.js](#) . Please feel free to edit it and submit a pull request!

Related References

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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.

p5.js

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