p5*js

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frameCount

A `Number` variable that tracks the number of frames drawn since the sketch started.

`frameCount`'s value is 0 inside setup(). It increments by 1 each time the code in draw() finishes executing.

Examples

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

  background(200);

  // Display the value of
  // frameCount.
  textSize(30);
  textAlign(CENTER, CENTER);
  text(frameCount, 50, 50);

  describe('The number 0 written in black in the middle of a
gray square.');
}
```

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

  // Set the frameRate to 30.
  frameRate(30);

  textSize(30);
  textAlign(CENTER, CENTER);

  describe('A number written in black in the middle of a gray
square. Its value increases rapidly.');
}

function draw() {
  background(200);

  // Display the value of
  // frameCount.
  text(frameCount, 50, 50);
}
```

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

Related References

cursor
Changes the cursor's appearance.

deltaTime
A Number variable that tracks the number of milliseconds it took to draw the last frame.

describe
Creates a screen reader-accessible description of the canvas.

describeElement
Creates a screen reader-accessible description of elements in the canvas.

p5.js

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