p5*js

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Reference > pause()

pause()

Pauses an animated GIF.

The GIF can be resumed by calling img.play().

Examples

```
let gif;

// Load the image.
function preload() {
  gif = loadImage('/assets/nancy-liang-wind-loop-forever.gif');
}

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

  describe('A drawing of a child with hair blowing in the
wind. The animation freezes when clicked and resumes when
released.');
}

function draw() {
  background(255);

  // Display the image.
  image(gif, 0, 0);
}

// Pause the GIF when the user presses the mouse.
function mousePressed() {
  gif.pause();
}

// Play the GIF when the user presses the mouse.
function mouseReleased() {
  gif.play();
}
```

This page is generated from the comments in src/image/p5.Image.js . Please feel free to edit it and submit a pull request!

Related References

blend
Copies a region of pixels from another image into this one.

copy
Copies pixels from a source image to this image.

delay
Changes the delay between frames in an animated GIF.

filter
Applies an image filter to the image.

p5.js

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