

getCurrentFrame()

Gets the index of the current frame in an animated GIF.

Examples



```
let gif;

// Load the image.
function preload() {
  gif = loadImage('/assets/arnott-wallace-eye-loop-forever.gif');
}

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

  describe('A cartoon eye repeatedly looks around, then outwards. A number displayed in the bottom-left corner increases from 0 to 124, then repeats.');
```

```
function draw() {
  // Get the index of the current GIF frame.
  let index = gif.getCurrentFrame();

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

  // Display the current frame.
  text(index, 10, 90);
}
```

Returns

Number: index of the GIF's current frame.

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.

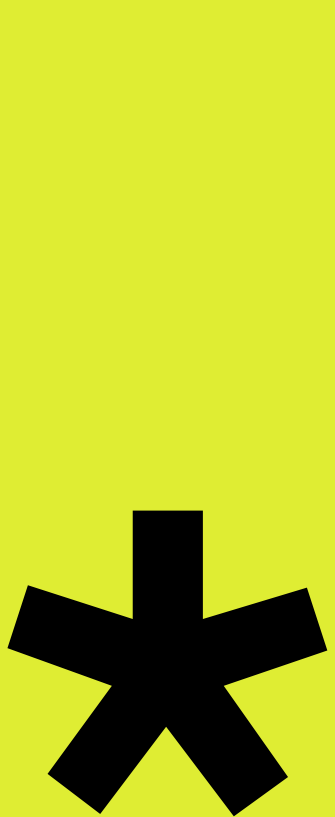
delay

Changes the delay between frames in an animated GIF.

filter

Applies an image filter to the image.

p5.js



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