

# pause()

Pauses a media element.

Calling `media.play()` will resume playing audio/video from the moment it paused.

## Examples



```
let beat;
let isPaused = true;

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

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

  describe('The text "Click to play" written in black on a
gray background. The beat plays or pauses when the user clicks
the square.');
```

```
}

function draw() {
  background(200);

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

  // Display different instructions based on playback.
  if (isPaused === true) {
    text('Click to play', 50, 50);
  } else {
    text('Click to pause', 50, 50);
  }
}
```

```
// Adjust playback when the user presses the mouse.
```

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, horizontally, or both.

### child

Attaches the element as a child of another element.

### p5.js

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