

# Using This Magical Function

## WE'LL COVER THE FOLLOWING ^

- Vendor Prefixes Not Needed

The way you use `requestAnimationFrame` is very simple. Whenever you want to redraw your screen, simply call it along with the name of your animation loop function (aka a callback) that is responsible for drawing stuff to your screen:

```
requestAnimationFrame(callback);
```



The thing to note is that the `requestAnimationFrame` function isn't a loop. It isn't a timer. You need to call it every time you want to get the screen repainted. This means, unless you want your animation to stop, you need to call `requestAnimationFrame` again through the same callback function that you specified. I know that sounds bizarre, but it looks as follows:

```
function animate() {  
  // stuff for animating goes here  
  
  requestAnimationFrame(animate);  
}  
animate();
```



The `animate` method is the callback function for our `requestAnimationFrame` call, and it will get called very rapidly once it starts running.

## Vendor Prefixes Not Needed

At this point, `requestAnimationFrame` has extremely broad support among the browsers people use according to the [caniuse statistics for it](#). There is no need to vendor-prefix it anymore, so I would suggest saving some

no need to vendor prefix it anymore, so I would suggest saving some lines of code from having to do that.