Removing & Destroying

## Free up some resources.

When you're done using ScrollMagic you might want to disrecard it to free up some resources. For this purpose both the ScrollMagic Controller and Scene posess a destroy method.

Remember to set all handlers to "null" so they are collected by the garbage collector.

For more information please refer to the [documentation](http://docs.google.com/docs/index.html).

[view source](#gjdgxs)

Options

destroy Controller

destroy Scene

reset

[Kill me now!](#gjdgxs) [view source](#gjdgxs)