

clearCues()

Removes all functions scheduled with `media.addCue()`.

Examples

Double-click
to stop
changing.



```
let isChanging = true;

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

  background(200);

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

  // Play the beat in a loop.
  beat.loop();

  // Schedule a few events.
  beat.addCue(0, changeBackground, 'red');
  beat.addCue(2, changeBackground, 'deeppink');
  beat.addCue(4, changeBackground, 'orchid');
  beat.addCue(6, changeBackground, 'lavender');

  describe('The text "Double-click to stop changing." written on a square. The color changes every 2 seconds while the audio plays. The color stops changing when the user double-clicks the square.');
}

function draw() {
  background(200);
```



Reference



DOM

`addClass()`
`attribute()`
`center()`
`child()`
`class()`
`doubleClicked()`
`dragLeave()`
`dragOver()`
`draggable()`
`drop()`
`elt`
`hasClass()`
`height`
`hide()`
`html()`
`id()`
`mouseClicked()`
`mouseMoved()`
`mouseOut()`

Related References

addClass

Adds a class to the element.

attribute

Adds an attribute to the element.

center

Centers the element either vertically,

child

Attaches the element as a child of another element.

