

remove()

Removes the sketch from the web page.

Calling `remove()` stops the draw loop and removes any HTML elements created by the sketch, including the canvas. A new sketch can be created by using the `p5()` constructor, as in `new p5()`.

Examples



```
// Double-click to remove the canvas.

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

  describe(
    'A white circle on a gray background. The circle follows
the mouse as the user moves. The sketch disappears when the
user double-clicks.'
  );
}

function draw() {
  // Paint the background repeatedly.
  background(200);

  // Draw circles repeatedly.
  circle(mouseX, mouseY, 40);
}

// Remove the sketch when the user double-clicks.
function doubleClicked() {
  remove();
}
```

This page is generated from the comments in `src/core/main.js`. Please feel free to edit it and submit a pull request!

Related References

disableFriendlyErrors

Turns off the parts of the Friendly Error System (FES) that impact performance.

draw

A function that's called repeatedly while the sketch runs.

isLooping

Returns true if the draw loop is running and false if not.

loop

Resumes the draw loop after `noLoop()` has been called.

p5.js

Resources

Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Information

Download
Contact
Copyright
Privacy Policy
Terms of Use

Socials

GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

