

removeCue()

Removes a callback based on its ID.

Examples

Double-click to remove lavender.



```
let lavenderID;
let isRemoved = false;

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

  // 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');

  // Record the ID of the "lavender" callback.
  lavenderID = beat.addCue(6, changeBackground, 'lavender');

  describe('The text "Double-click to remove lavender." written on a red square. The color changes every 2 seconds while the audio plays. The lavender option is removed when the user double-clicks the square.');
}

function changeBackground() {
  if (isRemoved) {
    return;
  }

  if (color === 'red') {
    color = 'deeppink';
  } else if (color === 'deeppink') {
    color = 'orchid';
  } else if (color === 'orchid') {
    color = 'lavender';
  } else if (color === 'lavender') {
    color = 'red';
  }

  document.body.style.backgroundColor = color;
}

function mouseDoubleClicked() {
  if (isRemoved) {
    return;
  }

  isRemoved = true;
  document.body.style.backgroundColor = 'red';
}

function doubleClicked() {
  if (isRemoved) {
    return;
  }

  isRemoved = false;
  document.body.style.backgroundColor = 'white';
}
```



Syntax

```
removeCue(id)
```



Parameters

id Number: ID of the cue, created by `media.addCue()`.

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.

