p5*js ⌃

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Reference ⌄

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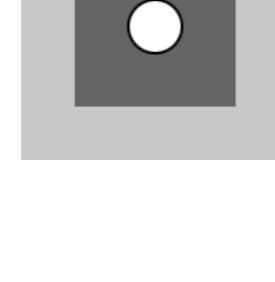Typography

Reference › remove()

remove()

Removes the graphics buffer from the web page.

Calling `myGraphics.remove()` removes the graphics buffer's `<canvas></canvas>` element from the web page. The graphics buffer also uses a bit of memory on the CPU that can be freed like so:

```
 // Remove the graphics buffer from the web page.
 myGraphics.remove();

 // Delete the graphics buffer from CPU memory.
 myGraphics = undefined;
```

Note: All variables that reference the graphics buffer must be assigned the value `undefined` to delete the graphics buffer from CPU memory. If any variable still refers to the graphics buffer, then it won't be garbage collected.

Examples

```
// Double-click to remove the p5.Graphics object.

let pg;

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

  // Create a p5.Graphics object.
  pg = createGraphics(60, 60);

  // Draw to the p5.Graphics object.
  pg.background(100);
  pg.circle(30, 30, 20);

  describe('A white circle at the center of a dark gray square disappears when the user double-clicks.');
}

function draw() {
  background(200);

  // Display the p5.Graphics object if
  // it's available.
  if (pg) {
    image(pg, 20, 20);
  }
}

// Remove the p5.Graphics object when the
// the user double-clicks.
function doubleClicked() {
  // Remove the p5.Graphics object from the web page.
```

This page is generated from the comments in src/core/p5.Graphics.js . Please feel free to edit it and submit a pull request!

Related References

createFramebuffer
Creates a new p5.Framebuffer object with the same WebGL context as the graphics buffer.

remove
Removes the graphics buffer from the web page.

reset
Resets the graphics buffer's transformations and lighting.

blendMode
Sets the way colors blend when added to the canvas.

p5.js

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