

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 ↗](#)

