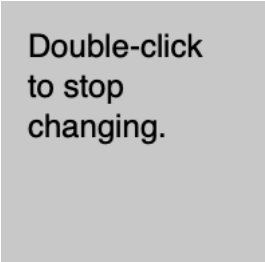


Reference > clearCues()

# clearCues()

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

## Examples



```
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);
```

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.

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 ↗

