

Reference > remove()

remove()

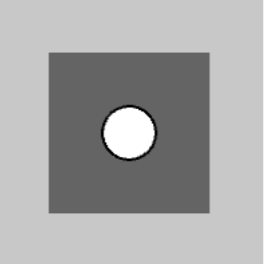
Deletes the framebuffer from GPU memory.

Calling `myBuffer.remove()` frees the GPU memory used by the framebuffer. The framebuffer also uses a bit of memory on the CPU which can be freed like so:

```
// Delete the framebuffer from GPU memory.  
myBuffer.remove();  
  
// Delete the framebuffer from CPU memory.  
myBuffer = undefined;
```

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

Examples



```
// Double-click to remove the p5.Framebuffer object.  
  
let myBuffer;  
  
function setup() {  
  createCanvas(100, 100, WEBGL);  
  
  // Create an options object.  
  let options = { width: 60, height: 60 };  
  
  // Create a p5.Framebuffer object and  
  // configure it using options.  
  myBuffer = createFramebuffer(options);  
  
  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.Framebuffer object if  
  // it's available.  
  if (myBuffer) {  
    // Draw to the p5.Framebuffer object.  
    myBuffer.begin();  
    background(100);  
    circle(0, 0, 20);  
  }  
}
```

This page is generated from the comments in [src/webgl/p5.Framebuffer.js](#) . Please feel free to edit it and submit a pull request!

Related References

autoSized

Toggles the framebuffer's autosizing mode or returns the current mode.

begin

Begins drawing shapes to the framebuffer.

color

An object that stores the framebuffer's color data.

createCamera

Creates a new p5.Camera object to use with the framebuffer.

p5.js

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