

NAME

glClearAccum – specify clear values for the accumulation buffer

C SPECIFICATION

```
void glClearAccum( GLfloat red,  
                  GLfloat green,  
                  GLfloat blue,  
                  GLfloat alpha )
```

PARAMETERS

red, green, blue, alpha

Specify the red, green, blue, and alpha values used when the accumulation buffer is cleared. The initial values are all 0.

DESCRIPTION

glClearAccum specifies the red, green, blue, and alpha values used by **glClear** to clear the accumulation buffer.

Values specified by **glClearAccum** are clamped to the range [-1,1].

ERRORS

GL_INVALID_OPERATION is generated if **glClearAccum** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

ASSOCIATED GETS

glGet with argument **GL_ACCUM_CLEAR_VALUE**

SEE ALSO

glClear