

NAME

glClearIndex – specify the clear value for the color index buffers

C SPECIFICATION

```
void glClearIndex( GLfloat c )
```

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PARAMETERS

c Specifies the index used when the color index buffers are cleared. The initial value is 0.

DESCRIPTION

glClearIndex specifies the index used by **glClear** to clear the color index buffers. *c* is not clamped. Rather, *c* is converted to a fixed-point value with unspecified precision to the right of the binary point. The integer part of this value is then masked with $2^m - 1$, where *m* is the number of bits in a color index stored in the frame buffer.

ERRORS

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

ASSOCIATED GETS

glGet with argument **GL_INDEX_CLEAR_VALUE**

glGet with argument **GL_INDEX_BITS**

SEE ALSO

glClear