

## NAME

**glClearColor** – specify clear values for the color buffers

## C SPECIFICATION

```
void glClearColor( GLclampf red,  
                  GLclampf green,  
                  GLclampf blue,  
                  GLclampf alpha )
```

## PARAMETERS

*red, green, blue, alpha*

Specify the red, green, blue, and alpha values used when the color buffers are cleared. The initial values are all 0.

## DESCRIPTION

**glClearColor** specifies the red, green, blue, and alpha values used by **glClear** to clear the color buffers. Values specified by **glClearColor** are clamped to the range [0,1].

## ERRORS

**GL\_INVALID\_OPERATION** is generated if **glClearColor** is executed between the execution of **glBegin** and the corresponding execution of **glEnd**.

## ASSOCIATED GETS

**glGet** with argument **GL\_COLOR\_CLEAR\_VALUE**

## SEE ALSO

**glClear**