

## CLEAR -Subprogram

## CLEAR

## Format

CALL CLEAR

## Cross Reference

DCOLOR, DELSPRITE

## Description

The CLEAR subprogram erases the screen.

CLEAR places a space character (ASCII code 32) in every screen position.

The CLEAR subprogram has no effect on sprites. Use the DELSPRITE subprogram to remove sprites.

## Programs

When the following program is run, the screen is cleared before the PRINT statements are performed.

```

100 CALL CLEAR
110 PRINT "HELLO THERE!"
120 PRINT "HOW ARE YOU?"
RUN
--screen clears
HELLO THERE!
HOW ARE YOU?

```

If the space character (ASCII code 32) has been redefined by the CALL CHAR subprogram, the screen is filled with the new character when CALL CLEAR is performed.

```

100 CALL CHAR(32,"0103070F1F3F7FFF")
110 CALL CLEAR
120 GOTO 120
RUN
--Screen is filled with *
(Press CLEAR to stop the program.)

```

The following program first fills and then clears the entire screen.

```

100 CALL GRAPHICS(1,2)
110 CALL HCHAR(1,2,72,768)
120 FOR DELAY=1 TO 500::NEXT DELAY
130 CALL CLEAR
140 GOTO 140
RUN
(Press CLEAR to stop the Program.)

```