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,"0103070F1F3F7FFFF")
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.)
```