ClearChatBox

This function clears the chatbox. It does not clear the console (F8)

Syntax

Client

```
bool clearChatBox ()
```

Returns

Returns *true* if the player's chat was cleared successfully, *false* otherwise.

Server

```
bool clearChatBox ( [ element clearFor = getRootElement() ])
```

Required Arguments

- **clearFor :** The player whose chat is to be cleared. By default, this is set to the root element, which will affect all players.

Returns

Returns *true* if the player's chat was cleared successfully, *false* otherwise.