

**BitClr** Clear a specified bit in a bit string to a 0

#include <[ToolUtils.h](#)>

**[Toolbox Utilities](#)**

```
void      BitClr(bytePtr, bitNum );  
Ptr      bytePtr ;      address of the byte at the start of bit string  
long     bitNum ;      0-based ID of bit to clear
```

**BitClr** clears a specified bit in a bit string to a 0.

*bytePtr* is the address of the first byte of a sequence of bytes.

*bitNum* identifies the bit to clear. It is a positive offset from the first bit in the byte addressed by *bytePtr*. Bits are identified by a logical mapping (matching that used for screen pixels), rather than the normal high-to-low numbering used in CPU operations. See **[BitTst](#)** for details.

**Returns:** none