

---

Format           CALL BIAS(numeric-variable,string-variable  
                 [,...])

#### Description

The BIAS command adds 96 to all characters in the string or subtracts 96 from all characters in the string. If numeric variable is 0 then it subtracts the XB screen bias of 96 from the characters, if the numeric variable is not 0 then it adds the XB screen bias of 96 to all the characters in the string. ONLY A STRING VARIABLE IS ALLOWED FOR BIAS.

The XB screen bias only affects characters read or written to the screen. See PEEKV, POKEV and MOVES.

#### Programs

The program to the right will load X\$ with 255 characters off the screen. But will not be readable due to a bias.	>100 CALL MOVES("V\$",255,511,X\$)
The bias is now subtracted from the string printed.	>110 CALL BIAS(0,X\$)
	>120 PRINT X\$
Set up a string to use	>100 Y\$="This is a test!"
Remove add BIAS to string	>110 CALL BIAS(1,Y\$)
Put the string onto screen	>120 CALL MOVES("\$V",15,Y\$,96)

The above program copies 255 bytes from screen address 511 (511=15 rows plus 31 columns) into string X\$. Then BIAS removes 96 from each byte in string X\$. Finally X\$ is shown on screen by PRINT X\$