

Format

CALL SWAPCOLOR(character-set,character-set
[,...])

CALL SWAPCOLOR(#sprite-number,#sprite-number
[,...])

Description

The SWAPCOLOR subprogram swaps foreground and background colors of the first set with the second set. Or swaps the first sprite-number color with the second sprite-number color. The character-set numbers are given below:

| set-number | character-codes |
|------------------------------|-----------------|
| ~~~~~ | ~~~~~ |
| 0 ----- | 30 to 31 |
| 1 ----- | 32 to 39 |
| 2 ----- | 40 to 47 |
| 3 ----- | 48 to 55 |
| 4 ----- | 56 to 63 |
| 5 ----- | 64 to 71 |
| 6 ----- | 72 to 79 |
| 7 ----- | 80 to 87 |
| 8 ----- | 88 to 95 |
| 9 ----- | 96 to 103 |
| 10 ----- | 104 to 111 |
| 11 ----- | 112 to 119 |
| 12 ----- | 120 to 127 |
| 13 ----- | 128 to 135 |
| 14 ----- | 136 to 143 |
| (also sprite table) 15 ----- | 144 to 151 |
| (also sprite table) 16 ----- | 152 to 159 |