SWAPCOLOR	subprogram	PAGE	S16
Format	CALL SWAPCOLOR(character-set,character		
	CALL SWAPCOLOR(#sprite-number,#sprite-	-numbe	er

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			
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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	