----------------------------------------------------------------

Format          CALL COLOR(#sprite-number,foreground-color[,...])

                CALL COLOR(character-set,foreground-color,
                background-color[,...])

                CALL COLOR(ALL,foreground-color,background-color
                [,...])


Description

 See EXTENDED BASIC MANUAL page 66, presently modifications
to the COLOR subprogram is ALL will change character sets
0 to 14 to the same foreground and background colors.

        SET NUMBER      CHARACTER CODES
            0               30-31
            1               32-39
            2               40-47
            3               48-55
            4               56-63
            5               64-71
            6               72-79
            7               80-87
            8               88-95
            9               96-103
           10              104-111
           11              112-119
           12              120-127
           13              128-135
           14              136-143
           15              144-151    (RXB addition)
           16              152-159    (RXB addition)

Programs

All characters set foreground| >100 CALL COLOR(ALL,1,2,ALL,
transparent and background 1 | 2,1) :: GOTO 100
Swap characters set colors   | >100 CALL COLOR(S,3,5)
                             |


Options

Characters 144 to 159 cannot be used with Sprites.