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

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

Programs

Swap foreground and background colors of set 15 with set 5.		>100 CALL SWAPCOLOR(15,5)
Line 100 sets up two sprites on screen.		>100 CALL SPRITE(#1,65,2,99,9 9,9,9,#2,66,16,88,88,22,33)
Line 110 swaps sprite #1 color with sprite #2 color.		>110 CALL SWAPCOLOR(#1,#2)
Continue program.		>120 GOTO 110