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

Options

Characters 144 to 159 cannot be used with Sprites.