

Format

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

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

Programs

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