Format CALL INVERSE(character-code[,...])

CALL INVERSE(ALL[,...])

Description

The INVERSE subprogram finds the character definition of the character-code and inverts all the bytes in the character definition. That means it just reverses the foreground and background. The ALL feature inverts characters 30 to 143 thus not affecting characters 144 to 159 as this would destroy sprites.

Programs

The program to the right will INVERSE all character-code (A) in the character definition table in memory.

```
>100 CALL INVERSE(65)
```

The program to the right will INVERSE all character-codes from 30 to 143.

```
>100 CALL INVERSE(ALL)
```

```
>100 INPUT A$
```

Line 100 will ask for a string of characters terminated by the ENTER key.

Line 110 is a loop to counter.

```
>110 FOR L=1 TO LEN(A$)
```

Line 120 singles each one of the characters in A$.

```
>120 C=ASC(SEG$(A$,L,1))
```

Line 130 INVERSEs each one.

```
>130 CALL INVERSE(C)
```

Line 140 completes the loop.

```
>140 NEXT L
```

Line 150 restarts the program.

```
>150 GOTO 100
```

(Be sure and not enter any blank characters in this program)