Format   CALL MAGNIFY(magnification-factor[,...})

Description

See EXTENDED BASIC MANUAL PAGE 118 for more data. A added
feature to MAGNIFY is using a comma more switching of the
sprite can be done, like instantly enlarge and reduce a
sprite for a shadow effect in XB.

Programs
* See EXTENDED BASIC MANUAL.

```
The program to the right will | >100 CALL CLEAR :: X=190
will set up 3 sprites to be on| >110 CALL SPRITE(#1,65,2,9,X,
the same vertical plane.       |  20,0,#2,66,2,9,X,30,0,#3,67,
                               |  2,9,X,-20,0)
MAGNIFY enlage and reduce it.  | >120 CALL MAGNIFY(1,2,1)
This is a delay loop.          | >140 FOR D=1 TO 2000::NEXT D
STOP turns off sprite motion.  | >150 GOTO 120
                               |
Clear screen and set up the    | >100 CALL CLEAR
Loop to create sprites.        | >110 FOR L=1 TO 28::CALL SPRI
                               |  TE(#L,L+65,2,L,L,-L,L) ::
                               |  NEXT L
Use MAGNIFY for effects.       | >120 CALL MAGNIFY(3,4,3,4)::
                               |  GOTO 120
```

Options

While characters 144 to 159 are being used, you cannot use
sprites.