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

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

Description

The SWAPCOLOR subprogram swaps foreground and background
colors of the first set with the second set. Or swaps the
first sprite-number color with the second sprite-number
color. The character-set numbers are given below:

                    set-number   character-codes
                    ~~~~~~~~~~   ~~~~~~~~~~~~~~~~
                        0   ----------   30 to   31
                        1   ----------   32 to   39
                        2   ----------   40 to   47
                        3   ----------   48 to   55
                        4   ----------   56 to   63
                        5   ----------   64 to   71
                        6   ----------   72 to   79
                        7   ----------   80 to   87
                        8   ----------   88 to   95
                        9   ----------   96 to   103
                       10   ---------- 104 to   111
                       11   ---------- 112 to   119
                       12   ---------- 120 to   127
                       13   ---------- 128 to   135
                       14   ---------- 136 to   143
(also sprite table) 15   ---------- 144 to   151
(also sprite table) 16   ---------- 152 to   159