Format   CALL PATTERN(#sprite-number,character-value
                  [,...])

Description

 See EXTENDED BASIC MANUAL page 142 for more data.
Now 30 (CURSOR) and 31 (EDGE CHARACTER) and 144 to 159 may
used if only the top highest sprite numbers are used. For
example you can not use sprite #1 if you are using characters
143 to 146 to define a sprite pattern, but you could use
sprite #28 instead with no issues. Thus some care must be
taken to use all characters from 144 to 159 when using sprites.
But the advantage is now you can use 30 to 159 in RXB.

Programs

```
This line will define all the | >100 CALL CHAR(ALL,"")
 characters as a empty string.|
FOR NEXT loop 30 to 127       | >110 FOR X=30 to 127
This line prints a character. | >120 PRINT CHR$(X);
NEXT to continue loop.        | >130 NEXT X
Reset characters 32 to 127    | >140 CALL CHARSETALL
This line repeats the program.| >150 GOTO 100


                              |
This line sets variable A$ up.| >100 A$="FF818181818181FF"
This line will define all the | >110 CALL CHAR(ALL,A$)
 characters as a box.         |
                              |
This line defines the cursor. | >100 CALL CHAR(30,"FF81FF")
                              |
This line defines the edge    | >110 CALL CHAR(31,"55")
character.                    |
                              |
```

Options
Sprites may not be used if characters 144 to 159 are being
redefined for use.