

SCHAR –Subprogram

SCHAR

Format

CALL SCHAR(char#,string-variable)

Cross Reference

CHAR,SPRITE

Description

The SCHAR subprogram enables you to define sprites and sprites only, works just like CALL CHAR except CHAR defines characters and sprites.

The exception to this is switching to GRAPHICS(1,1) redefines both characters and sprites.

SCREEN –Subprogram

SCREEN

Format

CALL SCREEN(background-color)

Cross Reference

COLOR,DCOLOR,GRAPHICS

Description

The SCREEN subprogram enables you to change the screen color. The screen color is the color of the border and the color displayed when transparent is specified as the background-color of a character or pixel.

In Text Mode, SCREEN enables you to change the color of the displayed characters, as well as the color of the screen.

Background-color is a numeric-expression whose value specifies a screen color from among the 16 available colors.

In GRAPHICS(1,1), when your program ends the default colors are restored. In other modes, some set the edge of the screen to the color selected, some set the complete screen including the edge, some will transfer the color to the complete screen when you switch modes.

The codes for the available colors are listed in Appendix F.

```
100 CALL SCREEN(8)
```

Changes the screen to cyan.

```
100 CALL SCREEN(2)
```

Changes the screen to black.

```
100 CALL GRAPHICS(2,3)
```

```
110 FOR X=1 TO 256
```

```
120 CALL SCREEN(X)
```

```
130 CALL TCOLOR(X,X)
```

```
140 DISPLAY :: NEXT X
```

```
150 CALL GRAPHICS(3,1)
```

Scrolls 256 colors to the screen, displays the color and sets the edge, but not the border.