Text Modes

An error occurs if you use the COLOR subprogram to assign character colors in either Text Mode (i.e. Graphics(2,1) or Graphics(3,1)). Use the SCREEN subprogram to assign character colors in Text Mode. Sprites are not displayed in text mode.

Graphics(1,2) and (1,3)

In these modes, you can use COLOR only to assign colors to sprites; any other use of the COLOR subprogram causes an error. Use the DCOLOR subprogram to specify character and graphics colors in High-Resolution Mode.

Sprites

A sprite is assigned a foreground-color when it is created with the SPRITE subprogram. The back-ground-color of a sprite is always transparent.

To re-assign colors to sprites you must use the sprite parameters, no matter what graphics mode the computer is in.

> The sprite-number is a numeric-expression whose value specifies the number of a sprite as assigned by the SPRITE subprogram.
>
> Fore-ground-color is a numeric-expression whose value specifies a color that can be assigned from among the 16 available colors.

Examples

100 CALL COLOR(#5,16)
Sets sprite number 5 to have a foreground-color of 16 (white). The background is always 1 (transparent).

This example is valid in all graphics modes. (Remember that sprites have no effect in Text Modes).

100 CALL COLOR(#7,INT(RND*16+1))
Sets sprite number 7 to have a foreground-color chosen randomly from the 16 colors available. The background-color is 1 (transparent).
This example is valid in all graphics modes.

Program
This program sets foreground-color of characters 48-55 to 5(dark blue) and the background-color to 12(light yellow).

```
100 CALL CLEAR
110 CALL GRAPHICS(1)      or   (1,1)
120 CALL COLOR(3,5,12)
130 DISPLAY AT(12,16):CHR$(48)
140 GOTO 140
```
(Press CLEAR to stop the program.)