
Format CALL CHAR(character-code,pattern-identifier
 [,...])

 CALL CHAR(ALL,pattern-identifier[,...])

Description

See EXTENDED BASIC MANUAL page 56 for more data. Addition characters 30 to 159 by redefined, but this affects sprites. Now 30 (CURSOR) and 31 (EDGE CHARACTER) to be redefined. Also 144 to 159 may be redefined if sprites are not used. Pattern-identifier increased from 64 to 240 string. Thus up to 15 characters may be defined in single command, 4 was old limit in XB allowed to be defined in XB manual page 56 CHAR runs from ROM.

Programs

This line will define all the characters as a empty string.		>100 CALL CHAR(ALL,"")
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 CHARSET(ALL)
This line repeats the program.		>150 GOTO 100
Sets variable A\$ up.		>100 A\$="FF818181818181FF"
Define all the characters same		>110 CALL CHAR(ALL,A\$)
This line defines the cursor.		>120 CALL CHAR(30,"FF81FF")
This line defines the edge character.		>130 CALL CHAR(31,"55")

Options

Sprites may not be used if characters 144 to 159 are being redefined for use. 15 characters now defined up from 4 in XB.