

R/W	ADR	HEXADR	NAME	DESCRIPTION	DEFAULT	SHADOW	OS
W	53267	\$D013	COLPM1	Color of Player and Missile 1	0	<a href="#">PCOLR1</a>	all
R	53267	\$D013	TRIG3	Joystick Trigger 3	n/a	<a href="#">STRIG3</a>	all

Missiles have the same color as corresponding Players (e.g. P0=M0, P1=M1, ...) except when joined together as 5th player by setting Bit 4 of [PRIOR/GPRIOR](#). Then they have the color of register 3 [COLOR3/COLPF3](#).

TRIG3: only on 400 and 800 machines, else a copy of [STRIG1](#). 0 when trigger pressed, 1 when trigger released

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see also: [Color topics](#), [Controller topics](#)

previous: 53266, \$D012, [COLPM0](#), Color of Player and Missile 0

next: 53268, \$D014, [COLPM2](#), Color of Player and Missile 2 (W), [PAL](#) (R)