

ADR	HEXADR	NAME	DESCRIPTION	DEFAULT	SHADOW	OS
53269	\$D015	COLPM3	Color of Player and Missile 3	0	PCOLR3	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](#).

see also: [Color topics](#)

previous: 53268, \$D014, [COLPM2](#), Color of Player and Missile 2

next: 53270, \$D016, [COLPF0](#), Color of Playfield 0