

ADR	HEXADR	NAME	Description	shadow of	OS
623	\$026F	GPRIOR	Priority Selection Register	PRIOR	all

Priority Settings#

Bit	Value	Description
0	1	P0-P1-P2-P3 PF0-PF1-PF2-PF3 BAK
1	2	P0-P1 PF0-PF1-PF2-PF3 P2-P3 BAK
2	4	PF0-PF1-PF2-PF3 P0-P1-P2-P3 BAK
3	8	PF0-PF1 P0-P1-P2-P3 PF2-PF3 BAK
4	16	Four Missiles add up to be 5th player
5	32	Overlapping Players have 3rd color
6	64	GTIA Mode see next table
7	128	GTIA Mode see next table

P0-P3 Players [PCOLR0.../COLPM0...](#)

PF0-PF3 Playfield colors [COLOR0.../COLPF0...](#)

BAK background or border color [COLOR4/COLBAK](#)

A logical OR is done to the colors of players 0/1 and 2/3 when they overlap. Only the 0/1, 2/3 combinations are allowed; you will not get a third color when players 1 and 3 overlap, the priorities set with bits 0?3 are applied.

If put together into a 5th player (set Bit 4 to '1') the missiles get the color of register 3 [COLOR3](#). They still move independently, e.g. set their horizontal positions with [HPOSM0](#) - [HPOSM3](#)

GTIA Modes#

This register can be used to select one of GTIA GRAPHICS modes 9, 10 and 11.

GTIA Mode*	Bit 6	Bit 7	Description
9	0	1	16 different luminances of the same hue (color)
10	1	0	9 different colors
11	1	1	16 different hues (colors) of the same luminance

* the same as GRAPHICS x in BASIC

see also: [Player Missile Topics](#)

previous: [FINE](#)

next: [PADDL0](#)