

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
write	53277	\$D01D	GRACTL	controls PM and Triggers	both

This is a write only register.

Bit	Function
7	unused
6	unused
5	unused
4	unused
3	unused
2	Latch Triggers when =1
1	Turn on players when =1
0	Turn on missiles when =1

Bit 0 and Bit 1 control players and missiles. Players and missiles are visible only when the respective bit is set to 1. [SDMCTL](#) needs to be set accordingly also.

"Latch Triggers" means that triggers of sticks and paddles stay in "pressed state" once pressed. To reset this, set Bit 2 to 0. This is valid for all triggers and cannot be set for single triggers only.

see also: [Player Missile Topics](#), [Controller Topics](#)

previous: [VDELAY](#)

next: [HITCLR](#)