

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
Write	53261	\$D00D	GRAFP0	Graphics Shape for Player 0	both
Read	53261	\$D00D	P1PL	Collision Player 1 with Player	both

Read: Collision Player 1 with Player [x#](#)

Bit	7	6	5	4	3	2	1	0
Player x=					3	2	1	0

see also: [Player Missile Topics](#)

previous: [SIZEM](#), [P0PL](#)

next: [GRAFP1](#), [P2PL](#)