

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
Write	53262	\$D00E	GRAFP1	Graphics Shape for Player 1	both
Read	53262	\$D00E	P2PL	Collision Player 2 with Player	both

Read: Collision Player 2 with Player [x#](#)

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

see also: [Player Missile Topics](#)

previous: [GRAFP0](#), [P1PL](#)

next: [GRAFP2](#), [P3PL](#)