

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
Write	53251	\$D003	HPOSP3	horizontal position of player 3	both
Read	53251	\$D003	M3PF	missile 3 collision with playfield	both

Write: Horizontal position of player 3#

Values from 0 to 255, player is visible between 48 to 208 depending on playfield width (see [SDMCTL](#)) and width of player (see [SIZEP3](#)).

Read: Missile 3 collision with playfield#

Bit	7	6	5	4	3	2	1	0
Playfield					3	2	1	0

Playfield corresponds to [COLOR0](#), ..., [COLOR3](#) color register

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
Write	53251	\$D003	HPOSP3	Horizontale Position Player 3	both
Read	53251	\$D003	M3PF	Kollision Missile 3 mit Playfield	both

Write: Horizontale Position von Player 3#

Werte von 0 bis 255 möglich, Player sichtbar zwischen 48 bis 208 abhängig von der Spielfeldbreite (siehe [SDMCTL](#)) und Breite des Players (siehe [SIZEP3](#)).

Read: Kollision Missile 3 mit Playfield#

Bit	7	6	5	4	3	2	1	0
Playfield					3	2	1	0

Playfield entspricht dem Farbregister [COLOR0](#), ..., [COLOR3](#)

see also: [Player Missile Topics](#)

previous: [HPOSP2](#), [M2PF](#)

next: [HPOSM0](#), [POPF](#)