

ADR	HEXADR	NAME	DESCRIPTION	SHADOW OF	OS
704	\$02C0	PCOLR0	Color of Player and Missile 0	COLPM0	all

Missiles have the same color as corresponding Players (e.g. P0=M0, P1=M1) except when joined together as 5th player by setting Bit 4 of [PRIOR/GPRIOR](#). Then they have the color of register 3 [COLOR3/COLPF3](#).

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

previous: 703, \$02BF, [BOTSCR](#)

next: 705, \$02C1, [PCOLR1](#), Player/Missile 1 Color Register