

ADR	HEXADR	NAME	DESCRIPTION	SHADOW OF	OS
705	\$02C1	PCOLR1	Color of Player and Missile 1	COLPM1	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](#), [Pm topics](#)

previous: 704, \$02C0, [PCOLR0](#), Player/Missile 0 Color Register

next: 706, \$02C2, [PCOLR2](#), Player/Missile 2 Color Register