

ADR	HEXADR	NAME	DESCRIPTION	SHADOW OF	OS
706	\$02C2	PCOLR2	Color of Player and Missile 2	<a href="#">COLPM2</a>	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](#).

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see also: [Color topics](#), [Pm topics](#)

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

next: 707, \$02C3, [PCOLR3](#), Player/Missile 3 Color Register