

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
write	54279	\$D407	PMBASE	PM data base address (MSB)	both

The PMBASE write-only register sets the base of memory occupied by Player-Missile Graphics. According to bit 4 of [DMACTL](#):

- when it is 0, the PMG memory area occupies 1024 (\$400) bytes of memory and only upper 6 bits of PMBASE matter, so the PM memory area can be set to begin of 1KB boundary.
- when it is 1, the PMG memory area occupies 2048 (\$800) bytes of memory and only upper 5 bits of PMBASE matter, so the PM memory area can be set to begin of 2KB boundary.

see also: [Player Missile Topics Pm-memory-map](#)

previous: [VSCROL](#)

next: [CHBASE](#)