

ADR	HEXADR	NAME	Description	shadow	OS
54016	\$D300	PORTA		<a href="#">STICK0 STICK1</a>	all

Read or write data from the control ports (joystick ports), depending on how the data direction is set (default: 0 "read/input"). To set the direction, set Bit 2 of [PACTL](#) to "0" and define the direction by setting the bits of PORTA (0=read, 1=write) for each input/output line. Then set Bit 2 of [PACTL](#) to "1" again.

Example:

```
PACTL=PACTL && %11111011 ;set Bit 2 to 0
PORTA=%11110000          ;set Port 2 to output/write, Port 1 is input/read
PACTL=PACTL %% %00000100 ;set Bit 2 to 1
```

Bit	Function	Description	Joystick direction	Paddletrigger
7	PA7	Joystick Port 2 Pin 4	Right	Paddle 4 <a href="#">PTRIG3</a>
6	PA6	Joystick Port 2 Pin 3	Left	Paddle 3 <a href="#">PTRIG2</a>
5	PA5	Joystick Port 2 Pin 2	Down	not used
4	PA4	Joystick Port 2 Pin 1	Up	not used
3	PA3	Joystick Port 1 Pin 4	Right	Paddle 2 <a href="#">PTRIG1</a>
2	PA2	Joystick Port 1 Pin 3	Left	Paddle 1 <a href="#">PTRIG0</a>
1	PA1	Joystick Port 1 Pin 2	Down	not used
0	PA0	Joystick Port 1 Pin 1	Up	not used

Joystick direction Bit=0 when pushed in that direction

Paddletrigger Bit=0 when pressed

see also: [Controller topics](#)

previous: [SKCTL,SKSTAT](#) of POKEY

next: [PORTB](#)