

Memory Map for Player Missile Graphics#

single line resolution			double line resolution	
dec	hex	data	dec	hex
0-767	\$0000-\$02FF	not used by PM graphics e.g. can be used for storing horizontal position of players or shapes	0-383	\$0000-\$017F
768-1023	\$0300-\$03FF	Missiles	384-511	\$0180-\$01FF
1024-1279	\$0400-\$04FF	Player 0	512-639	\$0200-\$027F
1280-1535	\$0500-\$05FF	Player 1	640-767	\$0280-\$02FF
1536-1791	\$0600-\$06FF	Player 2	768-895	\$0300-\$037F
1792-2047	\$0700-\$07FF	Player 3	896-1023	\$0380-\$03FF

for switching between single and double line resolution see Bit 5 of [SDMCTL](#)

for adjusting the vertical position in double line resolution see [VDELAY](#)

for setting the base address of the PM memory map see [PMBASE](#)

see also:[Player Missile Topics](#)