

R/W	ADR	HEXADR	NAME	DESCRIPTION	OS
write	53276	\$D01C	VDELAY	Vertical Delay for PM	both

Vertical Delay register. When using double line resolution for players and missiles you can normally only use every second line. Setting bit in this register moves the object down one scan line on the screen.

Bit	Object
7	Player 3
6	Player 2
5	Player 1
4	Player 0
3	Missile 3
2	Missile 2
1	Missile 1
0	Missile 0

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

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see also: [Player Missile Topics](#), [SDMCTL](#)

previous: [PRIOR](#)

next: [GRACTL](#)