

ADR	HEXADR	NAME	DESCRIPTION	SHADOW OF	OS
707	\$02C3	PCOLR3	Color of Player and Missile 3	COLPM3	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](#).

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

previous: 706, \$02C2, [PCOLR2](#), Player/Missile 2 Color Register

next: 708, \$02C4, [COLOR0](#), Color Register 0