

C64 SPRITE REGISTERS

V=53248	SPRITE #7	SPRITE #6	SPRITE #5	SPRITE #4	SPRITE #3	SPRITE #2	SPRITE #1	SPRITE #0
DECIMAL PLACE VALUE EQUIVALENTS	128	64	32	16	8	4	2	1
SPRITE ENABLE REGISTER	V+21,128	V+21,64	V+21,32	V+21,16	V+21,8	V+21,4	V+21,2	V+21,1
SPRITE POINTER	2047	2046	2045	2044	2043	2042	2041	2040
SUGGESTED MEMORY AREA*	199	198	197	196	195	194	193	192
SPRITE COLOR	V+46,C	V+45,C	V+44,C	V+43,C	V+42,C	V+41,C	V+40,C	V+39,C
X-POSITION	V+14,X	V+12,X	V+10,X	V+8,X	V+6,X	V+4,X	V+2,X	V+0,X
Y-POSITION	V+15,Y	V+13,Y	V+11,Y	V+9,Y	V+7,Y	V+5,Y	V+3,Y	V+1,Y
MOST SIGNIFICANT BIT (FOR RIGHT X)	V+16,128	V+16,64	V+16,32	V+16,16	V+16,8	V+16,4	V+16,2	V+16,1
HORIZONTAL EXPANSION	V+29,128	V+29,64	V+29,32	V+29,16	V+29,8	V+29,4	V+29,2	V+29,1
VERTICAL EXPANSION	V+23,128	V+23,64	V+23,32	V+23,16	V+23,8	V+23,4	V+23,2	V+23,1
MULTI-COLOR MODE	V+28,128	V+28,64	V+28,32	V+28,16	V+28,8	V+28,4	V+28,2	V+28,1
SPRITE/BACKGROUND PRIORITY (SPRITE PASS BEHIND)	V+27,128	V+27,64	V+27,32	V+27,16	V+27,8	V+27,4	V+27,2	V+27,1

* MEORY AREA 192 means (192*64)+0 through (192*64)+62

MULTI-COLOR 1	POKE V+37,C
MULTI-COLOR 2	POKE V+38,C

These two colors will apply to all Sprites designated as multi-colored.

SCREEN BACKGROUND	POKE 53281,C
SCREEN BORDER	POKE 53280,C