

CGIA adress Table  
GTIA Section (32 bytes)

<b>Address</b>	<b>Write</b>		<b>Read</b>	
	<b>Name</b>	<b>Description</b>	<b>Name</b>	<b>Description</b>
C000	HPOSP0	Horz. Pos. Player 0	M0PF	Read Missile to Playfield collisions.
C001	HPOSP1	Horz. Pos. Player 1	M1PF	
C002	HPOSP2	Horz. Pos. Player 2	M2PF	
C003	HPOSP3	Horz. Pos. Player 3	M3PF	
C004	HPOSM0	Horz. Pos. Missile 0	P0PF	Read Player to Playfield collisions.
C005	HPOSM1	Horz. Pos. Missile 1	P1PF	
C006	HPOSM2	Horz. Pos. Missile 2	P2PF	
C007	HPOSM3	Horz. Pos. Missile 3	P3PF	
C008	SIZEP0	Size Player 0	M0PL	Read Missile to Player collisions.
C009	SIZEP1	Size Player 1	M1PL	
C00A	SIZEP2	Size Player 2	M2PL	
C00B	SIZEP3	Size Player 3	M3PL	
C00C	SIZEM	Size all missiles	P0PL	Read Player to Player collisions.
C00D	GRAFP0	Graphics Player 0	P1PL	
C00E	GRAFP1	Graphics Player 1	P2PL	
C00F	GRAFP2	Graphics Player 2	P3PL	
C010	GRAFP3	Graphics Player 3	TRIG0	Read Joystick trigger buttons.
C011	GRAFM	Graphics all missiles	TRIG1	
C012	COLPM0	Color Player/Missile 0	TRIG2	
C013	COLPM1	Color Player/Missile 1	TRIG3	
C014	COLPM2	Color Player/Missile 2	PAL/NTSC	
C015	COLPM3	Color Player/Missile 3		
C016	COLPF0	Color Playfield 0	TEST1	Do not Read from these positions.
C017	COLPF1	Color Playfield 1	TEST2	
C018	COLPF2	Color Playfield 2	TEST3	
C019	COLPF3	Color Playfield 3		
C01A	COLBK	Color of background		
C01B	PRIOR	Priority Select		
C01C	VDELAY	Vertical Delay		
C01D	GRCTL	Graphic Control		
C01E	HITCLR	Collision Clear		
C01F	CONSOL	Write to Switch I/O port	CONSOL	Read from switch I/O port.
C020 - CFFF	Repeated 127 times as described above			

ANTIC Section (16 bytes)

<b>Address</b>	<b>Write</b>		<b>Read</b>	
	<b>Name</b>	<b>Description</b>	<b>Name</b>	<b>Description</b>
D400	DMACTL	DMA control register		
D401	CHACTL	Character control register		
D402	DLISTL	Display list pointer (low)		
D403	DLISTH	Display list pointer (high)		
D404	HSCROL	Horizontal scroll register		
D405	VSCROL	Vertical scroll register		
D406				
D407	PMBASE	Player/Missile base register		
D408				
D409	CHBASE	Character base register		
D40A	WSYNC	Wait for horizontal sync		
D40B			VCOUNT	Vertical line counter
D40C			PENH	Horizontal light pen register
D40D			PENV	Vertical light pen register
D40E	NMIEN	Enable NMI interrupts		
D40F	NMIRESET	Reset NMI interrupt status	NMIST	NMI interrupt status register.
D410 - D4FF	Repeated 15 times as described above.			