

NATIONAL | 42,389 200 SHEETS 5 SQUARE

6 BIT ADDRESS		ADDRESS NAME	DATA BITS USED						FUNCTION		
OCT	HEX		7	6	5	4	3	2		1	0
27	17	AUDF0		1	1	1	1	1			AUDIO FREQUENCY 0
30	18	AUDF1		1	1	1	1	1			AUDIO FREQUENCY 1
31	19	AUDV0				1	1	1	1		AUDIO VOLUME 0
32	1A	AUDV1				1	1	1	1		AUDIO VOLUME 1
33	1B	GRP0	1	1	1	1	1	1	1	1	GRAPHICS PLAYER 0
34	1C	GRP1	1	1	1	1	1	1	1	1	GRAPHICS PLAYER 1
35	1D	ENAM0								1	GRAPHICS (ENABLE) MISSILE 0
36	1E	ENAM1								1	GRAPHICS (ENABLE) MISSILE 1
37	1F	ENABL								1	GRAPHICS (ENABLE) BALL
40	20	HMP0	1	1	1	1					HORIZONTAL MOTION PLAYER 0
41	21	HMP1	1	1	1	1					HORIZONTAL MOTION PLAYER 1
42	22	HMM0	1	1	1	1					HORIZONTAL MOTION MISSILE 0
43	23	HMM1	1	1	1	1					HORIZONTAL MOTION MISSILE 1
44	24	HMBL	1	1	1	1					HORIZONTAL MOTION BALL
45	25	VDELP0								1	VERTICAL DELAY PLAYER 0
46	26	VDELP1								1	VERTICAL DELAY PLAYER 1
47	27	VDELBL								1	VERTICAL DELAY BALL
50	28	RESMP0								1	RESET MISSILE 0 TO PLAYER 0
51	29	RESMP1								1	RESET MISSILE 1 TO PLAYER 1
52	2A	HMOVE									<small>apply right after vsync</small> APPLY HORIZONTAL MOTION
53	2B	HMCLR									CLEAR HORIZ. MOTION REGS.
54	2C	CXCLR									CLEAR COLLISION LATCHES