the address. For example, if the variable T% is at address 8E2, the CODEL(T%+"L") generates the hex byte E2. See MACHINE and CODE.

COLL
Type: integer function

Format: COLL(integerexpression,integerexpression)

Description: Returns an integer whose value depends upon whether or not collisions have occurred between players, missiles, or playfields. If the second integerexpression is zero, collisions with playfields are examined; if it is 16%, collisions with players are examined. The following chart shows how the value of the first integerexpression is used:

Value of first integerexpression	Collision examined with
0	player 0
1	" 1
2	" 2
3	" 3
4	missile 0
5	" 1
6	" 2
7	" 3

Adding 128 to the first integerexpression will clear the specified collision register.
Examples:

T%=COLL(0%,0%) returns an integer whose value depends upon whether or not player 0 has collided with the playfield.

T%=COLL(5%,0%) returns an integer whose value depends upon whether or not missile 1 has collided with the playfield.

T%=COLL(2%,16%) returns an integer whose value depends upon whether or not player 2 has collided with other players.

To determine which player or playfield the collision was with, you can AND the returned integer with 1%, 2%, 4%, or 8%. 1% corresponds to player or playfield 0, 2% corresponds to player or playfield 1, 4% to player or playfield 2, and 8% to player or playfield 3.

T%=COLL(2%,16%) AND 8% returns 1 if player 2 collided with player 3.

T%=COLL(5%,0%) AND 2% returns 1 if missile 1 collided with playfield 1.

T%=COLL(133%,0%) resets the collision register between missile 2 and the playfield (133=128+5).

Special note 1: The collision registers are not updated until the vertical blank occurs. Thus, there can be a delay between the resetting of a collision and when it is next set.

Special note 2: If the collision still exists, resetting the register will not clear it.