ATARI Colors and Color Registers

Hex	0x	1x	2x	3x	4x	5x	6x	7x	8x	9x	Ax	Bx	Cx	Dx	Ex	Fx
x0																
x2																
x4																
x6																
x8																
xA																
xC																
xE																

Color chart made from screenshots of ATARI800MacX on iMac

Shadow			Register			Standard	SET-COLOR
Dec	Hex	Name	Dec	Hex	Name	Dec/Hex	Dec
704	$02C0	PCOLR0	53266	$D012	COLPM0	n/a	n/a
705	$02C1	PCOLR1	53267	$D013	COLPM1	n/a	n/a
706	$02C2	PCOLR2	53268	$D013	COLPM2	n/a	n/a
707	$02C3	PCOLR3	53269	$D014	COLPM3	n/a	n/a
708	$02C4	COLOR0	53270	$D016	COLPF0	40/$28	0,2,8
709	$02C5	COLOR1	53271	$D017	COLPF1	202/$CA	1,12,10
710	$02C6	COLOR2	53272	$D018	COLPF2	148/$94	2,9,4
711	$02C7	COLOR3	53273	$D019	COLPF3	70/$46	3,4,6
712	$02C8	COLOR4	53274	$D01A	COLBAK	0/$00	4,0,0

Note: 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 GPRIOR (623/$026F) or PRIOR (53275/$D01B). Then they have the color of register 3 = COLOR3/COLPF3.