List of all functions supported by **int 10h** (ASSEMBLY 8086)

Function	Function code	Parameters	Return
Set video mode	AH=00h	AL = video mode	AL = video mode flag / CRT controller mode byte
Set text-mode cursor shape	AH=01h	CH = Scan Row Start, CL = Scan Row End Normally a character cell has 8 scan lines, 0-7. So, CX=0607h is a normal underline cursor, CX=0007h is a full-block cursor. If bit 5 of CH is set, that often means "Hide cursor". So CX=2607h is an invisible cursor. Some video cards have 16 scan lines, 00h-0Fh. Some video cards don't use bit 5 of CH. With these, make Start>End (e.g. CX=0706h)	
Set cursor position	AH=02h	BH = Page Number, DH = Row, DL = Column	
Get cursor position and shape	AH=03h	BH = Page Number	AX = 0, CH = Start scan line, CL = End scan line, DH = Row, DL = Column
Read light pen position (Does not work on VGA systems)	AH=04h		AH = Status (0=not triggered, 1=triggered), BX = Pixel X, CH = Pixel Y, CX = Pixel line number for modes 0Fh-10h, DH = Character Y, DL = Character X
Select active display page	AH=05h	AL = Page Number	
Scroll up window	AH=06h	AL = lines to scroll (0 = clear, CH, CL, DH, DL are used), BH = Background Color and Foreground color. BH = 43h, means that background color is red and foreground color is cyan. Refer the BIOS color attributes CH = Upper row number, CL = Left column number, DH = Lower row number, DL = Right column number	
Scroll down window	AH=07h	like above	

Read character and attribute at cursor position	AH=08h	BH = Page Number	AH = Color, AL = Character
Write character and attribute at cursor position	AH=09h	AL = Character, BH = Page Number, BL = Color, CX = Number of times to print character	
Write character only at cursor position	AH=0Ah	AL = Character, BH = Page Number, CX = Number of times to print character	
Set background/border color	AH=0Bh, BH = 00h	BL = Background/Border color (border only in text modes)	
Set palette	AH=0Bh, BH = 01h	BL = Palette ID (was only valid in CGA, but newer cards support it in many or all graphics modes)	
Write graphics pixel	AH=0Ch	AL = Color, BH = Page Number, CX = x, DX = y	
Read graphics pixel	AH=0Dh	BH = Page Number, CX = x, DX = y	AL = Color
Teletype output	AH=0Eh	AL = Character, BH = Page Number, BL = Color (only in graphic mode)	
Get current video mode	AH=0Fh		AL = Video Mode, AH = number of character columns, BH = active page
Write string (EGA+, meaning PC ATminimum)	AH=13h	AL = Write mode, BH = Page Number, BL = Color, CX = String length, DH = Row, DL = Column, ES:BP = Offset of string	
set VESA-Compliant video modes, beginning at 640 by 480 and reaching 1280 by 1024 with 256 colors	AX=4f02h	BX = video mode, if Sign bit (bit 15) set, video memory will not be refreshed	