

File: INPUT.ASM

INPUT_GET_INPUT	
Returns:	
-AX:	<div><div>-AH: (MSB) b0 b1 b2 b3 b4 b5 b6 b7 (LSB)</div><div><div>→ Start Signal</div><div>→ Quit Signal</div><div>→ Player 1: Special</div><div>→ Player 2: Special</div></div></div>
-AL:	<div><div>(MSB) b0 b1 b2 b3 b4 b5 b6 b7 (LSB)</div><div><div>→ Player 1: Right</div><div>→ Player 1: Left</div><div>→ Player 1: Up</div><div>→ Player 1: Down</div><div>→ Player 2: Right</div><div>→ Player 2: Left</div><div>→ Player 2: Up</div><div>→ Player 2: Down</div></div></div>
Arguments:	
-None	
Calls on procedures:	
-None	
Description:	<p>This procedure checks the system bios for input. If the user has pressed keys, the corresponding values in AX will be set high. If a key was not pressed, its bit will remain low.</p>