

## UNIT – V :

### TSR( Terminate And Stay Resident )

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## Contents

To know why we need TSR especially in DOS operating system

To understand the working of TSR

Learn how to write TSR programs.

Learn difference between active and passive TSR

Execute two TSR programs

1.To hook interrupt 0h(Passive TSR)

2.To hook interrupt 16h(Active TSR)

## MULTIUSER / MULTITASKING OPERATING SYSTEM CONCEPT

An operating system that coordinates the action of the timesharing system is known as *multi user operating system*

The program or section of a program for each user is referred to as task or process.

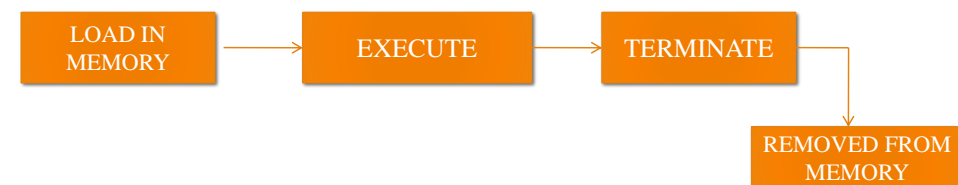
The multi user operating system is commonly referred to as *multi tasking*.

## DOS OPERATING SYSTEM

MS-DOS is designed as a single user-single tasking operating system.

Dos can execute only one program at a time.

Most MS-DOS applications are transient.



NORMAL DOS PROGRAMS

## HOW TO MAKE DOS MULTI TASKING?

Using *Terminate and Stay resident Programs*.

A resident program, upon termination, does not return all memory back to DOS.

Instead, a *portion of the program* remains resident, ready to be reactivated by some other program at a future time.

Thus they provide a *tiny amount of multitasking* to an otherwise single tasking operating system

Eg for *TSRs are Sidekick*, *Prokey* were developed which are pop up utility programs.

## BORLAND'S SIDEKICK

Borland's **Sidekick** was an early Personal Information Manager (PIM) software application

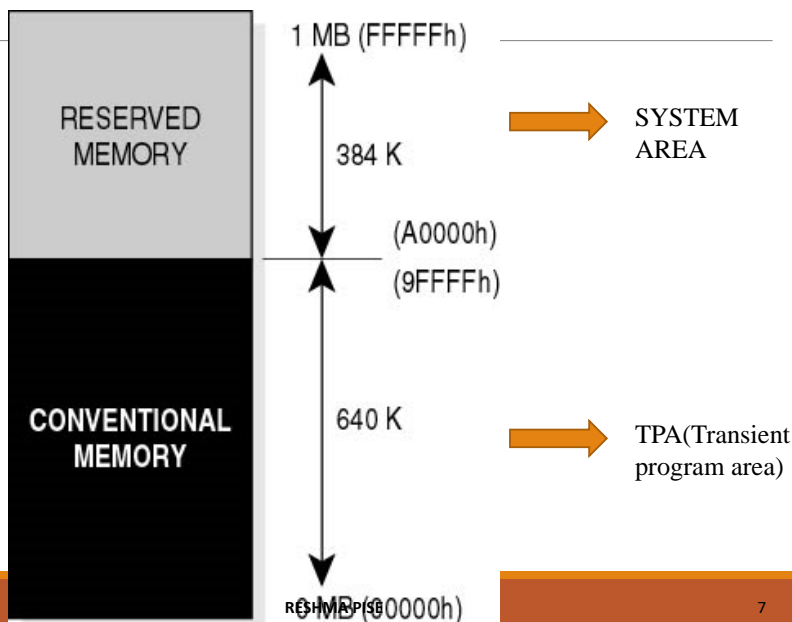
They can be activated using a hot key combination (by default: Ctrl-Alt).



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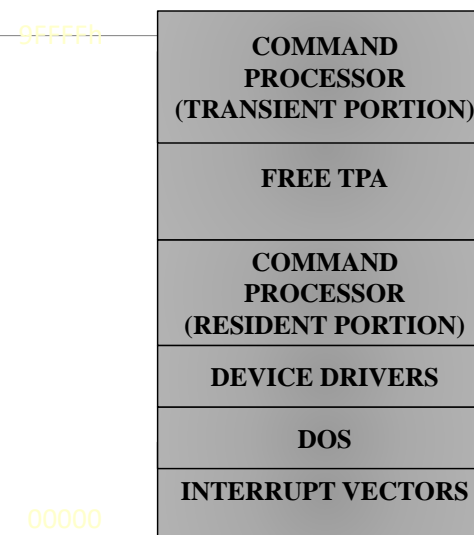
## DOS MEMORY MAP



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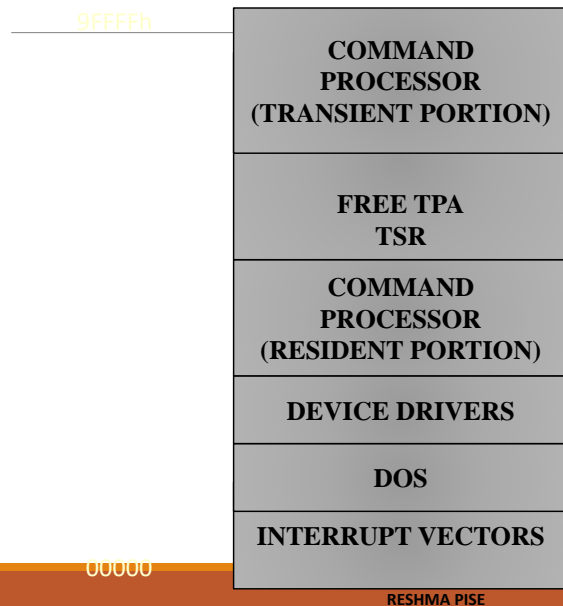
## CONVENTIONAL MEMORY WITHOUT TSR



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# CONVENTIONAL MEMORY WITH TSR



# DOS MEMORY POINTER

Dos maintains a memory pointer which points to the free memory area in RAM.

**When TSR executes it resets the free-memory pointer to a higher position.**

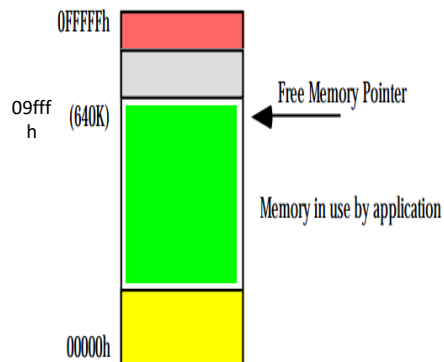
**This leaves the program resident in a protected block of memory, even though it is no longer running.**

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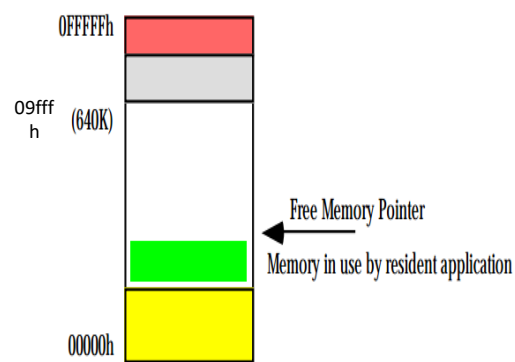
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DOS Memory Map (w/active application)



DOS Memory Map (w/resident application)

# HOW A TSR WORKS?

We know that if we load more than one TSR , each one gets loaded on the top of each one like a TSR stack

When you hit the appropriate hot keys to bring up TSR,we are just activating the program that is already in the main memory.

**But how does the TSR gets activated by hitting the appropriate key?**

By using trick that involves *interrupts and IVTs*.

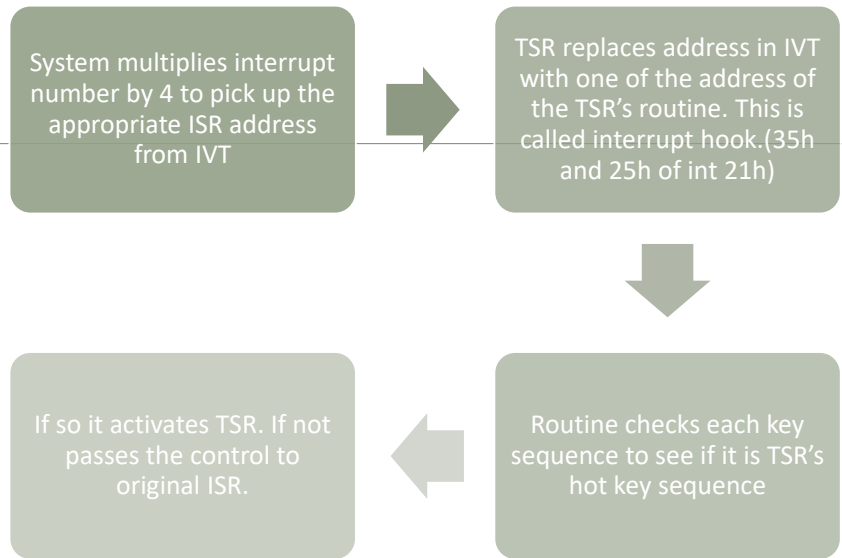
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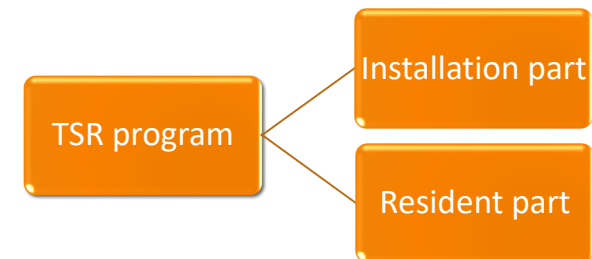
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# STRUCTURE OF A TSR PROGRAM



This happens in a fraction of second that the user normally cannot find the difference.

- Gets executed only once
- Contains initialization code



- It remains in memory even after program termination

## HOW TO MAKE PROGRAM RESIDENT?

To make program resident when it terminates *use 31h sub function of int 21h*

**AH - 31H**  
**DX – LENGTH OF TSR PROGRAM**

- In current versions of MS-DOS, Interrupt 27h also provides a terminate-and-stay-resident service.
- However, Microsoft cannot guarantee future support for Interrupt 27h and does not recommend its use.

## EXAMPLE

```
mov  ah, 31h    ; Request DOS Function 31h
mov  dx, 60     ; Reserve 60 paragraphs
                     ; (60*16 = 960 bytes)
int  21h        ; Terminate-and-stay-resident
```

# INTERRUPT HOOK

As said the interrupt hook is accomplished through the use of DOS int 21h, function 25h and 35h

The steps involved are:

1. Get vector interrupt to hook (function 35h)
2. Save old interrupt vector.
3. Make a new vector for the interrupt
4. Set new vector for hooked interrupt (function 25h)

The original vector of the ISR is saved in data area of the TSR and can be called using FAR call or FAR jump to call the original ISR as required

## INT 25H AND INT 35H

### int 21h function 35h

```
mov al,16h
mov ah,35h           ;get interrupt vector
Int 21h
Es:bx is stored with the cs:ip of the interrupt 16h
```

### int 21h function 25h

```
Mov al,16h
Mov ah,25h           ;set interrupt vector
Int 21h
ds:dx is stored with the cs:ip of the TSR
```

## Ex: HOOK 16H

;storage for old interrupt vector

Oldpics dd ? ; need a double word for cs:ip

;save current vector address

```
mov al,16h
mov ah,35h           ;get interrupt vector
Int 21h
```

;Es:bx is stored with the cs:ip of the interrupt 16h

```
Mov word ptr oldpics, bx ; save int 16h ip
```

```
Mov word ptr oldpics[2],es ; save int 16h code segment
```

;set new vector address

```
Mov al,16h           ;interrupt number
Mov ah,25h           ;set new vector address
Lea dx,newisr        ;load ip of new isr
Push cs
Pop ds                ;put copy of cs in to ds
Int 21h
```

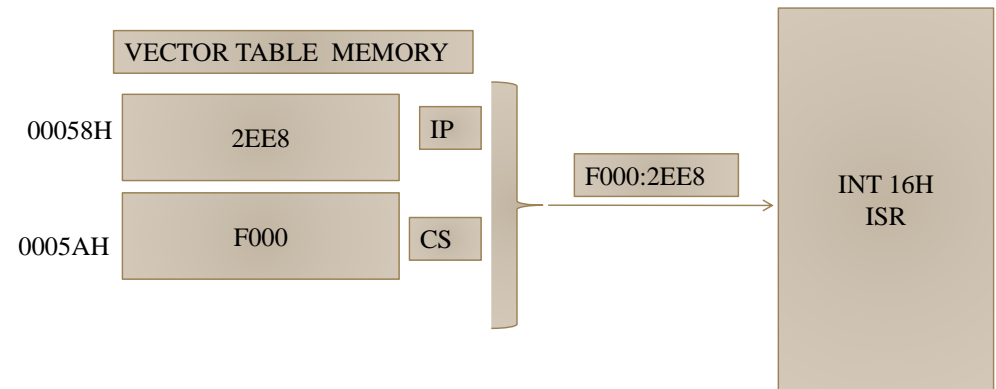
## RETURN BACK TO ORIGINAL TSR

The TSR give control to the ISR in two ways:through use of FAR JMP or FAR CALL

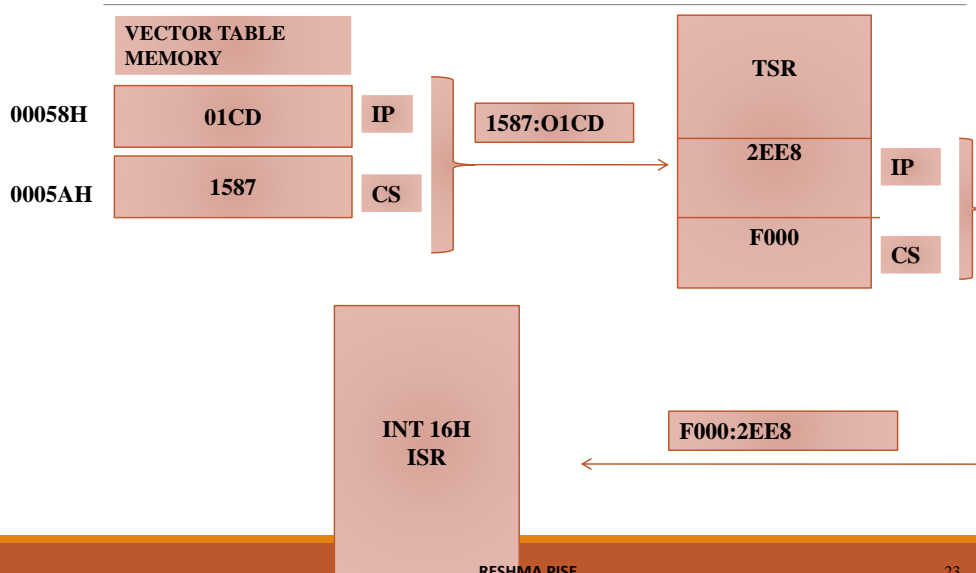
Ex: JMP OLDIPCS

In this case the iret at the end of the original TSR will cause a return to the program that caused interrupt.

## ORIGINAL INTERRUPT VECTOR (HOOK 16H)



## MODIFIED INTERRUPT CHAIN



## ACTIVE AND PASSIVE TSR

The simplest way to execute a TSR is to transfer control to it explicitly from another program.

The TSRs are generally classified in to two types:

ACTIVE and PASSIVE

PASSIVE TSR – activated through software interrupts

ACTIVE TSR- activated through hardware interrupts(hotkey combinations)

# TSR VIRUSES

Many viruses install themselves as TSR'S.

Being memory resident provides several **advantages** for viruses. This would account for the fact that the majority of viruses stay in the memory.

They will reside there until something external occurs like inserting a disk or executing a program.

By being in the memory, a resident virus can do anything the operating system can do. Some will modify or damage the computer's software to hide in the memory.

Another advantage to being memory resident is that the user cannot delete the virus while the computer is running.

Deleting these viruses may require doing a cold boot (restarting the computer after it has been off for a short time period) .

**Examples of TSR viruses:** all boot viruses, many file viruses, some macro viruses, some network viruses

But another good example of a TSR is a Virus Scanner, which must remain loaded in memory to help protect your computer from computer [viruses](#).

## TSR – PROS AND CONS

TSR's reduce the size of the TPA.

Naturally it would consume some of the DOS's precious memory

If we don't exercise sufficient care it would end up with not enough memory to load the application.

TSR bring great power to user at the same time great responsibility

We must be very careful in designing TSR such that it's operation may not disrupt the operations of other program.

## SUMMARY

The TSRs help us to bring multitasking facility in DOS

The TSRs use function 31h,25h and 35h of int 21h.

The TSRs are both active and passive

The active TSRs are initiated through hardware interrupts

The passive TSRs are initiated through software interrupts

Many virus programs and even anti viruses are TSRs.

Care must be taken while working with TSRs

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***Thank You***