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Assembly Language

Thursday, April 28, 2016

Color of Text

name "hi-world"

```
; this example prints out  "hello world!"
; by writing directly to video memory.
; in vga memory: first byte is ascii character, byte that follows is character attribute.
; if you change the second byte, you can change the color of
; the character even after it is printed.
; character attribute is 8 bit value,
; high 4 bits set background color and low 4 bits set foreground color.

; hex   bin        color
;
; 0    0000      black
; 1    0001      blue
; 2    0010      green
; 3    0011      cyan
; 4    0100      red
; 5    0101      magenta
; 6    0110      brown
; 7    0111      light gray
; 8    1000      dark gray
; 9    1001      light blue
; a    1010      light green
; b    1011      light cyan
; c    1100      light red
; d    1101      light magenta
; e    1110      yellow
; f    1111      white


org 100h

; set video mode
mov ax, 3    ; text mode 80x25, 16 colors, 8 pages (ah=0, al=3)
int 10h      ; do it!

; cancel blinking and enable all 16 colors:
mov ax, 1003h
mov bx, 0
int 10h


; set segment register:
mov    ax, 0b800h
mov    ds, ax

; print "hello world"
; first byte is ascii code, second byte is color code.

mov [02h], 'H'

mov [04h], 'e'

mov [06h], 'l'

mov [08h], 'l'
```

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```
mov [0ah], 'o'

mov [0ch], ','

mov [0eh], 'W'

mov [10h], 'o'

mov [12h], 'r'

mov [14h], 'l'

mov [16h], 'd'

mov [18h], '!'



; color all characters:
mov cx, 12  ; number of characters.
mov di, 03h ; start from byte after 'h'

c:  mov [di], 11111100b   ; light red(1100) on yellow(1110)
    add di, 2 ; skip over next ascii code in vga memory.
    loop c

; wait for any key press:
mov ah, 0
int 16h

ret
```

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