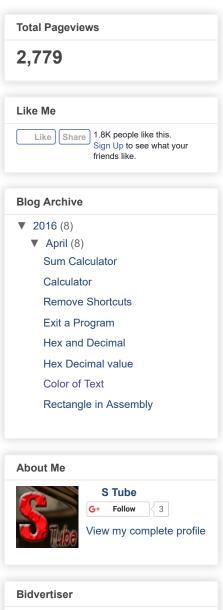


Assembly Language

Thursday, April 28, 2016 **Color of Text** 2,779 name "hi-world" Like Me ; 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 ▼ 2016 (8) ; 0 0000 black ; 1 0001 blue ; 2 0010 ; 3 0011 cyan 0100 ; 4 red 0101 ; 5 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 1110 yellow ; e 1111 white ; f **About Me** org 100h ; set video mode mov ax, 3 ; text mode 80x25, 16 colors, 8 pages (ah=0, al=3) int 10h ; do it! **Bidvertiser** ; cancel blinking and enable all 16 colors: mov ax, 1003h mov bx, 0 int 10h ; set segment register: mov ax, 0b800h 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'



may [Oah] Jal	,gg
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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