פסיקות – INT 21h

Function 1- Character input with echo

Reads a character from the standard input device and echoes it to the standard output device. If no character is ready it waits until one is available. I/O can be re-directed, but prevents detection of OEF.	**Action:**
AH = 01h	**On entry:**
AL = 8 bit data input	**Returns:**
Equivalent to CP/M BDOS call 01h, except that if the character is CTRL-C an INT 23h is performed.	**Notes:**

Function 2 - Character output

Outputs a character to the standard output device. I/O can be re-directed, but prevents detection of 'disc full'.	**Action:**
AH = 02h DL = 8 bit data (usually ASCII character)	**On entry:**
Nothing	**Returns:**
	Notes:

Function 3- Auxiliary input

Reads a character from the current auxilliary device.	**Action:**
AH = 03h	**On entry:**
AL = 8 bit data input	**Returns:**
There is no way to read the status of the serial port or to detect errors through this call, therefore most PC comms packages drive the hardware directly, hence their general incompatibility with the 512.	**Notes:**

Function 4- Auxiliary output

Outputs a character to the current auxiliary device.	**Action:**
AH = 04h DL = 8 bit data	**On entry:**
Nothing	**Returns:**
There is no way to read the status of the serial port or to detect errors through this call. Comments as Function 3.	**Notes:**

Function 5- Printer output

Sends a Character to the current listing device.	**Action:**
AH = 05h DL = 8 bit data	**On entry:**
Nothing	**Returns:**
If the printer is busy this call will wait until the data is sent. There is no way to poll the printer status in DOS.	**Notes:**

Function 6- Direct console I/O

Reads a character from the standard input device or returns zero if no character available. Also can write a character to the current standard output device. I/O can be redirected but prevents detection of EOF on input or 'disc full' on output. **Action:**

AH = 06h **On entry:**
DL = function requested: 0Ch to 0FEh = output
(DL = character to be output)
0FFh = Input request

If output - nothing **Returns:**
If input - data ready: zero flag clear, AL = 8 bit data
If data not ready: zero flag set

This call ignores CTRL-X. **Notes:**

Function 7 - Unfiltered character input no echo

Reads a character from the standard input device without echoing it to the display. If no character is ready it waits until one is available. **Action:**

AH = 07h **On entry:**

AL = 8 bit data input **Returns:**

This call ignores CTRL-C, use function 8 if CTRL-C processing is required. There is no CP/M equivalent. **Notes:**

Function 08- Character input with no echo

Reads a character from the standard input device without copying it to the display. **Action:**

If no character is ready it waits until one is available.

AH = 08h **On entry:**

AL = 8 bit data input **Returns:**

If CTRL-C is detected INT 23h is executed. **Notes:**

Function 09- Output character string

Writes a string to the display. **Action:**

AH = 09h **On entry:**
DS:DX = segment:offset of string

Nothing **Returns:**

The string must be terminated by the $ character (24h), which is not transmitted. Any ASCII codes can be embedded within the string. **Notes:**