## chapter16

#### 代码

```
1 | assume cs:code,ds:data,ss:stack
 2
 3
   stack segment
 4
        db 128 dup (0)
   stack ends
 7
   data segment
 8
   data ends
 9
10 code segment
11 start:
12
13
      mov ax,stack
14
      mov ss,ax
15
      mov sp,128
16
      call install_int
17
18
      mov al,4
19
20
      mov ah,3
       int 7ch
21
22
23
        mov ax,4c00h
24
        int 21h
25
    ;===== install_int =======
26
    install_int:
27
28
       install_int_bg:
29
            mov ax,0
30
            mov es,ax
31
32
            mov word ptr es:[7ch*4],200h
33
34
            mov word ptr es:[7ch*4+2],0
35
            sti
36
37
            ;load
38
39
            push cs
40
            pop ds
41
42
            mov ax,0
43
            mov es,ax
44
            mov si, offset int7ch
45
            mov di,200h
46
47
            mov cx,offset int7ch_end - offset int7ch
48
            c1d
49
            rep movsb
```

```
50
 51
         install_int_end:
 52
             ret
 53
 54
     ;======= int7ch ==========
 55
     int7ch:
 56
         jmp int7ch_code
 57
         Mytable dw offset clear_screen - offset int7ch + 200h
 58
 59
                 dw offset set_front_color - offset int7ch + 200h
                 dw offset set_background_color - offset int7ch + 200h
 60
 61
                 dw offset move_up - offset int7ch +200h
 62
 63
         int7ch_code:
 64
             push ax
 65
             push bx
 66
             push es
 67
             int7ch_bg:
 68
                 ; call clear_screen
 69
                 ; call set_front_color
                 ; call set_background_color
 70
 71
                 ; call move_up
 72
 73
 74
                 cmp ah,3
 75
                 ja int7ch_ret
 76
                 mov bl,ah
 77
                 mov bh,0
                 add bx,bx
 78
 79
                 add bx,offset Mytable - offset int7ch + 200h
 80
 81
                 call word ptr es:[bx]
 82
 83
 84
             int7ch_ret:
 85
                 pop es
 86
                 pop bx
 87
                 pop ax
 88
                 iret
 89
 90
         ;====== clear_screen s=======
 91
         clear_screen:
 92
             push ax
 93
             push bx
 94
             push cx
 95
             push dx
 96
             push ds
 97
             push es
 98
             push si
 99
             push di
100
101
             clear_screen_bg:
                     mov bx,0b800h
102
103
                     mov es,bx
104
                     mov bx,0
105
106
                     mov cx,2000
107
             cs_lp1:
```

```
108
                     mov byte ptr es:[bx],' '
109
                      add bx,2
110
                      loop cs_lp1
             clear_screen_end:
111
112
                 pop di
                 pop si
113
114
                 pop es
115
                 pop ds
116
                 pop dx
117
                 pop cx
118
                 pop bx
119
                 pop ax
120
                 ret
121
         ;======= set_front_color ========
122
         set_front_color:
123
             push ax
124
             push bx
125
             push cx
126
             push dx
127
             push ds
128
             push es
129
             push si
130
             push di
131
             set_front_color_bg:
132
                 mov bx,0b800h
133
                 mov es,bx
134
                 mov bx,1
135
                 mov cx,2000
136
                 ; mov a1,2
137
                 sfc_lp1:
                     and byte ptr es:[bx],11111000b
138
139
                     or es:[bx],a]
140
                     add bx,2
141
                     loop sfc_lp1
142
             set_front_color_end:
143
                 pop di
144
                 pop si
145
                 pop es
146
                 pop ds
147
                 pop dx
148
                 рор сх
149
                 pop bx
150
                 pop ax
151
                 ret
152
         ;====== set_background_color =========
153
         set_background_color:
154
             push ax
155
             push bx
156
             push cx
157
             push dx
158
             push ds
159
             push es
             push si
160
161
             push di
162
             set_background_color_bg:
                 mov c1,4
163
164
                 shl al,cl
165
```

```
166
                  mov bx,0b800h
167
                  mov es,bx
168
                  mov bx,1
169
170
                  mov cx,2000
171
                  ; mov al,15
172
                  sbc_lp1:
173
                      and byte ptr es:[bx],10001111b
174
                      or es:[bx],al
175
                      add bx,2
176
                      loop sbc_lp1
177
             set_background_color_end:
178
                  pop di
179
                  pop si
180
                  pop es
181
                  pop ds
182
                  pop dx
183
                  pop cx
184
                  pop bx
185
                  pop ax
186
                  ret
187
188
         ;======= move up ==========
189
         move_up:
190
             push ax
191
             push bx
192
             push cx
193
             push dx
194
             push ds
195
             push es
196
             push si
197
             push di
198
             move_up_bg:
199
                 mov si,0b800h
200
                 mov es,si
                 mov ds,si
201
202
203
                 mov si,160
204
                 mov di,0
205
206
                  c1d
                  mov cx,24
207
208
209
                  mub_lp1:
210
                      push cx
211
                      mov cx,160
212
                      rep movsb
213
                      pop cx
214
                      loop mub_lp1
215
216
                  mov cx,80
217
                  mov si,0
                  mub_1p2:
218
219
                      mov byte ptr [160*21+si],' '
220
                      add si,2
221
                      loop mub_lp2
222
             move_up_end:
223
                  pop di
```

```
224
                 pop si
225
                 pop es
226
                 pop ds
227
                 pop dx
228
                 pop cx
229
                 pop bx
230
                 pop ax
231
                 ret
232
233
234
         int7ch_end:
235
             nop
236
237
238 code ends
239 end start
```

# 截屏

## 0 清屏

```
C:\>
```

### 1设置前景色

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Framcskip 0, Program: DOSBOX

Z:\>c:

C:\>MASM 1.asm;

Microsoft (R) Macro Assembler Version 5.00

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51508 + 448652 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK 1.obj;

Microsoft (R) Overlay Linker Version 3.60

Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

LINK: warning L4021: no stack segment

C:\>debug 1.exe

-q

C:\>1
```

#### 2 设置背景色

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

Z:\>c:

C:\>MASM 1.asm;
Microsoft (R) Macro Assembler Version 5.00

Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51508 + 448652 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK 1.obj;

Microsoft (R) Overlay Linker Version 3.60

Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

LINK: warning L4021: no stack segment

C:\>debug 1.exe

-q

C:\>1
```

3 向上滚动一行

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DOSBOX

C:\>MASM 1.asm:
Microsoft (R) Macro Assembler Version 5.00
Copyright (C) Microsoft Corp 1981-1985, 1987. All rights reserved.

51508 + 448652 Bytes symbol space free

0 Warning Errors
0 Severe Errors

C:\>LINK 1.obj;

Microsoft (R) Overlay Linker Version 3.60
Copyright (C) Microsoft Corp 1983-1987. All rights reserved.

LINK: warning L4021: no stack segment

C:\>debug 1.exe
-q

C:\>1
```