

INT 10H		
Function	Input	Output
0 – Select Display Mode	AH = 0 AL – Mode Number	None
1 – Change Cursor Size	AH = 1 CH = Starting Scan Line CL = Ending Scan Line	None
2 – Move Cursor	AH = 2 DH = New Cursor Row DL = New Cursor Col BH = Page Number	None
3 – Get Cursor Position & Size	AH = 3 BH = Page Number	DH = cursor row DL = cursor col CH = cursor starting scan line CL = cursor ending scan line
5 – Select Active Display Page	AH = 5 AL = Active Display Page	None
6 – Scroll the Screen or Window Up	AH = 6 AL = Number of lines to scroll (0 means scroll whole screen) BH = attribute for blank lines CH, CL = row, col for upper left corner DH, DL = row, col for lower right corner	None
7 – Scroll the Screen or Window Down	AH = 7 AL = Number of lines to scroll (0 means scroll whole screen) BH = attribute for blank lines CH, CL = row, col for upper left corner DH, DL = row, col for lower right corner	None
8 – Read Character at the Cursor	AH = 8 BH = Page Number	AH = attribute of the character AL = ASCII code of the character
9 – Display Character at the Cursor with Any Attribute	AH = 9 BH = Page Number AL = ASCII code of the character CX = Number of times to write the character BL = Attribute of the character	None
0AH – Display Character at Cursor with Current Attribute	AH = 9 BH = Page Number AL = ASCII code of the character CX = Number of times to write the character	None
0EH – Display Character	AH = 0EH AL = ASCII code of the character BH = Page Number BL = foreground color	None
0FH – Get Video Mode	AH = 0FH	AH = Number of columns in screen AL = Display Mode BH = Active Display Page
INT 16H		
0 – Read Keystroke	AH = 0	AH = Scan Code AL = ASCII Code (for ASCII keys);

2 – Get Keyboard Flags		AH = 2	0 (others) AL = Keyboard Flags <table><tr><td>Bit</td><td>If Set</td></tr><tr><td>7</td><td>INS on</td></tr><tr><td>6</td><td>Caps Lock on</td></tr><tr><td>5</td><td>Num Lock on</td></tr><tr><td>4</td><td>Scroll Lock on</td></tr><tr><td>3</td><td>Alt key down</td></tr><tr><td>2</td><td>Ctrl key down</td></tr><tr><td>1</td><td>Left Shift down</td></tr><tr><td>0</td><td>Right Shift down</td></tr></table>	Bit	If Set	7	INS on	6	Caps Lock on	5	Num Lock on	4	Scroll Lock on	3	Alt key down	2	Ctrl key down	1	Left Shift down	0	Right Shift down
Bit	If Set																				
7	INS on																				
6	Caps Lock on																				
5	Num Lock on																				
4	Scroll Lock on																				
3	Alt key down																				
2	Ctrl key down																				
1	Left Shift down																				
0	Right Shift down																				
INT 21H																					
Function		Input	Output																		
0 – Program terminate		AH = 0H CS = Segment of PSP	None																		
1 – Keyboard Input		AH = 01H	AL = ASCII code of key																		
2 – Display Output		AH = 02H DL = character	None																		
9 – Print String		AH = 09H DS:DX = pointer to string ending with \$	None																		
25h – Set Interrupt Vector		AH = 25h AL = interrupt number DS:DX = new interrupt vector	None																		
2Ah – Get Date		AH = 2Ah	AL = day (0=sun, 6 = sat) CX = year (1980-2099) DH = month (1-12) DI = day (1-31)																		
2Bh – Set Date		AH = 2Bh CX = year DH = month DL = day	AL = 00h if date valid FFh if date invalid																		
2Ch – Get Time		AH = 2Ch	CH = hr (0-23) CL = min (0-59) DH = seconds (0-59) DL = hundredths (0-99)																		
2Dh – Set Time		AH = 2Dh CH = hr (0-23) CL = min (0-59) DH = seconds (0-59) DL = hundredths (0-99)	AL = 00h if time valid FFh if time invalid																		
31h – Terminate Process & Remain Resident		AH = 31h AL = return code DX = memory size in paragraphs	None																		
35h – Get Interrupt Vector		AH = 35h AL = interrupt number	ES:BX = pointer to the interrupt handling routine																		
INT 27H																					
		DX = offset of beginning of free space, segment is with respect to PSP	None																		
INT 10H																					
0BH – Set Palette, Background or	0H – Set Background Color	AH = 0Bh BH = 0 BL = color	None																		

Border	01H – Select Palette (320x200 4 color mode)	AH = 0Bh BH = 1 BL = palette	None
0Ch – Write Graphics Pixel		AH = 0Ch AL = pixel value BH = page CX = col DX = row	None
0Dh – Read Graphics Pixel		AH = 0Dh BH = page CX = col DX = row	AL = pixel value
0Eh – Write Char in Teletype Mode		AH = 0Eh AL = char BH = page BL = color	None
0Fh – Get Video Mode		AH = 0Fh	AH = No. of Char Cols AL = display mode BH = active display page
10H	10h – Set Color Register	AH = 10h AL = 10h BX = Color Register CH = G CL = B DH = R	None
	12h – Set Block or Color Register	AH = 10h AL = 12h BX = First Color Register CX = number of color registers ES:DX = segment:offset of color table	None
	15h – Get Color Register	AH = 10h AL = 15h BX = Color Register	CH = G CL = B DH = R
	17h – Get Block or Color Register	AH = 10h AL = 12h BX = FirstColor Register CX = number of color registers ES:DX = segment:offset of buffer to receive color list	ES:DX = segment:offset of buffer