

INT	Option	Extra parameters	Example	Desc.
10	ah=0	al=[3,4,6] or 13h	mov ah,0 mov al,13h int 10h	Change video mode
10	ah=2	dl=X, dh=Y	mov ah,2 mov dx,0A0Ah int 10h	Move Cursor to X,Y Position
10	ah=3	bh=0	mov ah,3h mov bh,0h int 10h	Get Cursor position (Saved in DL,DH)
10	ah=6	al=lines to scroll (0 = clear),bh=7 (Normal attributes or color attributes[Back Fore]), from [cl,ch] to [dl,dh]	mov ax,0600h mov bh,07 mov cx,0 mov dx,184FH int 10h	Scroll up or Clear Screen
10	ah=7	Like above		Scroll down
10	ah=8	bh=Page number	mov ah,8 mov bh,0 int 10	Read char at cursor position (AL:Char, AH:Colour)
10	ah=9	bh=Page Number, al=Letter ASCII ,CX=Number of times,bl=Colour	mov ah,9 ;Display mov bh,0 ;Page 0 mov al,44h ;Letter D mov cx,5h ;5 times mov bl,0FAh ;Green (A) on white(F) background int 10h	Display a letter number of times with a certain colour
10	ah=0ch	al=colour,CX=X,DX=Y	mov cx,0 ;Column mov dx,50 ;Row mov al,5 ;Pixel color mov ah,0ch ;Draw Pixel Command back: int 10h inc cx cmp cx,320 jnz back	Draw Pixel
10	AH=0Dh	BH = Page Number, CX = x, DX = y		Read graphics pixel (AL = Color)
10	AH=0Fh			Get current video mode (AL = Video Mode, AH = number of character columns, BH = active page)

INT	Option	Extra parameters	Example	Desc.
16	ah=0		mov ah,0 int 16h	Get key pressed (Wait for a key-AH:scancode,AL:ASCII)
16	ah=1		CHECK: mov ah,1 int 16h jz CHECK	Get key pressed (do not wait for a key-AH:scancode,AL:ASCII)
21	ah=2	dl=char	mov ah,2 mov dl,'\$' int 21h	Display char (7: bell sound, '\$':display \$)
21	ah=7		mov ah,07 int 21h	Read one char and put in al without echo
21	ah=9	dx=offset message	mes db 'This is message','\$' mov ah, 9 mov dx, offset mes int 21h	Display string
21	ah=0AH	dx=offset Buffer	InDATA db 30,?,dup(\$) mov ah,0AH mov dx,offset InDATA int 21h	Read from keyboard
33	ax=0		mov ax,0 int 33h	AX=FFFF if there is a mouse attached
33	ax=1		mov ax,1 int 33h	Show the mouse
33	ax=2		mov ax,2 int 33h	Hide the mouse
33	ax=3		mov SI,200 mov ax,3 MPos:int 33h dec SI jnz MPos	Get mouse position in CX,DX- BX:Button status
33	ax=4	CX=Row, DX=Column	mov ax,4 int 33h	Set mouse position