**INT 10 - VIDEO**

-----------------------------------------------------------

INT 10 - VIDEO - SET VIDEO MODE

AH = 0

AL =

0 = 40x25 B&W

1 = 40x25 COLOR

2 = 80x25 BW

3 = 80x25 COLOR

4 = 320x200 GRAPHICS, 4 COLOR

5 = 320x200 GRAPHICS, 4 GREY

6 = 640x200 GRAPHICS, B&W

7 = MONOCHROME

8 = 160x200 GRAPHICS, 16 COLOR (PCjr/Tandy 1000)

9 = 320x200 GRAPHICS, 16 COLOR (PCjr/Tandy 1000)

A = 640x200 GRAPHICS, 4 COLOR (PCjr/Tandy 1000)

D = 320x200 graphics, 16 color (EGA)

E = 640x200 graphics, 16 color (EGA)

F = 640x350 graphics, monochrome (EGA)

10 = 640x350 graphics, 4 or 16 color (EGA)

-----------------------------------------------------------

INT 10 - VIDEO - SET CURSOR CHARACTERISTICS

AH = 1

CH =

bits 5-6 = blink attribute

(00=normal, 01=invis., 10 = slow, 11=fast)

bits 0-4 = start line for cursor in char. cell

CL =

bits 0-4 = end line for cursor in char. cell

-----------------------------------------------------------

INT 10 - VIDEO - SET CURSOR POSITION

AH = 2

DH,DL = ROW,COLUMN - 0,0 = UPPER LEFT

BH = PAGE NO. - 0 = GRAPHICS

-----------------------------------------------------------

INT 10 - VIDEO - READ CURSOR POSITION

AH = 3

BH = PAGE NO. - 0 = GRAPHICS

Return: DH,DL = ROW,COLUMN

CH,CL = CURSOR MODE,CURRENT SET

-----------------------------------------------------------

INT 10 - VIDEO - READ LIGHT PEN POSITION

AH = 4

Return: AH = 0: light pen switch not activated

AH = 1: light pen values in registers

DH = row of current position

DL = column of current position

CH = raster line (0-199)

BX = pixel column (0-319 or 0-639)

-----------------------------------------------------------

INT 10 - VIDEO - SELECT DISPLAY PAGE

AH = 5

AL =

0 - 7: new page value for modes 0 & 1

0 - 3: new page value for modes 2 & 3

80H: read CRT/CPU page registers [PCjr]

81H: set CPU page register to value in BL [PCjr]

82H: set CRT page register to value in BH [PCjr]

83H: set both display registers [PCjr]

Return: BH = CRT page register

BL = CPU page register

-----------------------------------------------------------

INT 10 - VIDEO - SCROLL PAGE UP

AH = 6

AL = NO. OF LINES BLANKED AT BOTTOM OF PAGE

0 = BLANK WINDOW

BH = ATTRIBUTES TO BE USED ON BLANK LINE

WINDOW:

CH,CL = UPPER LEFT CORNER

DH,DL = LOWER RIGHT CORNER

-----------------------------------------------------------

INT 10 - VIDEO - SCROLL PAGE DOWN

AH = 7

AL = NO. OF LINES BLANKED AT TOP OF PAGE

0 = BLANK WINDOW

BH = ATTRIBUTES TO BE USED ON BLANK LINE

WINDOW:

CH,CL = UPPER LEFT CORNER

DH,DL = LOWER RIGHT CORNER

-----------------------------------------------------------

INT 10 - VIDEO - READ ATTRIBUTES/CHARACTER AT CURSOR POSITION

AH = 8

BH = DISPLAY PAGE

Return: AL = CHAR

AH = ATTRIBUTE OF CHAR - ALPHA MODE

-----------------------------------------------------------

INT 10 - VIDEO - WRITE ATTRIBUTES/CHARACTERS AT CURSOR POS

AH = 9

AL = CHARACTER

BH = DISPLAY PAGE - ALPHA MODE

BL = attributes of char (alpha modes) or color (graphics modes)

CX = number of times to write character

-----------------------------------------------------------

INT 10 - VIDEO - WRITE CHARACTERS ONLY AT CURSOR POS

AH = 0AH

AL = CHARACTER

BH = DISPLAY PAGE - ALPHA MODE

BL = COLOR OF CHARACTER (GRAPHICS MODE)

CX = number of times to write character

-----------------------------------------------------------

INT 10 - SET COLOR PALETTE

AH = 0BH

BH = PALETTE COLOR ID

BL = COLOR TO BE USED W/COLOR ID

-----------------------------------------------------------

INT 10 - WRITE DOT ON SCREEN

AH = 0Ch

AL = color of dot (0/1 in mode 6, 0-3 in modes 4 and 5)

if bit 7 set, new color will be XORed with current pixel

DX = row (0 - 199)

CX = column (0 - 319 in modes 4/5, 0 - 639 in mode 6)

Note: video modes 4-6 only

-----------------------------------------------------------

INT 10 - READ DOT ON SCREEN

AH = 0Dh

CX = column (0 - 319 or 639)

DX = row (0 - 199)

Return: AL = COLOR READ

-----------------------------------------------------------

INT 10 - WRITE CHARACTER - ADVANCE CURSOR (TTY WRITE)

AH = 0EH

AL = character

BH = display page (alpha modes)

BL = foreground color (graphics modes)

-----------------------------------------------------------

INT 10 - GET CURRENT VIDEO MODE

AH = 0FH

Return: AH = # OF COLUMNS ON SCREEN

AL = CURRENT VIDEO MODE

BH = CURRENT ACTIVE DISPLAY PAGE

-----------------------------------------------------------

INT 10 - SET PALETTE REGISTERS (PCjr AND TANDY 1000)

AH = 10H

AL = 0: SET PALETTE REGISTER

BL = PALETTE REGISTER TO SET

BH = COLOR VALUE TO STORE

AL = 1: SET BORDER COLOR REGISTER

BH = COLOR VALUE TO STORE

AL = 2: SET ALL PALETTE REGISTERS

ES:DX = POINTER TO 17-BYTE LIST

BYTES 0-15 = VALUES FOR PALETTE REGS. 0-15

BYTE 16 = VALUE FOR BORDER REGISTER

-----------------------------------------------------------

INT 10 - WRITE STRING, DON'T MOVE CURSOR (PC/AT ONLY)

AH = 13H

AL = 0

BL = ATTRIBUTE

BH = DISPLAY PAGE NUMBER

DX = STARTING CURSOR POSITION

CX = LENGTH OF STRING

ES:BP = POINTER TO START OF STRING

-----------------------------------------------------------

INT 10 - WRITE STRING, MOVE CURSOR AFTER STRING (PC/AT ONLY)

AH = 13H

AL = 1

BL = ATTRIBUTE

BH = DISPLAY PAGE NUMBER

DX = STARTING CURSOR POSITION

CX = LENGTH OF STRING

ES:BP = POINTER TO START OF STRING

-----------------------------------------------------------

INT 10 - WRITE STRING OF ALTERNATING CHARACTERS, ATTRIBUTES;

DON'T MOVE CURSOR (PC/AT ONLY)

AH = 13H

AL = 2

BH = DISPLAY PAGE NUMBER

DX = STARTING CURSOR POSITION

CX = LENGTH OF STRING

ES:BP = POINTER TO START OF STRING

-----------------------------------------------------------

INT 10 - WRITE STRING OF ALTERNATING CHARACTERS, ATTRIBUTES;

MOVE CURSOR (PC/AT ONLY)

AH = 13H

AL = 3

BH = DISPLAY PAGE NUMBER

DX = STARTING CURSOR POSITION

CX = LENGTH OF STRING

ES:BP = POINTER TO START OF STRING

-----------------------------------------------------------

INT 10 - GET VIDEO RAM ADDRESS [TANDY 1000]

AH = 70H

Return: AX = SEGMENT ADDRESS OF THE FOLLOWING

[BX] = OFFSET ADDRESS OF GREEN PLANE

[CX] = SEGMENT ADDRESS OF GREEN PLANE

[DX] = SEGMENT ADDRESS OF RED/BLUE PLANE

(RED OFFSET = 0, BLUE OFFSET = 4000)

-----------------------------------------------------------

INT 10 - GET INCRAM ADDRESSES [TANDY 1000]

AH = 71H

Return: AX = SEGMENT ADDRESS OF THE FOLLOWING

[BX] = SEGMENT ADDRESS OF INCRAM

[CX] = OFFSET ADDRESS OF INCRAM

-----------------------------------------------------------

INT 10 - SCROLL SCREEN RIGHT [TANDY 1000]

AH = 72H

AL = NO. OF COLUMNS BLANKED AT LEFT OF PAGE

0 = BLANK WINDOW

BH = ATTRIBUTES TO BE USED ON BLANK COLUMNS

WINDOW:

CH,CL = UPPER LEFT CORNER

DH,DL = LOWER RIGHT CORNER

----------------------------------------------------------

INT 10 - SCROLL SCREEN LEFT [TANDY 1000]

AH = 73H

AL = NO. OF COLUMNS BLANKED AT RIGHT OF PAGE

0 = BLANK WINDOW

BH = ATTRIBUTES TO BE USED ON BLANK COLUMNS

WINDOW:

CH,CL = UPPER LEFT CORNER

DH,DL = LOWER RIGHT CORNER

-----------------------------------------------------------

INT 10 - Get Video Buffer (TopView/DESQview/TaskView)

AH = FEh

ES:DI = segment:offset of assumed video buffer

Returns:

ES:DI = segment:offset of actual video buffer

-----------------------------------------------------------

INT 10 - Update Video Buffer (TopView/DESQview/TaskView)

AH = FFh

CX = number of sequential characters that have been modified

DI = offset of first character that has been modified

ES = segment of video buffer

-----------------------------------------------------------