



Computing That Works

EGA/VGA

A PROGRAMMER'S REFERENCE GUIDE

2nd
EDITION

Includes the VESA Super
VGA Standard Version 1.1

COMPUTER PROFESSIONALS

BRADLEY DYCK KIEWER

EGA/VGA A Programmer's Reference Guide

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To my wife, Sue,
and our parents
Henry and Rosella Kliewer
and
C.J. and Wilma Dyck
You've been a source of inspiration and support

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Preface

When the first edition was published, the Enhanced Graphics Adapter (EGA) had become the graphics standard in the IBM Personal Computer world and its cousin, the Video Graphics Array (VGA), was beginning to take its place. Very few EGA's are still on the market, but they are still around on many old systems and a few of the newer portable computers. Because the VGA is the most popular video option for the millions of PC's, XT's, AT's, and PS/2 clones in use, it is clear that anyone interested in programming or taking full advantage of graphics for these machines had better know all of the ins and outs of these graphics standards.

However, getting beneath the surface of these two boards is not so easy. Documentation for the EGA and VGA is scattered among separate manuals, densely written and difficult to understand, and often sketchy. Moreover, the manuals give very few examples of code, and many of those given are only fragments which must be combined with your own routines to create a working example.

So, in addition to the challenge of programming these sophisticated boards, it has been the programmer's burden to have to piece together the available information to gain a working understanding of the graphics adapters. The addition of higher-resolution boards, which go beyond the standards, has made the task even more difficult.

The goal of *EGA/VGA: A Programmer's Reference Guide* is to ease this difficult situation by collecting in one volume much of the scattered information about the EGA/VGA, as well as presenting a broad range of working programming examples and offering practical guidelines for effective and sophisticated EGA/VGA programming techniques. *EGA/VGA A Programmer's Reference Guide* is primarily a reference work with extended descriptions which add to the understanding of display programming, increase productivity, and enhance the craft and professionalism of the reader's programs.

We will cover the VESA standard, which helps simplify programs that work beyond the resolutions of the standard VGA modes. As of this writing, most adapters had implemented the VESA 800 x 600, 16-color mode. And, RAM-based drivers, which added support for additional modes and query information, were just beginning to appear.

As I cover the material and explain the various functions, I will keep the following goals in mind:

First, while several factors create an effective display, including speed, smoothness (freedom from flicker and other annoying effects), and layout, our focus will be on speed and smoothness: they are, after all, the easiest to quantify and the most technically difficult to achieve.

You have probably seen (or written) many games which flicker as the shapes are drawn, or seen entry areas on forms which flicker as the computer waits for user input. Flicker such as this is a common problem when programming with high-level languages. But if you look at commercial software, whether games or applications, the display remains rock steady. Professional programmers know how to coordinate video output with the adapter and display's internal timings. Usually, such programming is done with assembly language because it provides greater control over the hardware: determining the current status, and making direct changes. This book will teach you these assembly language techniques, so that you may apply them to your programs.

While we will concentrate on assembly language programming, the methods presented may be adapted to other languages if you know how to directly access memory, the I/O registers, and software interrupt routines. Although hardware control features are not typically a standard part of the language, many PC-based products add them (for example, BASIC's PEEK, POKE, IN, and OUT, or Turbo Pascal's INTR, absolute memory functions, and ability to use inline code). We will begin with an introduction to BIOS programming — the simplest way to start programming. If you are an experienced assembly language programmer, you are probably familiar with BIOS programming and may want to skip ahead, using the BIOS call descriptions as reference material. For those of you fairly new to assembly language programming, you will quickly find that BIOS display writing routines are very slow and simply not adequate for most finished products. So, after finishing the BIOS routines, we will quickly move into register programming and much more sophisticated concepts.

You will find several small programs, which may seem rather dull compared with demonstration programs you may have seen. The aim is not to give dazzling demonstrations of the EGA/VGA's capabilities (you are probably already aware of such functions and want to create them for yourself), but rather to give simple, self-contained examples of the adapters' capabilities. Short programs are easier to enter without critical and frustrating mistakes. We want to encourage you to try the demonstrations, make your own modifications, and use them as a framework for your creative work. If you want to avoid entering the code, a source code diskette is available for an additional cost (see the order form at the back of the book).

If you are fairly new to assembly language programming, keep your eyes open! There are many useful tricks among the programming examples that go beyond graphics programming practices. For example, the ellipse program uses

32-bit and 48-bit integer arithmetic. It is really fairly simple and straightforward, yet it is a topic which is not often discussed (and the limits of 16-bit integers are often too constraining for many applications). You will also find practical uses for most of the 8088 assembly language instructions.

The example code may not always use the fastest or most elegant methods; I have tried to balance easy readability with considerations of speed and technique. I have also varied some methods from program to program as subtle examples of the many possible methods for achieving any particular function.

Several of the BIOS programming examples will interact with each other. For example, the demonstration program for setting the mode places the adapter in 640 x 350 graphics mode, and does not switch back to the original mode at termination. You can then see the effect of several of the other BIOS routines while in graphics mode (typing `MODE CO80` will return the display to text mode). Several of the interactions are noted, and you can try these (and others) to better understand how BIOS functions.

Challenge yourself to improve the code. Where can you make it faster or more flexible? Does it need more range checking (or maybe less)? Watch for some of the tricks thrown into the code. Some standard methods for improving efficiency are using `SUB` or `XOR` to 0 a register (in place of `MOV`), or using shifts for division or multiplication by powers of two. But how about other constants? The `MUL` instruction is very slow; sometimes a sequence of `ADD`'s and `SHL`'s can be much faster (at the loss of flexibility since you cannot multiply by a variable).

If you do not have a list of instruction timings, you should get one. The Microsoft Macro Assembler comes with timing information, but there are other sources. Several books on assembly language programming, or the *Intel Programmer's Pocket Reference Guide* would be excellent supplemental material. If you really want to make your code efficient, you must consider several methods and decide which is the quickest. You can always use trial and error by timing each method, but frequently a quick glance at timings will immediately eliminate some methods. However, do not put too much faith in the timings; there will always be some variation due to the state of the prefetch cue, the actual processor used, and wait states on memory or port accesses (especially when dealing with display memory).

If efficiency is important, you should time any routines which use roughly the same number of clock cycles. Try the code on different processors if possible, and loop through the code enough times to get several seconds of delay. Experimenting with different methods will make your code efficient and greatly improve your knowledge of the system. If you don't think efficiency is important, consider the amount of memory addressed by the EGA: 256K versus 16K on a color CGA screen. You won't usually update all of the memory, but simple images use more memory as the resolution and number of colors increase.

In addition to trying various instruction sequences, look for entirely different programming methods. The EGA and VGA provide many varied functions

which can create similar effects. You will find four different ways to write to memory (along with many ways to modify the data as it is written). Study the registers (especially the Graphic Controller registers), and learn what they do. You may find functions you did not consider. Even if you do not have an application for a register, ask "What could this do for me?" A thorough understanding of the adapter's functions will improve your programming techniques, and the end result will be a better program.

Notes on Conventions Used

Hexadecimal numbers will be followed by a lowercase h; thus, 16 would be written as 10h in hexadecimal. Likewise, binary numbers will be followed by a lowercase b. Register names will be uppercase.

Medium-resolution graphics will refer to 320 x 200 pixels; high-resolution, 640 x 200; and enhanced 640 x 350. The VGA's new 640 x 480 mode will simply be called 640 x 480.

Adapters will be called the MDA (the original Monochrome Display Adapter), CGA (the original Color Graphics Adapter), EGA (Enhanced Graphics Adapter), and VGA (Video Graphics Array).

All references to DOS will assume version 2.0 or later, unless otherwise noted. All assembly language programs were assembled with Microsoft Macro Assembler version 4.0.

Compatibility modes will refer exclusively to graphics modes, since all text modes are compatible between adapters.

The EGA and VGA have several methods of mapping memory into the PC's address space. The appearance of memory in this address space will be noted as the "CPU" or "processor" address; that is, where the 8088 or 8086 processor reads and writes the display.

The Question of Compatibility

The limitations of IBM's original Color Graphics Adapter (CGA) became apparent as graphics became increasingly important to business in the PC environment. The CGA was designed for compatibility with television sets and composite monitors, which were both cheap and prevalent. This limited the vertical resolution to 200 distinguishable lines. Horizontal resolution was designed for 320 rows, although 640 rows were possible on RGB and composite monitors.

Memory was expensive, and the creation of a reasonably priced color adapter required a limitation on available memory. The CGA was given enough memory (16K) for four colors with 320 x 200 resolution (the resolution that worked best on TV sets). Unfortunately, 16K is not enough memory for more than two colors in the 640 x 200 resolution mode, and one color has to be black. Even the four-color mode limits the user to only two sets of four colors, although the background can be changed in either set.

When the price of memory chips and other computer components began to fall and microcomputers started to replace larger systems, users complained about the poor selection of colors that could be used with the CGA. Viewing the 320 x 200 resolution for long periods of time was hard on eyes, and many graphics systems had to have a second monochrome monitor (with 720 x 350 non-graphics resolution) for working with text. In response, several companies developed boards for higher-resolution graphics; many could use 16 or more colors. Hercules Computer Technologies produced the Hercules Card, which uses the higher-resolution monochrome monitor for monochrome graphics.

Downward Compatibility

The greatest problem among the early high-resolution graphics cards was a lack of standards or support of the CGA modes. Additionally, the programming methods used for many of these cards are inconsistent with the methods used by the CGA. The EGA addresses these issues by remaining very compatible with the CGA, extending available memory, and adding BIOS support for higher resolution. But the EGA standard is not without problems of its own. The large number of registers and operational modes make programming difficult unless you rely entirely on the slow BIOS routines. Most of the registers are write only; determining the current state of the adapter is almost impossible. This hinders the development of multitasking systems and memory resident programs, which need to save the video state before switching tasks. Like the Hercules card, an EGA with a monochrome display does not support CGA-compatible graphics.

In April 1987, IBM announced the PS/2 line of microcomputers. These computers included the new graphics device called the VGA (for Video Graphics Array, which refers to the single chip used by the system). The VGA is very similar to the EGA. It extends a few EGA functions and adds some higher-resolution modes and a 256-color low resolution mode. Perhaps the most significant change for programmers, however, is the use of read/write registers. The VGA also uses analog displays rather than the digital type used by the EGA. As with the EGA, the VGA continues to support the original monochrome and CGA modes. Furthermore, all modes are supported by both the color and monochrome monitors.

The extent of EGA/CGA compatibility can be seen in the EGA's handling of the video BIOS routines located at INT 10h. The original BIOS routines are relocated to INT 42h and the EGA places its own BIOS code at INT 10h. The EGA BIOS calls the old routines for some functions, so the EGA is truly a BIOS extension rather than a replacement of the original BIOS functions. The original BIOS calls are fully supported, and the operation of the new calls remains consistent with the old.

Although BIOS calls remain compatible among the various IBM (and compatible) adapters, there are a few differences among the common hardware interface ports. The monochrome/CGA and EGA/VGA architectures are quite different. The original adapters are based on the Motorola 6485 graphics controller, while the EGA and VGA use proprietary IBM chips (of course, a number of manufacturers have developed chip sets which are nearly identical). Several of the EGA and VGA registers mimic the behavior of the 6485; those that are different are noted in the chapters on register programming.

Despite some of the differences among the various adapters (which deal primarily with the type of display used), IBM includes a great deal of support for CGA and MDA emulation which is buried amongst the many features and functions. For example, the EGA monochrome alphanumeric mode modifies

the character set very slightly to exactly match the MDA. And, while the VGA usually double scans CGA graphics modes (to generate 400 lines, addressable as 200 lines), it is possible to switch to a true 200-line display.

Flexibility (Pages of Memory, Alternate Character Sets, Monitors)

The EGA works with the original color and monochrome displays. It also provides support for the ECD (Enhanced Color Display), which has nearly the same resolution as the monochrome monitor (640 x 350 for the ECD versus 720 x 350 for the monochrome adapter), and 16 colors out of a possible 64. The adapter can change any one of the 16 colors to any of the other 63. The VGA does not support any of the original displays (although some multisynch displays can be adapted). Instead, the VGA requires an analog display. The VGA's highest resolution mode is 640 x 480 and may use 16 colors (or shades of gray) out of a possible 262,144 (64 shades of gray). As with the EGA, the VGA colors are fully selectable.

IBM also provides for memory expansion on the EGA so that two separate pages of high-resolution color graphics are possible. EGA compatibles come with a full complement of memory, as does the VGA. With lower-resolution (or monochrome graphics), up to eight pages of text or graphics can be stored on the adapter. It is possible to display one page while another is being modified and alternately display several pages. The extra memory can also be used for storing font tables (although this is not possible in graphics mode), and have up to 1024 different characters (2048 on the VGA), 512 of which can be displayed at any one time.

The ability to modify fonts, work with additional characters, and select colors individually only hints at the power and flexibility provided on the EGA and VGA. Almost any display attribute can be modified. Characters can be made larger or smaller than the standard sizes, and the number of lines displayed on the screen can be changed. Changes may be made on a temporary basis (only within a particular application) or on a more permanent basis (affecting all programs until the system is rebooted or reprogrammed). Programming advanced graphics applications in this type of environment requires a much more relativistic approach than the CGA.

Perhaps the most noticeable architectural change is the organization of EGA/VGA memory. The CGA uses sequential data bits to describe each color pixel. While this method is fairly easy to program, it wastes processor address space (doubling the number of colors doubles the size of the memory map) and significantly slows graphics applications that use many colors (doubling the number of colors tends to double the time it takes to write memory). The EGA and VGA use a bit plane technique, which "stacks" the color bits at the same address. Bit planes allow more color combinations to be added without increasing processor address space. In some cases, bit plane architecture can speed

writing memory, since one write can modify eight bits in each plane. The details of these various modes are discussed in the following chapters.

At the hardware level, the VGA standard allows for natural extensions in both resolution and available colors. The highest resolution VGA mode uses only about 38K of address space. Because the 8088 family of processors use 64K segments, there is room for additional resolution. Several manufacturers added 800 x 600 modes — this keeps the pixels square (the same ratio as 640 x 480) while using nearly 60K. And the bit-plane architecture lends itself to simple extensions from 4 bits (16 colors) to a more natural 8-bit (256 colors).

However, at the software level, the details of programming these new modes varied from manufacturer to manufacturer. For example, the mode numbers were not consistent. And, even at the hardware level, there were differences in some parameters such as timing. VESA (Video Electronics Standards Association) was formed to set standards extended VGA. The first standard (April 1989) defined the BIOS call and data areas for the 800 x 600 16-color mode. A later standard (October 1989) added several new 16 and 256-color modes up to resolutions of 1280 x 1024. It also allows for vendor-specific extensions and methods to query the adapter for the details of those extensions.

So, we have traced the development of graphics adapter standards and hinted at the new features and flexibility available, but what does the future hold? The VGA is beginning to push the current processors to their limits. The maximum memory segment size of 64K is nearly filled by the 256-color mode, and handling the high-resolution modes slows even the fastest processors. The next step will be to more sophisticated graphics coprocessors which allow simultaneous access, and built-in graphics primitives such as line and circle drawing.

One of the more promising coprocessor standards is the IBM 8514/A. The 8514/A increases resolution to 1024 x 768 and 256 colors. IBM does not publish the hardware specifications for the 8514/A, asking that programmers use the software hooks called the AI (Application Interface). VESA has set standards for 8514/A hardware compatibility and extensions. Programming the 8514/A is beyond the scope of this book, but if you are interested, you should get a copy of *Graphics Programming for the 8514/A* (M&T Books, 1990) by Jake Richter and Bud Smith.

Texas Instruments is also a contender in the graphics coprocessor market with its 34010 and 34020 chip sets and a software interface called TIGA.

Most of these coprocessors do not emulate the VGA, although many allow VGA pass-through. Thus, for a computer which has a VGA installed, VGA images can be passed on to the display without intervention by the coprocessor. When you run a program written for the coprocessor, it takes control of the display. For systems with two monitors, this allows a computer to use both VGA and the coprocessor simultaneously — a very useful tool for debugging or keeping menus off the main display.

It is difficult to predict whether these new adapters will become as popular as VGA. The coprocessor-based adapters, which were once quite expensive, are

approaching the price of the VGA when it became so popular. The biggest expense remains with the display — video display technology is more mature than computer electronics. While mass production will bring display prices down, there is not as much room for dramatic price reductions. And, for most people, the VGA is sufficient for most any application. However, as graphical interfaces such as Windows and Presentation Manager become more popular, the additional speed of a coprocessor will become more attractive.

Games are very impressive on the VGA with its enhanced resolution and 16 colors. Even the low-resolution 256-color mode can create wonderful visual effects (increasing the number of colors improves the apparent resolution). Just as the simple 8086/8088 has dominated the home market for years, you can expect the same for the VGA. Business graphics and presentations look brilliant and sharp in 16 colors at enhanced resolutions. By convention, standard business graphs have no more than four colors (plus black and white) and the EGA's selection of 64 is adequate. The business market, which is the driving force behind IBM's marketing, does not need significant improvements in graphics technology.

No matter what turn the market takes, whether toward new hardware or software standards which make VGA obsolete or direct hardware access impossible, you can help ease the adaptation of your code by using modular programming techniques.

Introduction to BIOS

When writing complicated applications, you should consider future upgrades to your program, including new features and support for new hardware or operating systems. IBM has often suggested programming with BIOS routines as the easiest way to provide for such modifications, although this is becoming less useful with each new generation of hardware and software.

For example, BIOS calls written for the CGA will work on the EGA and VGA, but not all register functions will. Similarly, plotting a pixel through BIOS uses the same method no matter which adapter/resolution combination is being used, but writing memory varies drastically among the CGA, EGA, and VGA. But, BIOS programming relies on variables passed through registers and most programming languages pass parameters on the stack — an important consideration as programming evolves to mixed language and operating system environments.

BIOS programming also gives greater compatibility between machines and adapters of various manufacturers. Some EGA and VGA registers should be modified only during specific time intervals or must allow recovery time between writes, and BIOS will always take care of these tasks. However, even BIOS programming does not guarantee total compatibility between machines or even easy modification of code for other operating systems.

OS/2 does not use software interrupts (outside the compatibility window) for controlling hardware, and severely restricts direct control of the hardware (unless you want to get into the complex world of writing device drivers). Rather, OS/2 relies on calls to the operating system, which resemble calls to external routines in DOS programs: parameters are PUSH'ed onto the stack and then the appropriate routine is CALL'ed. Note that Microsoft Windows also uses this

technique. If you are writing a program for DOS and are considering adapting it to OS/2, you may want to write procedures for each of the operations.

Thus, you could write a procedure to set the color and a procedure to set a pixel. In early development stages, the procedure could call the BIOS interrupt (the set color procedure might only put the color number in a variable, and the BIOS routine would do everything else). The next stage might support direct register and memory manipulation, using the color routine to set the appropriate adapter registers, and the plot routine would set registers and write memory. Finally, the OS/2 version might change the parameter order. The line and ellipse programs in the algorithms chapter use procedures in this manner.

Note, however, that true OS/2 programs follow a very different philosophy. Multiple threads and event scheduling are difficult to emulate in a DOS-based system. If you keep your procedures separated by task (calculations, output, input, etc.) you will find the transition easier.

You should also consider macros for some tasks. Unlike procedures which are areas of shared code, macros are short program segments which are copied to multiple locations at your direction.

By using macros, you avoid searching through the code for each occurrence of a register or memory access, or INT call. And, in graphics programming you will often use the same instruction sequence several times throughout a program. For example, some operations must take place during a vertical retrace and you must write a small polling loop which waits for the retrace to begin. Instead of typing the sequence each time, you call might call it WAIT_R and simply type WAIT_R when it's needed.

These methods work quite well if you are using a fairly simple, standard set of functions. You can design the macros and procedures to work together efficiently and even develop a library of efficient routines for use in other programs. However, if you are pushing the hardware to its limits, the routines may become awkward and slow performance. At this point, you will need to decide whether your application should be adaptable. After all, if you are relying on very specific hardware features, such as vertical retrace detection, it may not be supported on other hardware or operating systems.

BIOS Calls

The EGA BIOS provides 20 basic routines for working with the display. These functions are numbered 0-13h. The VGA adds three more interrupts, numbered 1ah-1ch, and the VESA BIOS extension (for Super VGA adapters which extend the IBM VGA definition) is numbered 4fh. To access a function, the function number is placed in register AH, and then INT 10h is issued. Most routines require additional values in registers AL, BX, CX, and/or DX. Chapters 2, 3, and 4 give detailed descriptions of each function. You will find notes about each function's operation, along with a table of register contents and

programming examples in assembly language. Differences between the old (CGA) and new calls are noted. As mentioned earlier, implementing BIOS calls in procedures and macros may help with the transition to register programming or other operating systems.

Each assembly language program is executable so that you will not need to convert the EXE file to a COM file. Note the simplicity of using BIOS calls — the appropriate values are placed in each of the required registers, and an INT 10h is issued. Remember to load each register listed in the description with a value; if you have written CGA programs using the BIOS, it is sometimes easy to miss a register, especially the page number on graphics modes since the CGA did not support graphics pages.

Text and Graphics Modes

Modes are usually changed through BIOS calls, since it is not usually a time-critical operation and is very difficult to program. Two types of modes are available on the IBM graphics cards. The first is an alphanumeric mode (often called “alpha” or “text” mode), which can display only 256 different characters (the EGA and VGA can actually display 512 characters with some special programming). The second is graphics mode, which can individually address any picture element (“pel” or “pixel”) on the screen, as well as producing 256 pre-defined characters. Graphics mode is sometimes referred to as APA graphics for “All Points Addressable,” because all points (pixels) can be individually addressed (controlled).

The EGA has five text modes and seven graphics modes. The text modes are numbered 0–3, and 7. Modes 0–3 are identical to modes 0–3 on the CGA, and mode 7 is nearly identical to mode 7 on the monochrome adapter. Likewise, graphics modes 4–6 are identical on the EGA and CGA. The new graphics modes (which provide higher resolution and/or more colors) are numbered 0dh–10h. Once a mode has been selected, information can be written to (or read from) the display through BIOS function calls or direct memory access.

Mode

0	text	CGA compatible
1	text	CGA compatible
2	text	CGA compatible
3	text	CGA compatible
4	graphics	CGA compatible
5	graphics	CGA compatible
6	graphics	CGA compatible
7	graphics	monochrome adapter compatible
0dh	graphics	new mode

0eh	graphics	new mode
0fh	graphics	new mode
10h	graphics	new mode

The VGA adds three additional modes — higher resolution monochrome and color graphics modes, as well as a low-resolution, 256-color mode. Even though the 256-color mode is low-resolution, some pictures will seem more realistic because of the subtle shading that is possible; effective use of shading can increase the apparent resolution of a picture.

IBM will maintain compatibility between BIOS calls and memory addresses for like numbered modes, and you should use these methods whenever practical. By using modes 0-7, and using only the parameters given in the tables throughout this book, your programs will be compatible with existing adapters and should remain compatible with future products.

This chapter covers function calls 0-7, which set the screen environment (mode, cursor location, etc.). These functions are common to all the IBM video adapters, although the VGA and EGA add a few extensions, such as additional display pages.

Function Call 0: Set Mode

Remarks: This function is used to select the operating mode of the card. The basic formats are alphanumeric (no graphics), 320 x 200 graphics, 640 x 200 graphics, and 640 x 350 graphics. The VGA adds 640 x 480 graphics. Characters can be written with functions 9, 0ah, 0eh, and 13h. Points are plotted with function 0ch.

A mode reset programs the registers according to values in the Parameter Table (see Chapter 13, The BIOS Save Area). This function also clears video memory unless the high bit of the mode number is set.

Input: Registers (set before function call):

- AH: set to 0
- AL: set to the mode number
 - 0 and 1 — 40-column alphanumeric
(CGA compatible)
 - 2 and 3 — 80-column alphanumeric
(CGA compatible)
 - 4 and 5 — 320 x 200 4-color graphics
limited to 2 palettes
(CGA compatible)

6	—	640 x 200 2-color graphics: one must be black (CGA compatible)
7	—	monochrome alphanumeric (monochrome adapter compatible)
8-0ch	—	reserved
0dh	—	320 x 200 16-color
0eh	—	640 x 200 16-color
0fh	—	640 x 350 monochrome graphics
10h	—	640 x 350 color graphics, 4 colors for EGA's with 64K graphics memory, 16 colors if more than 64K is installed.
11h	—	640 x 480 monochrome graphics (VGA only)
12h	—	640 x 480 16-color (VGA only)
13h	—	320 x 200 256-color (VGA only)

VESA Mode (also see Chapter 5)

6ah	—	800 x 600 16-color
-----	---	--------------------

Note that only modes 7 and 0fh may be used on an EGA/monochrome monitor combination (and may not be used on an EGA/color monitor combination).

You may set the high bit of AL to 1 if you want to preserve the screen memory (display) while resetting the mode. This is done by adding 80h to the mode number.

The following routines set the mode to 640 x 350 color graphics and draw a line of alternating colors from left to right across row 10 of the screen (using BIOS function call ch). The display will remain in mode 10h when the programs finish. You may return to text mode by using MODE CO80.

Assembly Language Example:

```

data      segment public
          clr      db 16      ;color initially set to 16
data      ends

```

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```
code      segment public
          assume CS:code

main      proc      far

start:    push      DS
          sub       AX,AX
          push     AX

          mov      AX,data
          mov      DS,AX
          assume  DS:data

          mov      AH,0      ;select function 0 - set mode
          mov      AL,10h   ;select mode 10h
          int      10h      ;BIOS video call

          mov      CX,639   ;this will be the column

lp:       mov      AH,0ch   ;function call ch - write dot
          mov      AL,clr   ;set color
          dec     AX       ;subtract one from the color
          mov      clr,AL   ;store the new color
          jnz     skip     ;if the color is not 0
                          ; then continue to skip
          mov      clr,16   ;set the color back to 16

skip:     mov      BH,0     ;select page 0
          mov      DX,10    ;set the row to 10
          int      10h      ;BIOS video call
          loop    lp       ;decrement CX (next column)

ret

main      endp

code      ends

end       start
```

Function Call 1: Set Cursor Type

Remarks: This function sets the size of the cursor. You may specify a starting line and an ending line, which fills a rectangular area of the character box (note that the cursor need not start at the top or end at bottom — it is possible for the cursor to be in the middle of the box). Note that there is no cursor in graphics modes.

The starting and ending lines require only the low four bits. Bits 5 and 6 should always be set to 0. Line 0 is the top line of the box. The cursor can be turned off by setting both the beginning and ending lines below the character box. On the EGA, setting the starting line to a higher value than the ending line will cause the cursor to wrap from the bottom of the box to the top, giving a double line (you could also think of it as a reverse video cursor with the black starting at the ending line and ending at the starting line). The VGA does not support a double cursor; it will disappear if the starting line is larger than the ending line.

The cursor may exhibit unusual behavior on high-resolution displays. Because compatibility with the old color text modes requires an eight-line cursor, only eight lines are available for setting. On the ECD and VGA monitors, text modes use a 14-line character box — lines 0-4 reference the top five lines and lines 5-7 reference the bottom three lines. Any range which contains both lines 4 and 5 will also fill the six lines between them (try setting the cursor to lines 4 and 5, and observe the large cursor block this creates).

Input: Registers (set before function call):

AH: set to 1
 CH: starting line number
 CL: ending line number

The following routines create a cursor consisting of the top two lines of the character box:

Assembly Language Example:

```
code      segment public
          assume CS:code

main      proc      far

start:    push     DS
          sub      AX,AX
          push    AX

          mov     AH,1      ;function 1 - set cursor mode
          mov     CX,1      ;start line 0, stop line 1 (CL=1)
          int     10h      ;BIOS video call

          ret
```

```
main      endp

code      ends

end       start
```

Function Call 2: Set Cursor Position

Remarks: Set the coordinates for the cursor's position on the screen. Row 0 is the top of the screen, and column 0 is the left side of the screen.

Input: Registers (set before function call):

```
AH:      set to 2
DH:      row number
DL:      column number
BH:      page number (see function 5 for a description of
         pages)
```

The following routines set the cursor to row 5, column 10 of page 0:

Assembly Language Example:

```
code      segment public
          assume CS:code

main      proc      far

start:    push      DS
          sub       AX,AX
          push     AX

          mov      AH,2      ;function 2 - set cursor position
          mov      DH,05     ;row 5
          mov      DL,0ah    ;column 10
          mov      BH,0      ;page 0
          int     10h        ;BIOS video call

          ret

main      endp

code      ends

end       start
```

Function Call 3: Read Cursor Position

Remarks: This function reports the current location of the cursor on the screen. It also reports the current cursor type (see function 1 above).

Input: Registers (set before function call):

AH: set to 3

BH: page number (see function 5 for a description of pages)

Output: Registers (read after function call):

DH: Current row

DL: Current column

CH: Starting line

CL: Ending line

The following routines set the cursor to row 5, column 10, get the cursor location on page 0, and then print a message (giving the new coordinates) at the current position:

```

data    segment public

        msg      db      'The cursor is at row  '
                db      'and column  '

data    ends

code    segment public
        assume CS:code

main    proc      far

start:  push      DS
        sub       AX,AX
        push     AX

        mov      AX,data
        mov      DS,AX
        assume  DS:data

        mov      AH,2      ;function 2 - set cursor
        mov      DH,05     ;row 5
        mov      DL,0ah    ;column 10

```

```

    mov     BH,0      ;page 0
    int     10h      ;BIOS video call

    mov     AH,3      ;function 3 - read cursor
                    ;position
    mov     BH,0      ;page 0
    int     10h      ;BIOS video call
                    ;DH now contains the row
                    ;DL now contains the column

    mov     AL,DL                    ;mov column to AL
    mov     BX,offset msg[35] ;offset of ASCII #
    call    bin2asc                   ;conv bin to ASCII
    mov     AL,DH                    ;move row into AL
    sub     BX,14                     ;offset of ASCII #
    call    bin2asc                   ;convert again

    mov     AX,data ;get data seg location
    mov     ES,AX                    ;set ES for next call
    assume ES:data
    mov     AH,13h                   ;func 13h-write string
    mov     AL,0                     ;cursor does not move
                    ;string of characters
                    ;only attribute in BL

    mov     BH,0                     ;page 0
    mov     BL,0fh                   ;high intensity white
    mov     BP,offset msg            ;ES:BP points to string
    mov     CX,37                    ;length of string
    int     10h                     ;BIOS video call
    ret

main     endp

bin2asc  proc    near

COMMENT* This binary to ASCII conversion routine is
          written for this program and is limited to
          numbers less than 100.
          AL: 8 bit value to convert
          BX: offset in DS which receives a 2 byte ASCII
          value

    mov     AH,0
    mov     DL,10
    div     DL ;convert to decimal digits
    add     AX,3030h ;add 30h to get
                    ;ASCII codes
    mov     [BX],AL ;write 10's place

```

```

        mov     [BX+1],AH       ;write 1's place
        ret

bin2asc  endp

code    ends

end     start

```

Function Call 4: Read Light Pen Position

Remarks: This function reports whether the light pen has been triggered (the pen's switch has been pushed) and the row and column where the triggering occurred. Note that in the registers, CH is used for reporting the row of the compatibility modes (4-6) and CX is used for the new modes.

Note: The VGA does not support a light pen.

Input: Registers (set before function call):

AH: set to 4

Output: Registers (read after function call):

AH: 0 means the light pen has not been triggered (invalid values in registers), and 1 means the pen has been triggered (the following registers contain valid data).

DH: character row

DL: character column

CH: pixel row (compatibility modes)

CX: pixel row (new graphics modes)

BX: pixel column

Function Call 5: Select Active Display Page

Remarks: The adapter may have several pages (or screens) of information in memory. Only one page is visible at any one time — this is called the active display. Most of the functions which allow you to modify the screen (write characters, plot points, move the cursor, etc.) also let you choose which page to modify and thus an invisible screen may be changed. Through this feature, you may display one page while another is being created, and then imme-

diately switch to the new screen (a technique useful for animation or "slide shows"). This function lets you choose which screen is displayed. Usually, screen 0 is the only screen displayed and modified.

The CGA is limited to four pages in modes 2 and 3, and the monochrome adapter supports only one page.

Note that in the table below, the range of page numbers which can be used in AL is shown. A "0" means one page (number 0) is available.

Input: Registers (set before function call):

AH: set to 5
 AL: page number to display

modes	page numbers available			
	64K	128K	256K	
0-1	0-7	0-7	0-7	
2-3	0-3	0-7	0-7	
4-6	0	0	0	
7	0-3	0-7	0-7	
0dh	0-1	0-3	0-7	
0eh	0	0-1	0-3	
0fh	0	0-1	0-1	
10h	0	0	0-1	
11h	-	-	0	(VGA only)
12h	-	-	0	(VGA only)
13h	-	-	0	(VGA only)

Assembly Language Example:

This program flips through four video pages, pausing on each page. The pause becomes shorter with each successive loop. One word appears on each page, forming the message "This shows four pages."

```

data      segment public

msg1     db      ' This'
msg2     db      ' shows'
msg3     db      ' four '
msg4     db      'pages.'
pse      dw      0F000h      ;length of display pause
    
```

```

data      ends

code      segment public
          assume CS:code

main      proc      far

start:    push      DS
          sub       AX,AX
          push     AX

          mov      AX,data ;get data seg location
          mov      ES,AX   ;set ES for next function call
          assume   ES:data

          mov      AX,data
          mov      DS,AX
          assume   DS:data

          mov      AX,3    ;mode 3 (alphanumeric)
          int      10h

          mov      DH,08          ;row 8
          mov      DL,0ah         ;column 10
          mov      BH,3           ;page 3
          mov      BP,offset msg1 ;ES:BP points to string
          mov      BL,0fh         ;high intensity white
          mov      CX,6           ;length of string

;load the four pages with the message

loop:     mov      AL,1          ;cursor moves
          ;string of characters only
          ;attribute in BL
          mov      AH,13h       ;function 13h - write string
          int      10h         ;BIOS video call
          add      BP,6         ;point to next message
          add      DL,6         ;move the cursor for next page
          dec      BH          ;point to the next page
          cmp      BP,offset msg4
          jbe     loop

;display the four pages

dsp:      mov      CX,4

lp2:      mov      AL,CL
          dec      AX
          mov      AH,5

```

```

        int     10h
        push   CX
        mov    CX,2      ;pause multiplier
                        ; (for longer time)

ps1:    push   CX
        mov    CX,pse   ;pause length

ps2:    loop   ps2      ;empty loop for pause
        pop    CX
        loop   ps1      ;loop through the multiplier
        pop    CX
        loop   lp2
        mov    AX,pse
        sub    AX,1000h
        mov    pse,AX
        cmp    AX,0
        ja     dsp

;reset to page 0 before returning to DOS

        mov    AL,0
        mov    AH,5
        int    10h

        ret

main    endp

code    ends

end     start

```

Function Call 6: Scroll Active Page Up

Remarks: This function scrolls the text on the screen - lines move from the bottom of the screen toward the top, and blank lines are inserted at the bottom. Note that corners of a window can be specified, so that only a portion of the screen scrolls. Register AL is set to the number of lines to scroll; using 0 will clear the entire window.

Input: Registers (set before function call):

AH: set to 6
 AL: number of lines to scroll (0 clears the window)
 BH: character attribute for new lines (see function 8 below)

CH: top row of the window
 CL: left column of the window
 DH: bottom row of the window
 DL: right column of the window

Assembly Language Example:

This program prints the message "This line will scroll (except for this part)" and scrolls the first part up one line. A second line is printed which does not scroll, and you can see the effect of a scroll window.

```

data    segment public

        msg1    db    'This line will scroll (except'
                db    ' for this part)'
        msg2    db    'This line will not scroll'

data    ends

code    segment public
        assume CS:code

main    proc    far

start:  push    DS
        sub     AX,AX
        push   AX

        mov     AX,data ;get data seg location
        mov     ES,AX   ;set ES for next function call
        assume  ES:data

        mov     AX,data
        mov     DS,AX
        assume  DS:data

        mov     AX,3    ;mode 3 (alphanumeric)
        int     10h

        mov     DH,12   ;row 12
        mov     DL,10   ;column 10
        mov     BH,0     ;page 0
        mov     BP,offset msg1 ;ES:BP points to string
        mov     BL,0fh   ;high intensity white
        mov     CX,44    ;length of string
        mov     AL,1     ;cursor moves
                        ;string of characters only
                        ;attribute in BL

```

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```
mov    AH,13h  ;function 13h - write string
int    10h     ;BIOS video call

mov    DH,13   ;row 13
mov    DL,10   ;column 10
mov    BH,0    ;page 0
mov    BP,offset msg2 ;ES:BP points to string
mov    BL,0fh  ;high intensity white
mov    CX,25   ;length of string
mov    AL,1    ;cursor moves
                ;string of characters only
                ;attribute in BL
mov    AH,13h  ;function 13h - write string
int    10h     ;BIOS video call

mov    CX,2    ;pause multiplier
                ; (for longer time)

ps1:   push    CX
mov    CX,0fffh ;pause length

ps2:   loop    ps2 ;empty loop for pause
pop    CX
loop   ps1 ;loop through the multiplier

mov    CX,0    ;upper left corner at 0,0
mov    DH,12   ;right corner at row 12
mov    DL,31   ;column 31
mov    AL,1    ;move 1 line
mov    BH,0fh  ;attribute for new line
mov    AH,6    ;scroll up
int    10h

ret

main   endp

code   ends

end    start
```

Function Call 7: Scroll Active Page Down

Remarks: This function scrolls the text on the screen — lines move from the top of the screen toward the bottom, and blank lines are inserted at the top. It works in the same manner as function 6.

Input: Registers (set before function call):

AH: set to 7
 AL: number of lines to scroll (0 clears the window)
 BH: character attribute for new lines (see function 8 below)
 CH: top row of the window
 CL: left column of the window
 DH: bottom row of the window
 DL: right column of the window

Assembly Language Example:

This program prints the message "This line will scroll (except for this part)" and scrolls the first part down one line. A second line is printed which does not scroll, and you can see the effect of a scroll window.

```
data    segment public
        msg1    db    'This line will not scroll '
        msg2    db    'This line will scroll (except'
                   db    ' for this part)'
```

```
data    ends

code    segment public
        assume  CS:code

main    proc    far

start:  push    DS
        sub     AX,AX
        push   AX

        mov     AX,data ;get data seg location
        mov     ES,AX      ;set ES for next call
        assume ES:data

        mov     AX,data
        mov     DS,AX
        assume  DS:data

        mov     AX,3      ;mode 3 (alphanumeric)
        int    10h

        mov     DH,12     ;row 12
        mov     DL,10     ;column 10
```

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```

mov     BH,0           ;page 0
mov     BP,offset msg1 ;ES:BP points to string
mov     BL,0fh        ;high intensity white
mov     CX,25         ;length of string
mov     AL,1          ;cursor moves
                        ;string of characters only
                        ;attribute in BL
mov     AH,13h        ;function 13h - write string
int     10h           ;BIOS video call

mov     DH,13         ;row 13
mov     DL,10         ;column 10
mov     BH,0           ;page 0
mov     BP,offset msg2 ;ES:BP points to string
mov     BL,0fh        ;high intensity white
mov     CX,44         ;length of string
mov     AL,1          ;cursor moves
                        ;string of characters only
                        ;attribute in BL
mov     AH,13h        ;function 13h - write string
int     10h           ;BIOS video call

mov     CX,2           ;pause multiplier
                        ; (for longer time)

ps1:    push    CX
mov     CX,0ffffh     ;pause length

ps2:    loop    ps2    ;empty loop for pause
pop     CX
loop    ps1           ;loop through the multiplier

mov     CH,13         ;upper left corner row 13
mov     CL,0           ;column 0
mov     DH,24         ;lower right corner at row 24
mov     DL,31         ;column 31
mov     AL,1          ;move 1 line
mov     BH,0fh        ;attribute for new line
mov     AH,7           ;scroll down
int     10h

;move cursor so DOS doesn't overwrite last line

mov     AH,2           ;function 2 - set cursor
mov     DH,15         ;row 15
mov     DL,1           ;column 1
mov     BH,0           ;page 0
int     10h           ;BIOS video call

```

```
        ret  
main    endp  
code    ends  
end     start
```

Of the display management functions (0-7), the most important is the Set Mode function. Programs usually do not require a particularly fast reset, and using the BIOS call guarantees the mode will be properly set on all adapters that support the requested mode. Functions 1-7 are more useful in prototyping — if you write programs that directly manipulate display memory, they are of little use.

BIOS Screen I/O

The next set of BIOS function calls (numbers 8-fh) works directly with the display image, either by writing or reading screen contents or color scheme. The exception is function call fh, which returns the current video mode. As with function calls 0-7, the video I/O functions are supported by all of the IBM adapters. The video I/O routines are notoriously slow, and most programmers bypass these routines once the general prototyping is finished. However, some of the routines can be very useful even in finished applications.

For example, the character writing routines work in all modes. This can be especially helpful if you need to display text in graphics modes, and you do not require a great deal of sophistication (such as different sizes or pixel alignment). Graphics mode character I/O routines are not easy to write, and may not be worth the effort required.

Some Super VGA adapters (which provide higher resolution modes than the standard VGA) do not support BIOS I/O in the non-standard modes. If the Super VGA supports the VESA BIOS extensions described in Chapter 6, you can use the VESA calls to check for BIOS I/O support. Otherwise, you must check with the manufacturer of each adapter you intend to support.

**Function Call 8: Read Attribute/Character at Current
 Cursor Position**

Remarks: You can use this function to read a character on any of the pages. The information returned applies to the character at the

cursor position of the page selected (see function 2 for setting the cursor position).

The attribute is a one-byte value which describes the character and background according to the following diagram:

blink	background color			intense	foreground color		
7	6	5	4	3	2	1	0

For color monitors, the three color bits for background and foreground give eight colors. For monochrome monitors, the three background bits should be either all 0 (black) or all 1 (colored), and the three foreground bits should be either 000 for black foreground, 001 for underline, or 111 for a normal (colored) foreground. The attribute byte is meaningful only in text modes. See function calls 10h and 11h for additional notes about attributes and character codes.

Input: Registers (set before function call):

AH: set to 8

BH: page number (see function 5 for a description of pages)

Output: Registers (read after function call):

AL: ASCII code of the character

AH: In text mode, this will contain the attribute of the character.

Assembly Language Example:

This program reports the ASCII character and attribute byte value at Row 5 and Column 15. You might want to try this program after running one of the following two examples (function call 9 or 0ah). If you try both examples

(functions 9 and 0ah) use this order: functions 0ah, 8, 9, and 8. This will demonstrate the changing attribute byte.

```

data        segment public

            msg      db      'Row 5, Column 15 contains ASCII '
                    db      'character '
            char     db      3 dup (?)
                    db      ', and attribute value '
            attr     db      3 dup (?)

            m_len    equ
            $-msg     ;creates a constant from
                    ;here to message start
                    ;(message length)

data        ends

code        segment public
assume CS:code

main        proc      far

start:      push     DS
            sub      AX,AX
            push    AX

            mov     AX,data
            mov     DS,AX
            assume  DS:data

            mov     AX,data
            mov     ES,AX
            assume  ES:data

            mov     BH,0      ;page 0
            mov     DH,5      ;row 5
            mov     DL,15     ;column 15
            mov     AH,2      ;set cursor position
            int     10h       ;BIOS video call

            mov     BH,0      ;page 0
            mov     AH,8      ;function call 8 - read
                                ;character and attribute
            int     10h       ;BIOS video call
            mov     BL,AH     ;save attr in BL, temporarily

            mov     DI,offset char
            call    bin2asc

```

```

    mov     AL,BL           ;get attribute
    mov     DI,offset attr
    call    bin2asc

    mov     DH,20          ;row 20
    mov     DL,0           ;column 0
    mov     BH,0           ;page 0
    mov     BP,offset msg  ;ES:BP points to string
    mov     BL,0fh         ;high intensity white
    mov     CX,m_len       ;length of string
    mov     AL,1           ;cursor moves
                                ;string of characters
                                ;only attribute in BL
    mov     AH,13h         ;func 13h-write string
    int     10h           ;BIOS video call

    ret

main     endp

bin2asc  proc    near

COMMENT* This binary to ASCII conversion routine is
          written for this program and is limited to
          numbers less than 256.
          AL: 8-bit value to convert
          DI: offset in DS which receives a 2-byte
              ASCII value

*

    xor     AH,AH         ;0 in AH
    mov     DL,100
    div     DL           ;convert to 100's
    add     AL,30h       ;convert 100's place
                                ;to ASCII
    mov     [DI],AL      ;write 100's place
    mov     AL,AH
    xor     AH,AH         ;0 in AH
    mov     DL,10
    div     DL           ;convert to decimal
                                ;digits
    add     AX,3030h     ;add 30h to get ASCII
                                ;codes
    mov     [DI+1],AL    ;write 10's place
    mov     [DI+2],AH    ;write 1's place
    ret

    mov     DH,21        ;row 21
    mov     DL,0         ;column 0

```

```

        mov     AH,2      ;function call 2 - set cursor
        int    10h      ;BIOS video call

bin2asc  endp

code     ends

end      start

```

Function Call 9: Write Attribute/Character at Current Cursor Position

Remarks: You can use this function to write a character (or several copies of a character) to any of the pages. The character(s) will appear at the current cursor position, which can be set through function call 2.

The attribute is a one-byte value which describes the character and background according to the following diagram for the text modes:

blink	background color			intense	foreground color		
7	6	5	4	3	2	1	0

For color monitors, the three color bits for background and foreground give eight colors. For monochrome monitors, the three background bits should be either all 0 (black) or all 1 (colored), and the three foreground bits should be either 000 for black foreground, 001 for underline, or 111 for a normal (colored) foreground.

In graphics modes, the attribute byte is used to set the color of the character. Setting bit 7 of the attribute byte will cause an exclusive or at the cursor location, thus preventing lines within

the character box from being erased. See function calls 10h and 11h for additional notes about attributes and character codes.

In text modes, writing more copies of a character than will fit on the current line will cause a wraparound to the next line. In graphics modes, all of the copies must fit on the current line.

Notes: The cursor position remains unchanged after the call is completed (even when multiple copies of a character are made). Character positioning must be done by the program.

Control codes are printed as display characters, so backspaces, carriage returns, linefeeds, etc., must be done through cursor positioning.

Input: Registers (set before function call):

AH: set to 9
 AL: ASCII code of the character
 BH: page number (see function 5 for a description of pages). Mode 13h uses BH for the background color.
 BL: attribute of character
 CX: number of characters to write

Assembly Language Example:

This program prints a message, character by character, changing the attribute (color) on each character. Note the effect of the control codes 7, 10, and 13. Compare the results to functions ah, eh, and 13h.

```
data    segment public

msg     db      'This line demonstrates printing '
        db      'ASCII 7 (' ,7,') , 10 (' ,10,') , '
        db      'and 13 (' ,13,') .'

m_len  equ     $-msg      ;creates a constant from
                        ;here to message start
                        ;(message length)

data    ends

code    segment public
        assume CS:code

main   proc    far
```

```

start:  push    DS
        sub     AX,AX
        push   AX

        mov     AX,data
        mov     DS,AX
        assume DS:data

        mov     DH,05             ;row 5 (for call 2)
        mov     DL,0             ;column 0 (for call 2)
        mov     CX,m_len        ;number of iterations
        mov     BP,offset msg    ;pointer to message
        mov     BL,1            ;initialize BL to 1
                                   ; start with color 1

lp1:    inc     DX             ;next column
        mov     AH,2           ;function 2 - set cursor
        int     10h          ;BIOS video call

        push   CX             ;save iteration count
        mov     CX,1          ;write one character
        mov     BH,0           ;page 0
        mov     AL,msg[BP]    ;get ASCII code
        mov     AH,9           ;function call 9
        int     10h          ;BIOS video call

        inc     BP            ;point to next character
        inc     BX            ;next color (add 1 to #)
        cmp     BL,15         ;if <= 15
        jbe     skp          ; skip next section
        mov     BL,1          ;if > 15, color set to 1

skp:    pop     CX            ;restore iteration count
        loop   lp1

        mov     DH,21         ;row 21
        mov     DL,0          ;column 0
        mov     AH,2          ;function call 2 - set cursor
        int     10h          ;BIOS video call

        ret

main    endp
code    ends
end     start

```

**Function Call ah: Write Character Only at Current
Cursor Position**

Remarks: This function call is identical to function call 9 above, except that the attribute cannot be set (existing attributes remain unchanged).

Input: Registers (set before function call):

AH: set to ah
 AL: ASCII code of the character
 BH: page number (see function 5 for a description of pages)
 CX: number of characters to write

Assembly Language Example:

Note: This program is the same as the one for function call 9, except that the function call number has changed. The output picks up the attributes currently in effect. Thus, if you do a CLS command before using this program, the output will be in the normal white color. If you run the program from the previous example first, the display will remain unchanged, since the new characters will pick up the old (multicolored) attributes.

```
data    segment public

        msg      db      'This line demonstrates printing'
                db      ' ASCII 7 (' ,7,') , 10 (' ,10,') , '
                db      ' and 13 (' ,13,') .'

        m_len    equ     $-msg      ;creates a constant from
                                ;here to message start
                                ;(message length)

data    ends

code    segment public
        assume CS:code

main    proc      far

start:  push     DS
        sub     AX,AX
        push   AX
```

```

mov     AX,data
mov     DS,AX
assume DS:data

mov     DH,05           ;row 5 (for call 2)
mov     DL,0           ;column 0 (for call 2)
mov     CX,m_len       ;number of iterations
mov     BP,offset msg  ;pointer to message
mov     BL,1           ;initialize BL to 1
                        ; start with color 1

lp1:    inc     DX       ;next column
        mov     AH,2    ;function 2 - set cursor
        int     10h    ;BIOS video call

        push    CX      ;save iteration count
        mov     CX,1    ;write one character
        mov     BH,0    ;page 0
        mov     AL,msg[BP] ;get ASCII code
        mov     AH,0ah  ;function call 0ah
                        ;note that the attribute
                        ;byte (BL) has no effect

        int     10h    ;BIOS video call
        inc     BP     ;point to next character
        inc     BX     ;next color (add 1 to #)
        cmp     BL,15  ;if <= 15
        jbe     skip   ; skip next section
        mov     BL,1   ;if > 15, color set to 1

skip:   pop     CX      ;restore iteration count
        loop   lp1

        mov     DH,21  ;row 21
        mov     DL,0   ;column 0
        mov     AH,2   ;function call 2 - set cursor
        int     10h   ;BIOS video call

        ret

main    endp

code    ends

end     start

```

Function Call bh: Set Color Palette

Remarks: This function call applies only to CGA compatibility modes; see function call 10h to set the palette for the EGA- and VGA-specific modes.

Register BH is set to access either the background color (0) or the set of colors to be used for 320 x 200 graphics (1). Any value from 0 to 127 is legal, although 0 and 1 are sufficient (even numbers work as 0 and odd numbers work as 1).

Input: Registers (set before function call):

AH: set to bh
BH: palette color ID
BL: for BH = 0, the background color (0-15) in graphics mode, or the border color (0-31) in text mode. Note that background color is a character attribute in text modes (see function call 8).

for BH = 1, 0 selects green, red, and brown; and 1 selects cyan, magenta, and white. These colors are numbers 1, 2, and 3, respectively — color 0 is the background color.

Assembly Language Example:

This program prints a line of colored dots across the screen in CGA emulation mode, and then changes the palette from the default (cyan, magenta, white) to green, red, and brown.

```
data    segment public
        clr      db      3          ;color initially 3
data    ends

code    segment public
        assume CS:code

main    proc      far

start:  push     DS
        sub      AX,AX
        push    AX
```

```

mov     AX,data
mov     DS,AX
assume DS:data

mov     AH,0    ;select function 0 - set mode
mov     AL,5    ;select mode 5
int     10h    ;BIOS video call

mov     BH,1    ;select graphics color palette
mov     BL,1    ;select cyan, magenta, blue
mov     AH,0bh  ;set palette
int     10h    ;BIOS video call

mov     BH,0    ;select background color
mov     BL,0    ;black
mov     AH,0bh  ;set palette
int     10h    ;BIOS video call

mov     CX,319 ;this will be the column

lp:     mov     AH,0ch ;function call ch - write dot
        mov     AL,clr ;set color
        dec     AX    ;subtract one from the color
        mov     clr,AL ;store the new color
        jnz    skip  ;if the color is not 0
        ; then continue to skip
        mov     clr,3 ;set the color back to 3

skip:   mov     BH,0    ;select page 0
        mov     DX,10   ;set the row to 10
        int     10h    ;BIOS video call
        loop   lp      ;decrement CX (next column)

        mov     CX,4    ;pause multiplier
        ; (for longer time)

ps1:    push    CX
        mov     CX,0fffh ;pause length

ps2:    loop   ps2    ;empty loop for pause
        pop     CX
        loop   ps1    ;loop through the multiplier

mov     BH,1    ;select graphics color palette
mov     BL,0    ;select green, red, and brown
mov     AH,0bh  ;set palette
int     10h    ;BIOS video call

```

```

        mov     DH,10    ;row 10
        mov     DL,0     ;column 0
        mov     BH,0     ;page 0
        mov     AH,2     ;function call 2 - set cursor
        int     10h      ;BIOS video call

        ret

main    endp

code    ends

end     start

```

Function Call ch: Write Dot

Remarks: This function call is used to plot a point to any page in graphics modes. Column 0 is the left side of the screen and row 0 is the top of the screen (note that this differs from most coordinate systems, which use row 0 as the bottom).

Setting bit 7 of the color number (register AL) will cause the dot to be exclusive OR'ed with the current value.

Note: Register BH (page number) is not supported on the CGA, since it does not have graphics pages. However, it must be set on the EGA and VGA.

Input: Registers (set before function call):

AH: set to ch
AL: color number

BH: page number (see function 5 for a description of pages)

CX: pixel column number (0-319 or 0-639)

DX: pixel row number (0-199, 0-349, or 0-479)

The Assembly Language Example for function call 0 (set mode), uses the write dot call. The Appendix contains a similar program which writes the pixels directly to memory. The example for function call dh (read dot), also uses the write dot call. However, you will be executing the read dot program, so you should first run the set mode program.

Function Call dh: Read Dot

Remarks: This function call is used to get the color of a point of any page in graphics modes. Column 0 is the left side of the screen and row 0 is the top of the screen (note that this differs from most coordinate systems, which use row 0 as the bottom).

Note: Register BH (page number) is not supported on the CGA, since it does not have graphics pages. However, it must be set on the EGA and VGA.

Input: Registers (set before function call):

AH: set to dh
 BH: page number (see function 5 for a description of pages)
 CX: pixel column number (0-319 or 0-639)
 DX: pixel row number (0-199, 0-349, or 0-479)

Output: Registers (read after function call):

AL: color value of the dot

Assembly Language Example:

This program copies row 10 to row 20. The display must be in high-resolution graphics mode; it is intended for use after running the set mode (function 0) example.

```
data    segment public

        clr      db      16          ;color initially 16

        msg      db      'The mode must be set to high '
                db      'resolution.'
        m_end    label  byte

data    ends

code    segment public
        assume CS:code

main    proc      far
```



```

start:    push    DS
          sub     AX,AX
          push   AX

          mov     AX,data
          mov     DS,AX
          assume DS:data
          mov     AH,0fh ;function 0fh current mode
          int    10h    ;BIOS video call
          cmp    AL,0eh ;is the mode less than 0eh?
          jl     bad_mode
          cmp    AL,13h ;is the mode low res, 256 color?
          je     bad_mode

          mov     CX,639 ;this will be the column

lp:       mov     AH,0dh ;function call dh read dot
          mov     BH,0   ;select page 0
          mov     DX,10  ;set the row to 10
          int    10h    ;BIOS video call
                          ;color now in AL
          mov     AH,0ch ;function call ch - write dot
          mov     DX,20  ;set the row to 20
          int    10h    ;BIOS video call
          loop   lp     ;decrement CX (next column)

          ret

bad_mode:
          mov     AX,data
          mov     ES,AX
          assume ES:data
          mov     AH,3   ;function 02h - read cursor pos.
          mov     BH,0   ;page 0
          int    10h    ;BIOS video call
                          ;DX contains cursor position
          mov     DL,0   ;set to column 0
          mov     AX,1300h ;write string (all
                          ;char. data)
          mov     BH,0   ;page 0
          mov     BL,3   ;color 3
          mov     BP,offset msg ;ES:BP points to
                          ;text
          mov     CX,offset m_end-msg ;length of text
                          ;DX already set
          int    10h    ;BIOS video call

          ret

```

```

main      endp
code      ends
end        start

```

Function Call eh: Write Teletype to Active Page

Remarks: This function is used as a Teletype emulation: A character is written and the cursor is moved to the next position. Unlike the other write character functions, this function interprets the bell, carriage return, and linefeed characters as commands rather than characters from the IBM set.

Note: This function will write only to the active display page.

Input: Registers (set before function call):

```

AH:      set to eh
AL:      ASCII code of the character
BL:      foreground color (works in graphics mode only)

```

Assembly Language Example:

This program prints a full string (message) at once. Note the effect of the control codes 7, 10, and 13. Compare the results to functions 9, ah, and 13h.

```

data      segment public

msg       db      'This line demonstrates printing'
          db      ' ASCII 7 ('',7,''), 10 ('',10,''),'
          db      ' and 13 ('',13,'').'

m_len    equ $-msg           ;creates a constant
                               ;from to message start
                               ;start (message length)

data      ends

code      segment public
          assume CS:code

main      proc      far

start:    push     DS
          sub      AX,AX

```

```

push    AX

mov     AX,data
mov     DS,AX
assume DS:data

mov     DH,05          ;row 5 (for call 2)
mov     DL,0           ;column 0 (for call 2)
mov     CX,m_len      ;number of iterations
mov     BP,offset msg ;pointer to message

mov     BL,1          ;initialize BL to 1
                        ; start with color 1
inc     DX             ;next column
mov     AH,2          ;function 2 set cursor
int     10h           ;BIOS video call

;NOTE the cursor is set outside the
; loop -- compare this to the write
; character/attribute function 9) program.

lp1:    mov     BH,0          ;page 0
        mov     AL,msg[BP]   ;get ASCII code
        mov     AH,0eh       ;function call 0eh
        int     10h         ;BIOS video call

        inc     BP           ;point to next character
        inc     BX           ;next color (add 1 to #)
        cmp     BL,15        ;if 15
        jbe     skip        ; skip next section
        mov     BL,1         ;if 15, color set to 1

;NOTE the color does not work in text modes.
; Try it, then use the set mode (function 0)
; program to set graphics mode and you will
; see the colors appear.

skip:   loop    lp1
        mov     DH,21        ;row 21
        mov     DL,0         ;column 0
        mov     AH,2         ;function call 2 set cursor
        int     10h         ;BIOS video call

        ret

main    endp
code    ends

```

end start

Function Call fh: Current Video State

Remarks: This function returns information about the current mode setting. Note that the mode number will include the clear memory bit (bit 7), if this was set for function call 0. To get the mode number, use AND AL,7fh.

Input: Registers (set before function call):

AH: set to fh

Output: Registers (read after function call):

AL: current mode number (see function call 0 for a description of modes)

AH: number of character columns displayed

BH: number of the active page (see function call 5 for a description of pages).

The Assembly Language Example for function call dh (read dot) uses the current video state function call.

This completes the base set of BIOS function calls. The differences between the EGA/VGA and monochrome/CGA calls have been minimal, limited to extended ranges, either in the number of pages or pixels available. All of the remaining functions are unique to the newer adapters (the PC Jr. and Model 30 also support some of the new calls, but we will not be discussing these models).

BIOS EGA/VGA Extensions

We have now arrived at the new functions supported by the EGA and VGA. These calls support a very diverse group of operations, from palette and character modification to returning adapter configuration data. You will probably use the status routines most frequently — especially if your application will automatically configure its display environment.

Additionally, you may make frequent use of the Set Palette function. Changing the palette is not usually a time-sensitive operation, and when execution time is not critical, it is best to let BIOS perform the task to enhance compatibility and reduce development time.

Function Call 10h: Set Palette Registers

Remarks: This function call is used to change any one (or all) of the colors to a different color and to set the border color.

Notes: In 16-color modes, the palette register number is the same as the color number. In compatibility modes, registers 1-3 form the colors of palette 1, and colors 4-6 form the colors of palette 0. If the ECD is used in graphics mode 10h with 64K on the EGA, the following scheme is used:

Palette register	Color numbers:
0	0,2,8,10

1	1,3,9,11
4	4,6,12,14
7	5,7,13,15

The palette registers will return to the default values whenever the mode is reset. When using this function to change the palette, it should be used after every reset. Alternately, you may change the defaults by making a new parameter table and changing the BIOS SAVE_PTR table (a detailed explanation of this method appears in Chapter 12). The VGA can disable the default palettes through Alternate Select (function call 12h, BL=31h)

The Dynamic Save Area, which keeps a copy of the current palette register settings in RAM, will only be updated if the palette registers are set through this function call (see Chapter 12).

In addition to the standard palette registers, the VGA has a Digital to Analog Converter which also controls the displayed color. The DAC uses six bits for the intensity of each color (red, green, and blue), resulting in an 18-bit color value (262,144 colors). The DAC has 256 registers, and each register may hold a different color value. Thus mode 13h may use 256 colors out of a possible 262,144.

In 16-color VGA modes, the Palette register selects 16 registers of a 64-register DAC subset (and the ability to switch between four subsets). Alternately, the palette register may select 16 registers from a 16-register subset (with 16 subsets available). The default after a mode set (except for mode 13h) is 16/64/4; only subset 0 is initialized and used.

Input: Registers (set before function call):

AH: set to 10h

Function 0
Set individual
palette

register: Registers (set before function call):

Note: Although this function is primarily intended for changing the palette registers, it can be used to change any of the attribute registers (see Chapter 4 for a description of each attribute register).

AH: set to 10h
 AL: set to 0
 BL: register to set (color number)
 BH: value of register (color — see table below)

Function 1

Set overscan

register: Registers (set before function call):

Note: This function sets the border color. It works properly only when the EGA is in 200-line mode because the scan rate in 350-line mode is not high enough to cover the entire face of the screen.

AH: set to 10h
 AL: set to 1
 BH: value of register (color)

Function 2

Set all
 palette

registers: Registers (set before function call):

Note: This function requires you to place a 17-byte table in memory. The first 16 bytes contain the values for palette registers 0-15, and the 17th byte contains the value for the overscan register.

AH: set to 10h
 AL: set to 2
 ES: segment containing table
 DX: offset of first byte in table

Function 3

Toggle
 intensify/

blink: Registers (set before function call):

AH: set to 10h
 AL: set to 3
 BH: 0-enable intensify (disable blinking)
 1-enable blinking (disable intensify)

Register settings for the EGA and CGA

Color Display colors

7	6	5	4	3	2	1	0
X	X	X	I	X	R	G	B

ECD Colors

7	6	5	4	3	2	1	0
X	X	R'	G'	B'	R	G	B

Default settings

Color	ECD	Color Display
Bit	5 4 3 2 1 0	5 4 3 2 1 0
Black	0 0 0 0 0 0	0 0 0 0 0 0
Blue	0 0 0 0 0 1	0 0 0 0 0 1
Green	0 0 0 0 1 0	0 0 0 0 1 0
Cyan	0 0 0 0 1 1	0 0 0 0 1 1
Red	0 0 0 1 0 0	0 0 0 1 0 0
Magenta	0 0 0 1 0 1	0 0 0 1 0 1
Brown	0 1 0 1 0 0	0 0 0 1 1 0
White	0 0 0 1 1 1	0 0 0 1 1 1
Dk. Gray	1 1 1 0 0 0	0 1 0 0 0 0
L. Blue	1 1 1 0 0 1	0 1 0 0 0 1
L. Green	1 1 1 0 1 0	0 1 0 0 1 0
L. Cyan	1 1 1 0 1 1	0 1 0 0 1 1
L. Red	1 1 1 1 0 0	0 1 0 1 0 0
L. Magenta	1 1 1 1 0 1	0 1 0 1 0 1
Yellow	1 1 1 1 1 0	0 1 0 1 1 0
I. White	1 1 1 1 1 1	0 1 0 1 1 1

The following functions are available on the VGA only:

Function 7

(VGA only)

Read Individual
Palette

Register: Registers (set before function call):

AH: set to 10h
AL: set to 7
BL: register to read (color number)

Registers (read after function call):

BH: register setting

Function 8

(VGA only)

Read
Overscan

Register: Registers (set before function call):

AH: set to 10h
AL: set to 8

Registers (read after function call):

BH: overscan setting

Function 9

(VGA only)

Read all
palette

registers: Registers (set before function call):

Note: This function requires you to reserve a 17-byte area in memory. After the call, the first 16 bytes contain the values for palette registers 0-15 and the 17th byte contains the value for the overscan register.

AH: set to 10h
AL: set to 9
ES: segment containing table
DX: offset of first byte in table

Function 10h
(VGA only)
Set Individual
DAC

Register: Registers (set before function call):

This function sets the 18-bit color value in the designated DAC register. Each color should be a 6-bit value.

AH: set to 10h
AL: set to 10h
BX: DAC register to set (0-255)
CH: Green Intensity
CL: Blue Intensity
DH: Red Intensity

Function 12h
(VGA only)
Set Block
of DAC

Registers: Registers (set before function call):

This function sets the 18-bit color value for multiple DAC registers. The program must place the settings in a table. The table contains sequential byte values for the red, green, and blue registers, respectively (3 bytes for each register programmed).

AH: set to 10h
AL: set to 12h
BX: starting DAC register (0-255, typically 0)
CX: number of registers to program (1-256, typically 64 or 256).
ES: Segment of table
DX: Offset of table

Function 13h
(VGA only)
Select Color

Subset: Registers (set before function call):

This function consists of two subfunctions. One (BL=0) sets the number of DAC subsets available for 16 color modes (4 subsets

of 16 colors, or 16 subsets of 16 colors). The other (BL=1) selects the active subset.

AH: set to 10h
 AL: set to 13h

BL: 0 Select Paging Mode
 BH: 0 4 sets of 64 DAC registers
 1 16 sets of 16 DAC registers

BL: 1 Select Page
 BH: Active DAC subset (0-3 or 0-15).

Function 15h
 (VGA only)
 Read Individual
 DAC

Register: Registers (set before function call):

AH: set to 10h
 AL: set to 15h
 BX: DAC register to read

Registers (read after function call):

CH: Current Green Intensity
 CL: Current Blue Intensity
 DH: Current Red Intensity

Function 17h
 (VGA only)
 Read Block
 of DAC

Registers: Registers (set before function call):

This function reads the 18-bit color value for multiple DAC registers. The program must reserve 3 bytes of memory for each register read. After calling this function, the table will contain sequential byte values for the red, green, and blue registers, respectively.

AH: set to 10h
 AL: set to 17h

BX: starting DAC register (0-255, typically 0)
CX: Number of registers to read (1-256, typically 64 or 256)
ES: Offset of table location
DX: Segment of table location

Function 1ah

(VGA only)

Read Color

Page State: Registers (set before function call):

This function returns the number of the active DAC register subset, and the number of subsets available.

AH: set to 10h
AL: set to 1ah

Registers (read after function call):

BH: Active subset number
BL: 0 4 sets available
1 16 sets available

Function 1bh

(VGA only)

Sum DAC

Registers

to Gray

Shades: Registers (set before function call):

This function converts the designated block of DAC registers to the equivalent shades of gray. Red becomes 30% of its current value; green, 59%; and blue, 11%.

AH: set to 10h
AL: set to 1bh
BX: starting DAC register (0-255)
CX: number of registers to change (1-256).

Assembly Language Example:

This program prints a line of numbers across the screen (one for each palette register). The numbers represent the current palette setting for each location.

Starting on the right, the numbers are cycled, changing the previous value when one completes a cycle (like an odometer).

```

cry_f      equ      1          ;carry flag emulation

data       segment public

clr        db        16,15,14,13,12,11,10,9,8
           db        7,6,5,4,2,63,1,0

           overscan   db        0
           flags      db        0

data       ends

code       segment public
           assume CS:code

main       proc      far

start:     push      DS
           sub       AX,AX
           push     AX
           mov      AX,data
           mov      DS,AX
           assume   DS:data
           mov      ES,AX
           assume   ES:data
           mov      AH,2           ;function 2 set cursor
           mov      DH,05         ;row 5
           mov      DL,0ah        ;column 10
           mov      BH,0          ;page 0
           int     10h           ;BIOS video call
           mov      CX,16         ;display each palette
                                   ;register

d_lp:     mov      BX,CX
           dec      BX           ;palette reg. number
           mov      AL,clr [BX]  ;set the color
           call    show_new      ;display current value
           loop   d_lp
           mov      CX,1000h      ;number of color comb.
                                   ;to show

; If you set the initial colors all to 0, and used
; enough nested loops, this program would produce all
; possible palette combinations. Of course, it would
; take billions of millions of millennia to run. So,

```

; you might want to limit yourself to interesting
; initial values a few thousand iterations.

```

lp2:    push    CX
        mov     CX,16                ;check each palette reg
        or      flags,cry_f         ;set carry to add 1

lp1:    mov     BX,CX                ;put count in BX
        dec     BX                    ;pal. reg. number
        mov     AL,clrs[BX]         ;get the color
        test    flags,cry_f         ;was carry set
        jz     no_c                 ; no, do next pal. reg.
        inc     AX                    ;faster than INC AL
        and     flags,not cry_f     ;change flag back to 0
        cmp    AL,64                ;is it maximum?
        jb     no_cry               ; no, don't carry
        sub    AL,AL                 ;set color back to 0
        or     flags,cry_f         ;set carry flag

no_cry: call    show_new             ;update the display
        mov    clrs[BX],AL         ;store the new color

no_c:   loop   lp1                 ;check next palette reg.
        pop   CX                    ;restore count
        loop  lp2                   ;do next set

        ret

main    endp

show_new proc    near

        push   AX                    ;save current color
        push   BX                    ;save current palette register
        push   CX                    ;save current count
        ;DX is destroyed

;Set the palette using option 0 (set one palette
;register) NOTE: you can also use option 2 by
;removing the ;'s from the "mov AL,2" and
;"mov DX,..." lines

        mov    BH,AL                ;BH=color, BL=palette
        ;register
        mov    AH,10h               ;function call 10h - set
        ;palette
        mov    AL,0                 ;set one palette register
;        mov    AL,2                 ;set all palette regs.
;        mov    DX,offset CLRS      ;point to color table

```

```

int      10h      ;BIOS video call

push    BX        ;save color/pal reg

mov     AH,2      ;set cursor position
mov     BH,0      ;page 0
sub     DH,DH     ;DH=0 (row number)
mov     DL,BL     ;put pal. reg. # in DL
shl     DX,1
shl     DX,1      ;col. number = 4*pal. reg. #
int     10h      ;BIOS video call

pop     BX        ;restore color/pal reg

mov     AL,BH     ;put color back in AL
call    bin2asc   ;convert AL to ASCII in AX

push    AX        ;save AX
xchg   AH,AL     ;put high digit in AL
mov     AH,9      ;write attribute/character
mov     BH,BL     ;put color number in BL
mov     BH,0      ;page 0
push   BX        ;save this for next digit
mov     CX,1      ;write one character
int     10h      ;BIOS video call

mov     AH,2      ;set cursor position
mov     BH,0      ;page 0
inc     DX        ;next column
int     10h      ;BIOS video call

pop     BX        ;restore attribute and page
pop     AX        ;restore color ASCII code

mov     AH,9      ;write attribute/character
int     10h      ;BIOS video call

pop     CX
pop     BX        ;restore current register
pop     AX        ;restore color

ret

show_new endp

bin2asc proc near

COMMENT* NOTE: unlike prior occurrences of this
routine the equivalent AAM is used instead

```

```

of DIV 10 AL: 8 bit value to convert
*
aam                ;AH=AL/10, AL=remainder
add    AX,3030h    ;add 30h to get
                        ;ASCII codes
ret
bin2asc    endp
code       ends
end        start

```

Function Call 11h: Character Generator Functions

Remarks: This function manipulates and alters the character sets. Text modes allow up to four complete character sets (called blocks — there is one block for every 64K of memory installed on the EGA), although only two may be used at any one time, for a total of 512 usable characters. Graphics modes allow only one character set of 256 characters.

This function also controls the number of displayable rows on the screen.

Graphics character sets reside in the main system memory (either RAM or ROM). The text mode character sets reside in bit plane 2 of the EGA memory. However, the text mode sets must be loaded into the EGA from system RAM or ROM each time the mode is reset.

Each row of each character consists of eight dots and uses one byte of memory (one bit per dot). The characters are arranged sequentially in memory starting with the top row of ASCII 0 and ending with the bottom row of ASCII 255 (see the table below). The text mode sets may consist of any contiguous segment; e.g., codes 25-32, but the graphics set must contain the entire set of 256 characters.

Note: The characters will return to the default set whenever the mode is reset. When using this function to change the character set, it should be used after every reset. Alternately, you may change the default set by modifying the BIOS SAVE_PTR table (a detailed description of this method appears in Chapter 13).

The 512-character set also reverts to a 256-character set when the mode is reset. In addition to modifying the BIOS SAVE_PTR, a new parameter table also needs to be built.

This function is usually the least compatible between manufacturers of various EGA's.

Input: Registers (set before function call):

AH: set to 11h

The following four functions will cause a mode reset. Display memory will not be affected, so the screen will look the same (with the exception of any characters which have been altered).

Function 0

User alpha

load: Registers (set before function call):

This function replaces the default set (or a portion of the set) with user-defined characters.

AH: set to 11h
 AL: set to 0
 BL: block to load (character set 0-3 [0-7 VGA])
 BH: bytes per character (usually 8, 14, or 16)
 CX: number of characters in table
 DX: offset (ASCII code) of first character
 ES: segment containing user character table
 BP: offset of user character table

Function 1

ROM Mono-

chrome set: Registers (set before function call):

This function loads the ROM 14-row character set into one of the blocks.

AH: set to 11h
 AL: set to 1

BL: block number (character set 0-3 [0-7 VGA])

Function 2
ROM double

dot set: Registers (set before function call):

This function loads the ROM 8-row character set into one of the blocks.

AH: set to 11h
AL: set to 2
BL: block number (character set 0-3 [0-7 VGA])

Function 3
Set block

specifier: Registers (set before function call):

This function creates a set of 512 characters in text mode (for systems with more than 64K EGA memory). It disables the intensity function of attribute bit 3 and replaces it with the alternate character set.

Since the character sets reside in bit plane 3, it is advisable to mask off bit plane 3 with attribute register 12h (the color plane enable register — see Chapter 11 for a description). This can be done through function call 10h (set AX to 1000h, BX to 0712h, and call INT 10h).

AH: set to 11h
AL: set to 3
BL: bits 0-1, 4 block number for use when
attribute bit 3 = 0
bits 2-3, 5 block number for use when
attribute bit 3 = 1

Note: Bits 4 and 5 are used on the VGA only. The following four functions should be used only after a mode reset. Page 0 must be active when these calls are initiated. Calling these functions causes a recalculation of the number of points (bytes per character), the number of character rows on the screen, and the length of the display buffer size in bytes. The following CRTC registers are also recalculated (see Chapters 7-12 for a description of the registers):

Register	Formula
9h*	points - 1
ah**	points - 2
bh	0
12h	(rows+1)*points - 1 2*(rows+1)*points - 1 [200 line VGA only]
14h***	points

* This register is calculated only for mode 7.

** When the ECD is used with 14-row characters in text modes, this setting causes the cursor to disappear. This happens because the text modes always assume an eight-row character box for compatibility reasons (see function call 1).

*** This is a bug in the EGA ROM — the value should be points - 1. This setting prevents the underline from appearing when the underline attribute is used.

Function 4 ROM 16

row set: Registers (set before function call):

This function loads the ROM 16 row character set into one of the blocks (VGA only).

AH: set to 11h
AL: set to 4
BL: block number (character set 0-7)

Function 10h User alpha

load: Registers (set before function call):

This function replaces the default set (or a portion of the set) with user-defined characters.

AH: set to 11h
AL: set to 10h
BL: block to load (character set 0-3 [0-7 VGA])
BH: bytes per character (usually 8, 14, or 16)
CX: number of characters in table

DX: offset (ASCII code) of first character
ES: segment containing user character table
BP: offset of user character table

Function 11h
ROM Monochrome

set: Registers (set before function call):

This function loads the ROM 14-row character set into one of the blocks.

AH: set to 11h
AL: set to 11h
BL: block number (character set 0-3 [0-7 VGA])

Function 12h
ROM double

dot set: Registers (set before function call):

This function loads the ROM eight-row character set into one of the blocks.

AH: set to 11h
AL: set to 12h
BL: block number (character set 0-3 [0-7 VGA])

Function 14h
ROM 16

row set: Registers (set before function call):

This function loads the ROM 16-row character set into one of the blocks (VGA only).

AH: set to 11h
AL: set to 14h
BL: block number (character set 0-7)

The following functions should be used only immediately after a mode reset. These functions are designed for use in graphics modes (the previous functions work only in text modes).

Function 20h
User graphics
characters

(8 x 8): Registers (set before function call):

This function sets INT 1fh to point to a table of 8 x 8 characters for ASCII codes 128-255. Its primary purpose is for use in compatibility modes.

AH: set to 11h
AL: set to 20h
ES: segment containing user character table
BP: offset of user character table

Function 21h
User graphics

characters: Registers (set before function call):

This function sets INT 43h to point to a table of characters.

AH: set to 11h
AL: set to 21h
BL: row specifier (character rows per screen)
0-user defined (put number of rows in DL)
1-14 rows
2-25 rows
3-43 rows
CX: points (bytes per character)
ES: segment containing user character table
BP: offset of user character table

Function 22h
ROM 8 x 14

set: Registers (set before function call):

This function sets INT 43h to point the ROM table of 8 x 14 characters.

AH: set to 11h
AL: set to 22h
BL: row specifier (character rows per screen)
0-user defined (put number of rows in DL)

- 1-14 rows
- 2-25 rows
- 3-43 rows

Function 23h

ROM 8 x 8

set: Registers (set before function call):

This function sets INT 43h to point the ROM table of 8 x 8 characters.

- AH: set to 11h
- AL: set to 23h
- BL: row specifier (character rows per screen)
0-user defined (put number of rows in DL)
1-14 rows
2-25 rows
3-43 rows

Function 24h

ROM 8 x 16

set: Registers (set before function call):

This function sets INT 43h to point the ROM table of 8 x 16 characters.

- AH: set to 11h
- AL: set to 24h
- BL: row specifier (character rows per screen)
0-user defined (put number of rows in DL)
1-14 rows
2-25 rows
3-43 rows

The following function returns information about the character sets.

Function 30h

Information: Registers (set before function call):

- AH: set to 11h
- AL: set to 30h

Registers (read after function call):

- BH: 0 — return current INT 1fh setting
 1 — return current INT 43h setting
 2 — return ROM 8 x 14 character set location
 3 — return ROM 8 x 8 character set location
 4 — return upper half (starting at ASCII 128)
 ROM 8 x 8 character set location
 5 — return ROM 9 x 14 alternate set location*
 6 — return ROM 8 x 16 character set location
 7 — return ROM 9 x 16 alternate set location*
- CX: points (bytes per character)
 DL: rows
 ES: segment of returned location
 BP: offset of returned location

* The monochrome adapter uses some characters which are shaped slightly differently than the ECD equivalents (such as the "M" and "\$"). This table consists of the substitute characters for text mode 7. The 9 x 14 characters are defined as 8 x 8 characters. If the character is a block graphics code, the ninth column is the same as the eighth; otherwise, the ninth column is left blank.

Character Table Format:

ASCII 1

- - - - -	0h
- - - - -	0h
- x x x x x -	7eh
x - - - - x	81h
x - x - - x - x	a5h
x - - - - x	81h
x - - - - x	81h
x - x x x x - x	bdh
x - - x x - - x	99h
x - - - - x	81h
- x x x x x -	7eh
- - - - -	0h
- - - - -	0h
- - - - -	0h

```

db      14 dup (0)                ;ASCII 0
db      0,0,7eh,81h,a5h,81h,81h  ;ASCII 1
db      bdh,99h,81h,7eh,0h,0h,0h ;ASCII 1
                                           ;ASCII 2 goes here
                                           ;ASCII 3 goes here
                                           ;etc.

```

Assembly Language Example:

The message "The quick brown fox jumps over the lazy dog" is printed, and the style of the letter "e" is changed to a small capital.

```

pause    macro
          local  no_adj, done

;this creates a processor independent approx.
;10-second pause

          mov    AH,2ch ;DOS get time call
          int   21h    ;DOS interrupt
          mov    BH,DH  ;put seconds in BH
          add   BH,10   ;add 10 seconds
          cmp   BH,60   ;if greater than 59, SUB 60
          jb    no_adj
          sub   BH,60

no_adj:   int 21h      ;DOS interrupt
          cmp   BH,DH
          je    done
          jmp   no_adj

done:

          endm

data     segment public

msg      db      'The quick brown fox jumps '
          db      'over the lazy dog.$'
new_e    db      00000000b
          db      00000000b
          db      00000000b
          db      00000000b
          db      00000000b
          db      00000000b
          db      11111110b
          db      10000000b
          db      11111110b
          db      10000000b
          db      11111110b

```



```

                db      00000000b
                db      00000000b
                db      00000000b

data           ends

code          segment public
              assume CS:code

main         proc      far

start:       push     DS
              sub      AX,AX
              push    AX
              mov     AX,data
              mov     DS,AX
              assume  DS:data
              mov     DX,offset msg      ;get message address
              mov     AH,9                ;DOS print string call
              int     21h                ;DOS call

              pause

              mov     AX,1100h           ;User alpha load
                                              ;(& reset mode)
              mov     BL,0                ;character set 0
              mov     BH,14              ;14 bytes per character
              mov     CX,1                ;1 character
              mov     DX,65h             ;change lowercase "e"
              push   DS
              pop    ES                  ;character in data seg.
              mov     BP,offset new_e    ;get offset of "e"
              int     10h                ;BIOS video call

              pause

;set mode again to wipe out character set changes

              mov     AH,0                ;select function 0 set mode
              mov     AL,3                ;select mode 3
              int     10h                ;BIOS video call

              ret

main         endp

code        ends

end         start

```

Function**Call 12h: Alternate Select**

Remarks: This function returns information about the adapter's current setting and provides an alternative print screen routine.

The alternate print screen routine will print the entire screen when there are 43 rows (the standard print screen routine will print only 25 rows). It will not print graphics screens.

Input: Registers (set before function call):

AH: set to 12h

Function 10h**Return**

information: Registers (set before function call):

AH: set to 12h

BL: set to 10h

Registers (read after function call):

BH: 0 means a color mode is in effect (adapter registers are at port 3d?h) 1 means a monochrome mode is in effect (adapter registers are at port 3b?h)

BL: Amount of memory installed on the adapter
 0 = 64K
 1 = 128K
 2 = 192K
 3 = 256K

CH: Feature bit settings (see the description of the Feature Control register).

CL: Switch settings (switches on the EGA card) Bits 0-3 are switches 1-4 respectively. 1 = switch Off, 0 = switch On. Thus 1000b means switches 1-3 are On and switch 4 is Off.

The value in CL corresponds to the following Table. These reflect the default mode settings:

Setting	Primary	Secondary
0000b	MDA	EGA CGD 40 Col

0001b	MDA	EGA CGD 80 Col
0010b	MDA	EGA ECD 200
0011b	MDA	EGA ECD 350
0100b	CGA	EGA Mono
0101b	CGA	EGA Mono
0110b	EGA CGD 40 Col	MDA
0111b	EGA CGD 80 Col	MDA
1000b	EGA ECD 200	MDA
1001b	EGA ECD 350	MDA
1010b	EGA Mono	CGA 40 Col
1011b	EGA Mono	CGA 80 Col
1100b-1111b	Invalid	

The Secondary Display may not be attached
 CGD is Color Graphics Display (200 line)
 ECD 200 is Enhanced Color Display (350 line)
 forced into 200 line CGD compatibility mode
 ECD 350 is the Enhanced Color Display in full 350-
 line mode

Function 20h

Select alternate
 print screen

routine: Registers (set before function call):

Calling this routine places the alternate print screen routine in effect.

AH: set to 12h
 BL: set to 20h

The VGA adds the following functions (AL will be set to 12h after completion if the function is supported):

Function 30h

(VGA only)

Select scan
lines for

text mode: Registers (set before function call):

Calling this routine changes the number of scan lines used the next time an alphanumeric mode is selected. This allows complete compatibility with MDA, CGA, and EGA display appearance.

AH: set to 12h
BL: set to 30h
AL: 0 use 200 scan lines (CGA)
1 use 350 scan lines (MDA and EGA)
2 use 400 scan lines (VGA)

Output: Registers (read after function call):

AL: 12h

Function 31h

(VGA only)

Select Default
Palette

Loading: Registers (set before function call):

This function enables and disables the default palette during a mode reset. On the EGA, the default palette always overrides the current palette during a mode reset, but the VGA allows the current palette to remain.

AH: set to 12h
BL: set to 31h
AL: 0 Enable the default palette
1 Disable the default palette
2 use 400 scan lines (VGA)

Output: Registers (read after function call):

AL: 12h

Function 32h**Video:** Registers (set before function call):

This function enables and disables the adapter. When the adapter is disabled, the display will remain intact, but further reading and writing will have no effect until it is enabled.

AH: set to 12h
BL: set to 32h
AL: 0 Enable the display
1 Disable the display

Output: Registers (read after function call):

AL: 12h

Function 33h**Summing
to Gray****Shades:** Registers (set before function call):

This function enables and disables color to grayscale conversion. When summing is enabled, the gray intensity is the sum of 30% red intensity, 59% green intensity, and 11% blue intensity after the next mode reset or when the palette registers are changed.

AH: set to 12h
BL: set to 33h
AL: 0 Enable gray shade summing
1 Disable gray shade summing

Output: Registers (read after function call):

AL: 12h

Function 34h**Cursor****Emulation:** Registers (set before function call):

This function enables and disables emulation of the CGA cursor in alphanumeric modes; i.e., the cursor is set as if the character were only 8 pixels high (see the description of function call 1,

Set Cursor Type). When emulation is disabled, the cursor setting references actual line numbers.

AH: set to 12h
 BL: set to 34h
 AL: 0 Enable CGA cursor emulation
 1 Disable CGA cursor emulation

Output: Registers (read after function call):

AL: 12h

Function 35h

Display

Switch: Registers (set before function call):

This function toggles between the motherboard adapter (VGA) and an external adapter if port and/or memory addresses conflict. If an external adapter is present, it will be the default adapter.

The first time displays are switched, the initiate functions (AL=0 and AL=1) must be used. Thereafter, all switching is accomplished through a double call: disable the current active adapter (AL=2), then enable the current inactive adapter (AL=3). The program must provide a 128-byte buffer for storing current state information for each adapter.

AH: set to 12h
 BL: set to 35h
 AL: 0 Initial external adapter off
 1 Initial VGA on
 2 Active Adapter Off
 3 Inactive Adapter On
 ES: Segment of Switch State Area
 DX: Offset of Switch State Area

Output: Registers (read after function call):

AL: 12h

Function 36h**Screen Off/On:** Registers (set before function call):

This function turns the display on and off; e.g., screen blanking.

AH: set to 12h
 BL: set to 36h
 AL: 0 Screen on (normal display)
 1 Screen off (blanked)

Output: Registers (read after function call):

AL: 12h

The presence test program in Chapter 14 uses alternate select.

Function**Call 13h:****Write String**

Remarks: This function writes a string of characters and attributes from memory to the screen. Two formats are available: the memory block can contain a sequential list of ASCII codes or an alternating list of character codes and attribute bytes. You may also choose whether or not the cursor moves to the end of the string or stays in the same location.

Note: The operation of this function call is similar to that of the Teletype routine (eh). The bell, carriage return, and linefeed are treated as commands.

Input: Registers (set before function call):

AH: set to 13h
 AL: bit 0 = 0: cursor not moved
 bit 0 = 1: cursor moved
 bit 1 = 0: string of characters only
 bit 1 = 1: string of character, attribute, character, attribute, ...
 BL: attribute (when AL bit 1 = 0)
 BH: page number (see function call 5 for a description of pages)
 CX: number of characters (do not include attribute bytes in this count).

DX: cursor location (DH = row, DL = column)
 ES: segment containing string to be written
 BP: offset of the first character in the string

Assembly Language Example:

This program prints a full string (message) at once. Note the effect of the control codes 7, 10, and 13. Compare the results to functions 9, ah, and eh.

```

data    segment public

        msg      db      'This line demonstrates printing'.
                db      ' ASCII 7 ('',7,''), 10 ('',10,''),'
                db      ' and 13 ('',13,'').'
        m_len    equ     $-msg          ;creates a constant from
                                        ;here to message start
                                        ;(message length)

data    ends

code    segment public
        assume CS:code

main    proc      far

start:  push     DS
        sub     AX,AX
        push   AX
        mov    AX,data
        mov    DS,AX
        assume DS:data

        mov    AH,13h ;function 13h - write string
        mov    AL,01b ;character only, move cursor
        mov    BH,0   ;page 0
        mov    BL,15  ;attribute 15
        mov    CX,m_len ;number of characters
        mov    DH,05  ;row 5
        mov    DL,0   ;column 0
        mov    BP,offset msg
                                        ;pointer to message

        push   DS
        pop    ES      ;message is in data segment
        int    10h    ;BIOS video call

        ret

main    endp

```



```
code      ends
end       start
```

Function Call 1ah: Read/Write Display Combination Code (VGA only)

Remarks: This function writes and returns codes designating the primary and secondary adapters. This is very useful for determining the display configuration, and will be supported on future products which can be used as primary displays. A result code is returned in register AL to confirm the operation of this function. If the result code is invalid, you can use alternate methods to determine the configuration (see the presence test program in Chapter 14 for an example program).

Note: The 8514/A graphics coprocessor cannot be used as a primary display adapter and does not have a return code for this function call.

Input: Registers (set before function call):

AH: set to 1ah

Function 0

Read DCC: Registers (set before function call):

AH: set to 1ah

AL: set to 0

Output: Registers (read after function call):

AL: 1ah

BH: Secondary Display

BL: Active Display

Function 1

Write DCC: Registers (set before function call):

AH: set to 1ah

AL: set to 1

BH: Secondary Display

BL: Active Display

Output: Registers (read after function call):

AL: 1ah

DCC Code

(BH/BL) Meaning

0 No Display

1 MDA

2 CGA

4 EGA with standard color display

5 EGA with monochrome display

6 PGA (Professional Graphics Adapter)

7 VGA with analog monochrome display

8 VGA with analog color display

bh MCGA with analog monochrome display

ch MCGA with analog color display

ffh Unknown

Function

Call 1bh:

**Return Functionality/State
Information (VGA only)**

Remarks: This function returns information about the adapter/display environment. The same information may be found scattered throughout the BIOS Save Area and ROM data areas (see Chapter 12). However, the data is much easier to access through this function call. The program must allocate a 40h byte area for storing the returned information.

Input: Registers (set before function call):

AH: set to 1bh

BX: Implementation Type (set to 0)

ES: Segment of the reserved storage area

DI: Offset of the reserved storage area

Output: Registers (read after function call):

AL: 1bh

The table now located in ES:DI has the following structure:

Offset	Size	Description
--------	------	-------------

0	1 word	Offset of Static Functionality Table
2	1 word	Segment of Static Functionality Table
4	1 byte	Current Video Mode
5	1 word	Number of Displayable Character Columns
7	1 word	Size of Video Data Area in Bytes
9	1 word	Starting Address in Video Data Area
bh	1 word	Page 0 Cursor Location
dh	1 word	Page 1 Cursor Location
fh	1 word	Page 2 Cursor Location
11h	1 word	Page 3 Cursor Location
13h	1 word	Page 4 Cursor Location
15h	1 word	Page 5 Cursor Location
17h	1 word	Page 6 Cursor Location
19h	1 word	Page 7 Cursor Location
1bh	1 byte	Cursor Starting Line
1ch	1 byte	Cursor Ending Line
1dh	1 byte	Current Display Page
1eh	1 word	CRTC Port Address
22h	1 byte	Number of Displayable Character Rows
23h	1 word	Character Pixel Height
25h	1 byte	Primary DCC (adapter)
26h	1 byte	Secondary DCC (adapter)
27h	1 word	Number of Colors Available
29h	1 byte	Number of Display Pages Available
2ah	1 byte	Number of Scan Lines: 0-200 lines 1-350 lines 2-400 lines 3-480 lines
2bh	1 byte	Primary Font Block Number (0-7)
2ch	1 byte	Secondary Font Block Number (0-7)
2dh	1 byte	Miscellaneous (stored in bits):

Bit Description
(when set to 1)

		0	All Modes Available
		1	Colors Summed to Gray Equivalents
		2	Monochrome Display Attached
		3	Default Palettes Not Loaded
		4	Convert Cursor to CGA Equivalent
		5	Blinking (0=Background Intensity)
31h	1 byte	Video Memory (in 64K blocks, 0 = 64K)	
32h	1 byte	Save Pointer Status (stored in bits):	
		Bit	Description (when set to 1)
		0	512 Character Set in Use
		1	Palette Save Area in Use
		2	User Alpha Character Set in Use
		3	User Graphics Character Set in Use
		4	User Palette Set in Use
		5	DCC Extension in Use

The Static Functionality Table (pointed to by the first four bytes) is 16 bytes long and has the following structure:

Offset	Size	Description
0	3 bytes	Video Modes Supported (1 bit per mode): 0,1,2,3,4,5,6,7,8,9,ah,bh,ch, dh,eh,fh 10h,11h,12h,13h,N/A,N/A, N/A,N/A

7	1 byte	Scan Lines Available in Text Mode:
	Bit	Description (when set to 1)
	0	200
	1	350
	2	400
	8	1 byte Number of Text Mode Font Blocks
	9	1 byte Number of Simultaneous Text Mode Font Blocks
ah	1 byte	Miscellaneous Functions Available:
	Bit	Description (when set to 1)
	0	All Modes Usable
	1	Gray Shade Equivalents
	2	User-Defined Font Tables
	3	User-Defined Palette Tables
	4	CGA Cursor Emulation
	5	EGA-Type Palette Registers
	6	DAC-Type Palette Registers
	7	Multiple DAC Color Tables
bh	1 byte	Miscellaneous Functions Available:
	Bit	Description (when set to 1)
	0	Light Pen Interface
	1	Save/Restore Video States
	2	Background Intensity/Blinking
	3	DCC Table
eh	1 byte	Save Pointer Functions Available:
	Bit	Description (when set to 1):
	0	512 Character Set
	1	Palette Save Area
	2	User Alpha Character Set
	3	User Graphics Character Set
	4	User Palette Set
	5	DCC Extension

Function**Call 1ch: Save/Restore Video State**

Remarks: This function returns, saves, and restores selected video environment parameters (BIOS, palette, and register settings). This saves a substantial amount of program overhead when the video mode must be changed, but current screen contents saved; e.g., memory resident software.

Note: The program must reserve a data area to save the settings. The size of the area varies according to the parameters selected; function 0 returns the required size.

CX is defined by set bits, not values. Thus, you may save or restore the entire state by setting all the bits (a value of 7).

Input: Registers (set before function call):

AH:	set to 1ch
CX:	Selected States
	Bit Description
	0 Video Hardware (registers)
	1 BIOS RAM Data Area
	2 DAC Registers

Function 0**Get Buffer**

Size: Registers (set before function call):

AH:	set to 1ch
AL:	set to 0

Output: Registers (read after function call):

AL:	1ch
BX:	Buffer Size Required (in 64-byte blocks)

Function 1

Save: Registers (set before function call):

AH:	set to 1ch
AL:	set to 1
ES:	Segment of Save Area

BX: Offset of Save Area

Output: Registers (read after function call):

AL: 1ch

Function 2

Restore: Registers (set before function call):

AH: set to 1ch

AL: set to 2

ES: Segment of Restore Area

BX: Offset of Restore Area

Output: Registers (read after function call):

AL: 1ch

Now that you have had a chance to study the adapters and write some routines on your own, we will move on to new methods (and new functions not supported by BIOS). If you have written some BIOS-based plotting routines, you are probably very disappointed with their performance. Here is your chance to change that! If you've kept your code fairly clean with subroutines or macros for primitive operations, such as plotting, the conversion may go fairly smoothly. However, as you may be aware, the EGA and VGA are not particularly easy to program directly, so your first few tries may take quite some time. If you study the example programs carefully, you may greatly reduce your time and frustration. But before jumping right into the programs, you should understand how the EGA and VGA work.

The VESA BIOS Extension

The following Super VGA extension (called the VESA BIOS Extension) is defined by the October 1989 and May 1990 VESA proposals, Versions 1.0 and 1.1. Version 1.0 defines six calls at INT 10h function 4Fh and Version 1.1 defines two additional calls. At the time of this writing, only a few Everex VGA's were available with these extensions in ROM. Several manufacturers were shipping device drivers which placed the Super VGA BIOS extensions in RAM.

If you wish to use VESA VGA modes in your programs, you should first test for the VESA BIOS Extension. Because all VESA BIOS Extension calls are defined at the same location, you simply use call 0 to query the adapter for Super VGA Information.

```
mov     AX,InfoSeg
mov     ES,AX
mov     AX,4f00h
mov     DI,InfoOff
int     10h
```

Every VESA call returns a status in the AX register. Following the example of the VGA Read/Write Display Combination Code (BIOS function 1ah), the function call number is returned in AL for confirmation of the call's legitimacy. If the adapter supports the VESA BIOS Extension, AL will be set to 4fh. Additionally, a fail/success code is returned in AH. AH=0 if the call was successful, and an error code if it failed (at the time of this writing, 1 was the only defined error code). All VESA calls follow this convention: after any call if AX=004fh, the VESA function worked.

The Super VGA Information function returns a data block to ES:DI, but we will leave the details to the function call description.

Since each call is defined by both AH and AL, I will use a full word value in naming the functions.

Several of the VESA function parameters are defined as pointers. If you are not careful, you may end up reading an address (and other nonsensical data beyond it) as data. And don't forget to set pointers to buffers, or you may be surprised when random data or code gets overwritten during a function call.

The earliest VESA standard did not define BIOS routines. Rather, it defined a standard mode, 6ah. Mode 6ah can be set through the standard VGA set mode call, that is:

```
mov     AX, 006ah
int     10h
```

It is defined as an 800 x 600, 16-color mode (although a few vendors will support 256 colors if enough memory is installed). Note that there is no way to detect whether the mode set was successful, or determine whether a particular adapter supports this standard.

Function Call

4f00h:

Return Super VGA Information

Remarks: This function confirms a VESA compatible adapter is installed and returns vendor-specific information about the hardware. Detailed information about particular graphics modes is returned by call 4f01h.

Note: You must reserve a 256-byte buffer to hold the return information.

Input: Registers (set before function call):

AX: Set to 4f00h
 ES: Segment of the 256 byte buffer
 DI: Offset of the 256 byte buffer

Output: Registers (read after function call):

AX: 004fh (if successful)

The table now located in ES:DI has the following structure:

Offset	Size	Description
0	4 bytes	signature bytes ('VESA')
4	2 bytes	VESA version number
6	4 bytes	address of the vendor defined data
10	4 bytes	Capabilities (currently undefined)
14	4 bytes	address of the mode table
18	2 bytes	64K memory blocks installed (ver 1.1)

The signature bytes will always be set to VESA. So, if you want to be *really* sure a VESA adapter is installed, you can read these bytes for confirmation.

The most significant byte of the version number is the major revision and the least significant is the minor revision. This book covers Versions 1.0 and 1.1 (0100h and 0101h). All future revisions will be backward compatible to version 1.0.

The vendor-defined data is a free format string of data terminated by a null (00h). There are no standards as to what you will find here, but you will probably find the manufacturer's name and adapter type along with miscellaneous information such as configuration data.

The Capabilities field is currently reserved. In a future version of the standard, it may specify general features of the adapter.

The mode table is simply a list of the supported mode numbers, terminated by 0ffffh. As of this writing, VESA has defined thirteen standard Super VGA modes (see function 4f02h, Set Super VGA Video Mode). However, each manufacturer may define additional modes. Standard VESA modes are 16 bits beginning with 100h. Proprietary vendor modes cover the range 14h-7fh (with the exception of 6ah which is the original VESA mode).

Versions 1.1 and later return the installed video memory size in 64K blocks. For example, an adapter with 512K would return 8.

Function Call

4f01h:

Return Super VGA Mode Information

Remarks: You may use this function to get information about a particular video mode. The mode's available numbers may be obtained

through the mode table of function 4f00h, Return Super VGA Information. You must reserve a 256-byte buffer to hold the return information.

When working with VESA or vendor-specific modes, you should be aware that some BIOS functions may not work on all adapters (operations such as set pixel, or write string). The presence or absence of such support can be determined through this function call.

The function also returns window information for modes which exceed the 64K addressable range of a typical segment. Such modes may be available on adapters which support 1024 x 768 16-color mode (98K address space and 392K memory) or two separate 800 x 600 16-color windows (each with a 60K address space and a total of 480K memory). If such a mode uses two 64K segment addresses (A000h and B000h), you simply change the segment selector (ES or DS) to reach the desired area. However, some Super VGA's support *windows* which map only a portion of the total video memory into a single segment (e.g., A000h).

If the Super VGA has one 64K window that has both read and write access, it is called a *Single Window System*. Another method places two windows in the same address; for example, both would be at A000h. One window is read only and the other is write only. These are called *Overlapping Windows*. Overlapping Windows are useful for rapid data transfer between windows using the VGA's latch registers (Write Mode 1, see port 3cfh, Index 5). Finally, there are *Non-overlapping Windows* which work something like multiple display pages in standard VGA — both windows share the same segment but start at different offsets. See the description of VESA Window Memory usage at the end of Chapter 6 for more information.

Note: Under Version 1.0, the unused bytes may not be set to 0 each time the function is called (Versions 1.1 and later require initialization to 0 as the default).

Important: If you are using a higher resolution than 800 x 600 or multiple display pages, you *must* determine the current windowing method and adapt your algorithms accordingly. Do not assume that the method which works on one VESA adapter will work on others.

Input: Registers (set before function call):

AX: Set to 4f01h
 CX: Super VGA mode number
 ES: Segment of the 256-byte buffer
 DI: Offset of the 256-byte buffer

Output: Registers (read after function call):

AX: 004fh (if successful)

The table now located in ES:DI has the following structure:

Offset	Size	Description
0	2	Mode attributes
2	1	Window A attributes
3	1	Window B attributes
4	2	Window granularity
6	2	Window size
8	2	Segment address of Window A Δ
10	2	Segment address of Window B
12	4	Address of the Window Function Call
16	2	Bytes per scan line

The following information may be included in the block at the manufacturer's discretion. It is intended primarily for modes not covered by the VESA standard. If this information is available, bit 1 of Mode attributes will be set.

Offset	Size	Description
18	2	Horizontal resolution
20	2	Vertical resolution
22	1	Character cell width
23	1	Character cell height
24	1	Number of bit planes
25	1	Total number of bits per pixel
26	1	Number of memory banks (not bit planes)
27	1	Memory model type
28	1	Size of memory bank in kb
29	1	Number of display pages available

(version 1.1)

30	1	Reserved (version 1.1)
----	---	------------------------

Mode attributes (defined by bits)

Bit	Description
0	Set to 1 if the current hardware configuration supports this mode.
1	Set to 1 if the optional mode information is available in this table
2	Set to 1 if the standard BIOS functions support this video mode.
3	Set to 1 if this mode is color (specifies register and memory configuration not the monitor type)
4	Set to one if this is a graphics mode
5-15	Reserved

You may determine the mode's windowing method by reading the status bits of the Window Attribute bytes (one byte for each window, A and B).

Bit	Description
0	Set to 1 if this window exists
1	Set to 1 if the window is readable
2	Set to 1 if the Window is writeable
3-7	Reserved

Thus, values of 7 and 0 would indicate a Single Window, 7 and 7 would indicate Non-overlapping Windows and 3 and 5 would indicate Overlapping Windows (note that either Window A or B could be the read- or write-only window). If both values are 0, the mode does not use Windows.

The Window Granularity is the smallest address change allowed for a Window's starting offset (in kb). Thus, with a granularity of 4 the window could start at any video memory offset evenly divisible by 4K: 0, 4K, 8K, etc. Note that this is an offset within Video memory, **not** the CPU offset (which always starts at 0 within the current segment).

The Window Size is the largest offset the CPU may address within the Window (typically 64K or 32K).

The Segment Address is simply the CPU segment address for the window. These might typically be A000h (Single Window), A000h and A000h (Overlapping Windows), or A000h and A800h (Non-overlapping Windows).

The Window Function Call is the address of the routine called by BIOS call 4F05h. This routine changes the starting offset of a Window (i.e., it performs a bank switch). A far call to this address is faster than using the BIOS interrupt. Unlike the BIOS call, the AX and DX registers are not preserved by the direct call, and AX will not contain any return information.

The optional horizontal and vertical resolution information will be in either character cell units (for text modes) or pixel units (for graphics modes).

The character cell sizes are in pixel units.

The total number of bits per pixel determines the number of colors available (i.e., 4 for 64 colors and 8 for 256 colors). You can find the number of linear (CPU address space) bits per pixel by dividing bits per pixel by the number of bit planes. For example, CGA 4-color mode would be 2 bits per pixel and 1 plane.

The number of banks is for unusual modes that group alternate scan lines in separate memory areas. For example, CGA modes which place odd scan lines in one bank and even scan lines in another would have two banks. The related bank size value gives the size of the bank in kb (0 for the usual, non-banked modes).

The Memory Model is defined as follows:

Value	Description
0	Text Mode
1	CGA Graphics (2 memory banks)
2	Hercules Graphics (4 memory banks)
3	4-plane planar
4	Packed pixel (1 linear bit per pixel)
5	Non-chain 4, 256-color
6-0fh	Reserved by VESA
10h-0ffh	Vendor defined

Version 1.1 adds two new fields:

The number of display pages returns the maximum number of screen buffers available for page switching (like the standard BIOS display pages).

The reserved field will always be set to 1 in version 1.1 (not the standard default of 0).

Function Call

4f02h: Set Super VGA Mode

Remarks: When setting a Super VGA mode, this call should be used instead of function call 0 (standard video BIOS Set Mode). Note that bit 15 works like bit 7 of the standard VGA Set Mode.

If the call fails, the mode will not change and the old environment will remain intact.

Note: Not all VESA adapters will support every mode. You should use functions 4f00h and 4f01h to determine which modes are available, and their operational details.

Vendor specific modes may also be set through this function call.

Input: Registers (set before function call):

AX: set to 4f02h
BX: Super VGA mode number

100h	640 x 400, 256 color
101h	640 x 480, 256 color
102h	800 x 600, 16 color
103h	800 x 600, 256 color
104h	1024 x 768, 16 color
105h	1024 x 768, 256 color
106h	1280 x 1024, 16 color
107h	1280 x 1024, 256 color

108h	80 x 60, text mode (Version 1.1 only)
109h	132 x 25, text mode (Version 1.1 only)
10ah	132 x 43, text mode (Version 1.1 only)
10bh	132 x 50, text mode (Version 1.1 only)
10ch	132 x 60, text mode (Version 1.1 only)

10dh-7fffh Reserved by VESA

14h-69h Vendor Defined

6ah VESA 800 x 600, 16 color

6bh-7fh Vendor defined

You may set the high bit of BX to 1 if you want to preserve the screen memory (display) while resetting the mode. This is done by adding 8000h to the mode number.

Output: Registers (read after function call):

AX: 004fh (if successful)

Function Call

4f03h: Return Super VGA Mode

Remarks: When using a VESA compliant adapter, this call should be used instead of function call 0f (standard video BIOS Current Video State). Unlike Current Video State, bit 15 will never be set. If necessary, the memory clear bit can be checked by reading bit 7 of the old Current Video State function call (bit 7 will be correct even though the mode may not).

All modes — standard VGA, VESA, and vendor specific — may be determined through this call.

Input: Registers (set before function call):

AX: set to 4f03h

Output: Registers (read after function call):

AX: 004fh (if successful)

BX: Mode Number

Function Call

4f04h: Save/Restore Super VGA Video State

Remarks: This function consists of three subfunctions (selected via register DL) which save and restore Super VGA state information and report buffer requirements. It is the functional equivalent of the standard BIOS function 1Ch (Save/Restore Video State). Unlike the standard function, the Super VGA Video State memory blocks are a unique format which contains the additional Super VGA information.

Note: The program must reserve a data area to save the settings. The size of the area varies according to the parameters selected; function 0 returns the required size.

The Super VGA state adds a new bit to CX. To save or restore the entire state you must use a value of 0fh.

Input: Registers (set before function call):

AX: set to 4f04h
CX: Selected States

Bit	Description
0	Video Hardware (registers)
1	BIOS RAM Data Area
2	DAC Registers
3	Super VGA State

**Function 0
Get Buffer**

Size: Registers (set before function call)

DL: 0

Output: Registers (read after function call):

AX: 004fh (if successful)
BX: Buffer Size Required (in 64 byte blocks)

Function 1**Save:** Registers (set before function call)**DL:** 1**Output:** Registers (read after function call):**AX:** 004fh (if successful)

Function 2**Restore:** Registers (set before function call)**DL:** 2**Output:** Registers (read after function call):**AX:** 004fh (if successful)

Function Call 4f05h: CPU Video Memory Window Control

Remarks: This function consists of two subfunctions which set or report the memory offsets within VESA Windows. VESA Windows operate as a bank switching scheme: only a portion of the total video memory map appears within the window. This function lets you select which portion of video memory appears in the window by specifying the offset *within video memory*.

Note: The offset is specified in Window Granularity Units (see function 4f01h). These units may vary from adapter to adapter and will often be several kb. For example, the Video Seven Fast-Write VGA uses a 64K bank in 1024 x 768 modes. An offset of 0 Window Granularity Units covers the range 0-64K and an offset of 1 Window Granularity Units covers the range 64K-128K.

You may make a direct far call to this function to improve performance. See the description of the Window Function Call Address under Function Call 4f01h (Return Super VGA Mode Information). Function Call 4f01h also returns other Window-critical information which you need to use windows properly.

Input: Registers (set before function call):

AX: set to 4f05h

Function 0
Set Window

Position: Registers (set before function call)

BH: 0
BL: Window Number (0=Window A, 1=Window B)
DX: Offset in video memory (in granularity units)

Output: Registers (read after function call):

AX: 004fh (if successful)

Function 1
Get Window

Position: Registers (set before function call)

BH: 1
BL: Window Number (0=Window A, 1=Window B)

Output: Registers (read after function call):

AX: 004fh (if successful)
DX: Offset in video memory (in granularity units)

Function Call	Get/Set Logical Scan Line Length
4f06h:	Version 1.1 and later

Remarks: This function consists of two subfunctions which set or report the memory used by a single scan line. This allows a display with a larger virtual display size than physical display size (i.e., the CRT will show only a portion of the full display). This may be useful for special applications such as smooth horizontal scrolling (see function 4f07h). Additionally, it may be used to pad scan line lengths to prevent single scan lines from splitting across 64K segments.

Note: The width is requested in *pixel* units, rather than bytes. If you specify an illegal value (such as 641 pixels in an 8-pixel-per-byte mode), the request will always be rounded *up* to the next highest value allowed (648 in this example).

Input: Registers (set before function call):

AX: set to 4f06h

Function 0

Set Length: Registers (set before function call)

BL: 0
 CX: New scan line length in pixels

Output: Registers (read after function call):

AX: 004fh (if successful)
 BX: Number of bytes in one scan line
 CX: Number of pixels in one scan line
 DX: Maximum number of scan lines (virtual vertical resolution)

Function 1

Get Length: Registers (set before function call)

BL: 1
 CX: New scan line length in pixels

Output: Registers (read after function call):

AX: 004fh (if successful)
 BX: Number of bytes in one scan line
 CX: Number of pixels in one scan line
 DX: Maximum number of scan lines (virtual vertical resolution)

Function Call 4f07h: Get/Set Start of Display Version 1.1 and later

Remarks: This function consists of two subfunctions which set or report the starting address of the physical display (CRT image). This allows scrolling a smaller physical display within a larger virtual display (see function 4f06h), or switching the display to another display page when multiple pages are supported.

Note: The offset are specified in horizontal and vertical *pixel* units, rather than bytes and lines.

Input: Registers (set before function call):

AX: set to 4f07h

Function 0

Set

Position: Registers (set before function call)

BL: 0 (function select)
BH: 0 (Reserved, must be 0)
CX: Horizontal Pixel Offset
DX: Vertical Pixel Offset

Output: Registers (read after function call):

AX: 004fh (if successful)

Function 1

Get

Position: Registers (set before function call)

BL: 1

Output: Registers (read after function call):

AX: 004fh (if successful)
BH: 0 (Reserved, always 0)
CX: Horizontal Pixel Offset
DX: Vertical Pixel Offset

Assembly Language Programming Example

The following program demonstrates the use of VESA functions. It checks for the presence of a VESA BIOS compatible adapter and reports the results. If a VESA adapter is detected, the version number and vendor information is printed. The program then sets mode 104h, if it's available. If mode 104h is not available, the program searches for a windowed graphics mode. If no window mode is found, the program sets mode 102h as the default mode common to all

VESA adapters. After setting the mode, a vertical line is plotted from the bottom to the top of the screen. This will require a bank switch on a windowed mode with sufficient resolution (some adapters use windows in lower resolution modes for additional display pages).

Note that the program uses most of the VESA calls. It saves and restores the video mode (procedures SaveVMd and RestVMd on page 108), returns extended mode information (the RdVMode procedure on page 103), and uses the window switching calls as a direct call (procedure VPlot on page 106). The plotting routine is very generalized, and hence not extremely efficient. But, it should work on almost any VESA adapter.

```
CR      equ    13
LF      equ    10
BELL    equ    7
```

;RECORDS FOR MODE AND WINDOW ATTRIBUTES

```
MA      RECORD  Rsv:11,gr:1,clr:1,Bcall:1,OptI:1,Supp:1
WA      RECORD  Rd:1,Wr:1,Exist:1
```

```
Info    struc

        Vsig      db    4 dup (?)
        Ver       db    2 dup (?)
        pVdata    dd    ?
        VCap      db    4 dup (?)
        pModeTbl  dd    ?
        MemBlks  dw    ?           ;Ver 1.1 only
```

```
Info    ends
```

```
Cfg     struc

        ModeA     dw    ?       ;MA
        WinAA     db    ?       ;WA
        WinBA     db    ?       ;WA
        WGran     dw    ?
        WSize     dw    ?
        SegWA     dw    ?
        SegWB     dw    ?
        WCall     dd    ?
        LSize     dw    ?
```

;OPTIONAL DATA (check ModeA MASK OptI)

```
HRes     dw    ?
VRes     dw    ?
CellW    db    ?
CellH    db    ?
```

```

    Bplanes db ?
    BPerPel db ?
    NBanks db ?
    MMod db ?
    BkSize db ?
    AvPages db ? ;=Ver 1.1 Only
    V1_1Rsv db ? ;=Ver 1.1 Only

Cfg ends

BIOS segment at 40h

    org 6ch
    lowtime dw ? ;timer low word
    hitime dw ? ;timer high word

BIOS ends

vdata segment word public 'DATA'

    VI label Info
    VESAInfo db 256 dup (0) ;Initializing
                                ;to 0 guarantees
                                ;0=default even
                                ;for VESA 1.0

    VC label Cfg
    VESACfg db 256 dup (0)

    lBpPel db ? ;linear bits per pixel
    PpByte db ? ;pixels per linear byte

    even
    CurWin dw ? ;Current Window Number

vdata ends

data segment word public 'DATA'

    VFmsg db 'A VESA adapter is not '
           db 'installed, or the VESA '
           db 'adapter returned an error'
           db CR,LF,BELL,0

    VerMsg db 'VESA Version '
    MajVer db '00.'
    MinVer db '00',CR,LF,0

    CRLF db CR,LF,0

```

```

        OlMode  dw  ?

data    ends

_TEXT  segment word public 'CODE'
        assume  CS:_TEXT

main   proc    far

        push   DS
        sub    AX,AX
        push   AX

        mov    AX,data
        mov    DS,AX
        assume DS:data

        call   CheckVESA
        jc     @F                ;skip next section if
                                ;no VESA BIOS

        ;VESA ADAPTER DETECTED

        call   ShowVESA
        call   SaveVMd

        mov    AX,5                ;5 second delay
        call   delay

        call   SetVMode            ;Set a Window Mode or 102h
        call   Vline              ;Draw a vertical line

        mov    AX,5                ;5 second delay
        call   delay

        call   RestVMd

@@:    assume  DS:nothing
        ret

main   endp

CheckVESAproc  near

        push   DS
        push   ES

        mov    AX,data
        mov    DS,AX

```



```

    mov     AX,vdata
    mov     ES,AX
    assume DS:data,ES:vdata

    mov     DI,offset VESAInfo ;set ES:DI
                                ;to buffer
    mov     AX,4f00h           ;VESA Get Info Call
    int     10h                ;make VESA call
                                ;AX=004fh if call worked

    cmp     AX,4fh             ;Is it a VESA adapter
    je      @F                 ; yes, skip next section

    call    VESAfail           ; no, VESA not supported
                                ; or error
    stc                                ;set carry flag (error
                                ;return)
    jmp     short CVdone

@@:      ;VESA Adapter detected
    cld

CVdone:  pop     ES
         pop     DS
         assume DS:nothing,ES:nothing

         ret

CheckVESA endp

ShowVESA proc near

    push   DS
    push   ES

    push   AX
    push   DI
    push   SI

    mov    AX,data
    mov    DS,AX
    assume DS:data

    mov    AX,vdata
    mov    ES,AX
    assume ES:vdata

    mov    DI,offset MinVer ;DS:DI = string
                                ;location

```



```

mov    AX,vdata
mov    DS,AX
assume DS:vdata

```

```

;This procedure will attempt to set a windowed
;mode. If none is available it will default to
;102h (800 x 600)

```

```

les    DI,VI.pModeTbl    ;ES:DI points to
                        ;extended Mode Table
mov    SI,DI            ;put copy in DI

mov    AX,0ffffh        ;0ffffh marks end
mov    CX,256
repne scasw            ;find end
dec    DI
dec    DI                ;point to end
mov    CX,DI            ;put offset of end in CX
sub    CX,SI            ;CX = mode count in bytes
shr    CX,1            ;CX = mode count in words

push   CX
mov    DI,SI            ;restore mode table pointer
mov    AX,104h          ;look for VESA 104h
repne scasw
pop    CX
je     nWS              ;don't search for window
                        ;mode

jmp    short WS

```

nWS:

```

mov    CX,104h          ;Mode 104h
call   RdVMode          ;get mode info

test   VC.ModeA,MASK Supp ;Is it supported?
jz     WS               ;no, search for another

test   VC.ModeA,MASK OptI ;Is optional data
                        ;available?
jnz    @F               ; yes, skip next

```

```

;OPTIONAL DATA NOT AVAILABLE, FILL-IN THE DATA
;OUR PLOT ROUTINE WILL NEED

```

```

mov    VC.HRes,1024     ;horizontal res.
mov    VC.VRes,768     ;vertical res.
mov    VC.BPArPel,4    ;4 bits per pixel

```

```

                                ;(16 colors)
mov     VC.Bplanes,4 ;4 bit planes

@@:    mov     BX,104h          ;put mode in BX
mov     AX,4f02h             ;Set Super VGA Mode
int     10h

jmp     SVMdone

WS:    ;VESA 1024 x 768 NOT FOUND, LOOK FOR ANOTHER
        ;WINDOWED MODE
mov     DI,SI                ;restore mode table pointer

nMode: push     CX
mov     CX,ES:[DI]          ;put mode number in CX
add     DI,2
call    RdVMode
pop     CX

test    VC.ModeA,MASK Supp      ;Supported?
jz      skSet                 ; No, try again

test    VC.ModeA,MASK gr       ;Graphics?
jz      skSet                 ; No, try again

test    VC.WinAA,MASK Exist    ;Windows?
jz      skSet                 ; No, try again

test    VC.ModeA,MASK OptI     ;Optional info
                                ;supported?
jz      skSet                 ;no, try again

mov     AX,VC.LSize          ;get the line size (bytes)
mul     VC.VRes              ;times # of lines
cmp     DX,0                 ;1 screen <64K
                                ;(no high byte)?
je      skSet                ; yes, try another mode

        ;WE NOW HAVE A GRAPHICS WINDOWING MODE
        ;64K SUPPORTED BY THE CURRENT HARDWARE
        ;CONFIGURATION, SO SET PERFORM A MODE SET

mov     BX,ES:[DI-2]        ;put mode in BX
mov     AX,4f02h            ;Set Super VGA Mode
int     10h

sub     AX,AX                ;AX=0
add     AX,1                 ;Clear zero flag
                                ;(to exit loop)

```



```

;VESA VERSION , INITIALIZE CONFIGURATION
;BUFFER
push    CX
mov     DI,offset VESAcfg    ;to config buffer
sub     AL,AL                ;Initialize with 0
mov     CX,256               ;Max length of table
rep     stosb
pop     CX

@@:     mov     DI,offset VESAcfg    ;ES:DI points to VESA
                                           ;configuration buffer
mov     AX,4f01h            ;get extended mode info
int     10h

pop     DI
pop     AX

pop     ES
pop     DS
assume  ES:nothing,DS:nothing

ret

RdVMode endp

VPlot   proc    near
;Enter with:
;    AL=color
;    CX=x
;    DX=y
;
;NO REGISTERS PRESERVED (TO IMPROVE
;PERFORMANCE, THIS IS LEFT TO THE
;CALLING ROUTINE

push    AX

mov     AX,vdata
mov     DS,AX
assume  DS:vdata

mov     AX,DX                ;put Y in AX
mul     VC.LSize            ;find byte offset =
                           ; Y * Line Size
                           ; DX:AX = offset
mov     BX,AX                ; DX:BX = offset

push    DX                    ;save DX
push    BX                    ;save BX

```

```

sub     BH,BH           ;BH=0
sub     DX,DX           ;DX=0
mov     AX,CX           ;put X in AX
mov     BL,PpByte
div     BX               ;find byte offset =
                       ; X / pels per byte
                       ; remainder (DX) is
                       ; pixel offset within
                       ; the byte
mov     CX,DX           ;save pixel offset

pop     BX               ;restore BX
pop     DX               ;restore DX

add     AX,BX           ;add X and Y offsets
jnc     @F              ;if it overflows
inc     DX               ; add 1 to high byte

@@:    ;DX:AX = byte offset CX=pixel offset

mov     BX,CX           ;pixel offset in BX
mov     CH,80h          ;basic bit mask in CH
mov     CL,1BpPel       ;get bits per pixel
dec     CL               ;adjust for 1st bit
                       ;in CH
sar     CH,CL           ;mask # bits per pel

inc     CL               ;adjust back to full
                       ;count
@@:    cmp     BX,0      ;is there a
                       ;pixel offset?
je      @F              ;no, skip adjustment
shr     CH,CL           ;adjust over one pos
dec     BX               ;reduce offset count
jmp     @B

@@:    ;DX:AX is byte offset, CH is pixel mask

test    VC.WinAA, MASK Exist
jz      nWin            ;Not a window mode
                       ;don't select one

;WINDOW SELECTION ROUTINE
@@:    mov     BX,VC.WGran ;Granularity in BX
cmp     BX,64           ;Is it 64K?
je      @F              ; yes, no DIV needed

push   CX
mov     CL,10           ;Multiply by 1024

```



```

    shl     BX,CL           ;to convert to Kb
    pop     CX
    div     BX              ;Offset / Granularity
                                ;Granule # in AX
                                ;Granule Offset in DX
    xchg    AX,DX          ;DX = #, AX = Offset

;SET BOTH WINDOWS TO THE SAME GRANULE
;(SAME WINDOW ADDRESS)
@@:    cmp     DX,CurWin    ;in Current Window?
        je     skipWC      ; yes, skip Win Call
        mov    CurWin,DX   ;Update CurWin

    push   AX              ;AX and DX destroyed by
    push   DX              ;Window Call

    sub    BX,BX          ;Set Window A
                                ;BH=0 (set),
                                ;BL=0 (Window A)
                                ;(Granule in DX)
    call   VC.WCall       ;or INT 10h
                                ;with AX=4f05h

    pop    DX              ;restore granule

    mov    BX,1           ;Set Window B
                                ;BH=0 (set),
                                ;BL=1 (Window B)
                                ;(Granule in DX)
    call   VC.WCall       ;or INT 10h
                                ;with AX=4f05h

    pop    AX

;SET READ WINDOW TO ES AND WRITE WINDOW TO DS
skipWC: test   VC.WinAA,MASK Rd ;Is A readable?
        jz     @F         ; no, set ES=B

    mov     BX,VC.SegWA   ;yes, put Window
                                ;A Segment in ES
    mov     ES,BX
    assume  ES:nothing
    jmp     SetDS

@@:    mov     BX,VC.SegWA ;yes, put Window
                                ;B Segment in ES
    mov     ES,BX
    assume  ES:nothing

```

```

SetDS:   test    VC.WinAA, MASK Wr                ;Is A writeable?
          jz     @F                             ; no, set DS=B

          mov    BX, VC.SegWA                    ;yes, put Window
          mov    DS, BX                          ;A Segment in DS
          assume DS:nothing
          jmp    Win

@@:      assume DS:vdata
          mov    BX, VC.SegWA                    ;yes, put Window
          mov    DS, BX                          ;B Segment in DS
          assume DS:nothing

nWin:    mov    BX, 0a000h                       ;Set read and
          mov    ES, BX                          ;write Segs to
          mov    DS, BX                          ;a000h
          assume DS:nothing, ES:nothing

Win:     mov    BX, AX                            ;put address in BX

          mov    DX, 3ceh                        ;Graphics Controller
          mov    AH, CH                          ;Bit Mask
          mov    AL, 8                           ;Bit Mask Index
          out    DX, AX

          pop    AX                              ;restore color (AL)
          mov    AH, [BX]                        ;load latch registers
          mov    ES: [BX], AL                    ;write color

          assume DS:nothing
          ret

VPlot    endp

Vline    proc    near

          push   DS
          push   ES

          mov    AX, vdata
          mov    DS, AX
          assume DS:vdata

          mov    DX, VC.VRes                    ;Get Vertical Res.
          ;(1 past last line)

@@:      dec    DX                              ;go up one line
          mov    CX, 300                        ;Plot at X=300
          mov    AL, 3                          ;Color 3

```

```

        push    DX
        call   VPlot          ;Call VESA plot
        assume DS:nothing
        pop    DX

        cmp    DX,0          ;Past last row?
        jne   @B

        pop    ES
        pop    DS
        assume DS:nothing,ES:nothing
        ret

Vline   endp

SaveVMd proc    near

        push   DS
        push   AX
        push   BX

        mov    AX,data
        mov    DS,AX
        assume DS:data

        mov    AX,4f03h      ;Return Super VGA Mode
        int    10h
        mov    OlMode,BX     ;Save the mode for restore

        pop    BX
        pop    AX
        pop    DS
        assume DS:nothing
        ret

SaveVMd endp

RestVMd proc    near

        push   DS
        push   AX
        push   BX

        mov    AX,data
        mov    DS,AX
        assume DS:data

```

```

        mov     BX,OIMode      ;Get old mode number
        mov     AX,4f02h      ;Set Super VGA Mode
        int     10h

        pop     BX
        pop     AX
        pop     DS
        assume  DS:nothing
        ret

RestVMd  endp

VESAFail proc    near

        push    SI
        push    DS

        mov     AX,data
        mov     DS,AX
        assume  DS:data

        mov     SI,offset VFmsg      ;DS:SI points to msg
        call    print                ;print message

        pop     SI
        pop     DS
        assume  DS:nothing

        ret

VESAFail endp

delay    proc
        ;on entry:
        ; AX = number of seconds to delay

        push    DS
        push    AX
        push    BX
        push    DX

        cmp     AX,0
        je      ddn                ;leave if no delay

        mov     BX,BIOS            ;get BIOS data segment
        mov     DS,BX
        assume  DS:BIOS
        mov     BX,18                ;approx 18 tics per sec
        mul     BX                    ;DX:AX is now approx secs

```

```

    add     AX,lowtime    ;add to time
    adc     DX,hitime    ;carry to high word

;DX:AX is now the expiration time

    jnc     nowrap      ;skip next if no overflow

;THE EXPIRATION TIME WRAPPED PAST 0, SO
;WAIT FOR 0 BEFORE PROCEEDING (HIGH BYTE
;=0 IS SUFFICIENT)

@@:      cmp     hitime,0
        jne     @B          ;loop until DX=0

nowrap:
@@:      ;FIRST, COMPARE HIGH BYTES
        cmp     DX,hitime    ;is expiration smaller?
        jb     @F          ; yes, time has expired
        ja     @B          ; no, loop until equal

;THE HIGH BYTE'S THE SAME, CHECK LOW
        cmp     AX,lowtime    ;is expiration larger?
        ja     @B          ; yes, check again
;no, fall through and finish

ddn:     pop     DX
        pop     BX
        pop     AX
        pop     DS
        assume  DS:nothing
        ret

delay    endp

bin2asc  proc    near

COMMENT*
    This binary to ASCII conversion routine is
    limited to numbers less than 100.
    AL: 8 bit value to convert
    DI: offset in DS which receives a 2 byte ASCII
    value

*
        push   AX
        push   DX

        sub    AH,AH
        mov    DL,10
        div   DL          ;convert to decimal digits

```

```

    add     AX,3030h      ;add 30h to get ASCII codes
    mov     [DI],AL      ;write 10's place
    mov     [DI+1],AH    ;write 1's place

    pop     DX
    pop     AX
    assume DS:nothing
    ret

bin2asc   endp

print    proc    near
        ;Enter with DS:SI pointing to a Null (0)
        ;terminated string. For example,
        ;Str  db   'This is null terminated',0

        push    AX
        push    BX
        push    BP
        push    SI

        mov     BL,7      ;(in case we're in graphics
                        ;mode)
@@:     mov     AL,[SI]   ;get the character
        cmp     AL,0      ;is this the end of
                        ;the string?
        je      @F        ; yes, leave
        mov     AH,0eh    ; no, get ready to write TTY
        int     10h
        inc     SI
        jmp     short @B ;get the next character

@@:     pop     SI
        pop     BP
        pop     BX
        pop     AX

        ret

print    endp

_TEXT    ends

end      main

```

Physical Construction

BIOS Calls vs. Direct Register and Memory Access

Using BIOS calls is certainly easy, but many of the routines are painfully slow. Most programs write registers and memory directly in order to improve performance. Even with this direct interface to the hardware, many of the functions remain compatible between the CGA/monochrome and EGA/VGA systems. The primary exceptions are programs which aggressively program the CGA/monochrome 6845 registers (these correspond to the EGA/VGA CRTIC registers). A few of the adapter's registers are significantly different from each other. Effective use of register programming and memory access requires a good understanding of the adapter's memory organization.

Direct Memory Manipulation

In text mode, memory locations are used to store the ASCII code of the character being displayed, as well as its attributes (color, intensity, and/or blinking). The first two bytes of memory on the adapter, as seen by the CPU, correspond to the character in the upper left corner of the screen, and the succeeding words (two bytes) correspond to the positions from left to right, going down the screen. The first byte of each word is the ASCII code of the character. The second byte, called the *attribute byte*, is divided into groups of one and three

bits, as shown in the following diagram.

blink	background color			intense	foreground color		
7	6	5	4	3	2	1	0

For color monitors, the three-color bits for background and foreground give eight colors. For monochrome monitors, the three background bits should be either all 0 (black) or all 1 (colored), and the three foreground bits should be set to one of the three values given in the table below (using other combinations may not give the same results on both the EGA and monochrome adapter). Memory locations begin at address b8000h for graphics monitors and b0000h for monochrome (non-graphics) monitors.

Bit Pattern	Default Colors	Monochrome
000	black	black
001	blue	underline
010	green	
011	cyan	
100	red	
101	magenta	
110	brown	
111	white	colored

The memory organization for 80-column text modes is shown in Figure 6-1. Only the offsets change for 40-column modes, since each new line will begin at a multiple of 80 bytes rather than 160. Super VGA text modes which support 132 columns have lines at multiples of 264 bytes.

For color modes, the display memory begins at address b8000h (or b800:0000 in segment:offset notation). For monochrome modes, the display memory begins at b000:0000. Note that the address depends on the *mode* and not the type of *monitor*. Thus, a monochrome VGA using mode 3 would use a starting address of b800:0000. Of the standard EGA and VGA modes, only mode 7 uses the b000:0000 starting address. Several Super VGA's use b000:0000 as the starting address for 132-column text modes.

In graphics mode, memory is used to store the colors for each pixel. The mapping of memory locations to pixel locations varies with the particular

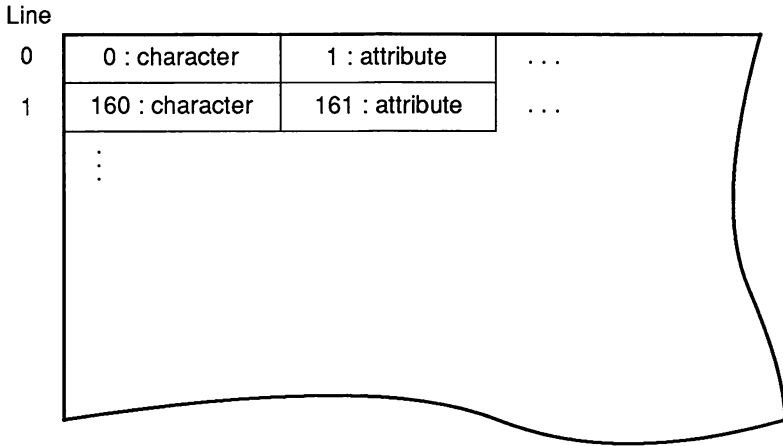


Figure 6-1 80-column text mode. Offset from segment b000h (mono) or b800h (color).

graphics mode in use and the amount of memory installed on the EGA (the VGA mappings are the same as the EGA with 256K installed memory). In all modes, the pixels are arranged left to right and top to bottom on the screen as the memory address increases (see Figure 6-2).

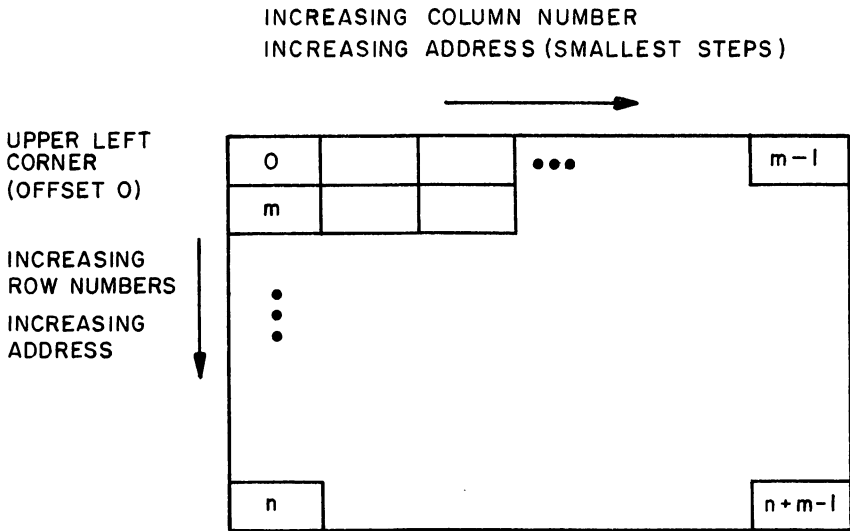


Figure 6-2 General memory/display correlation.

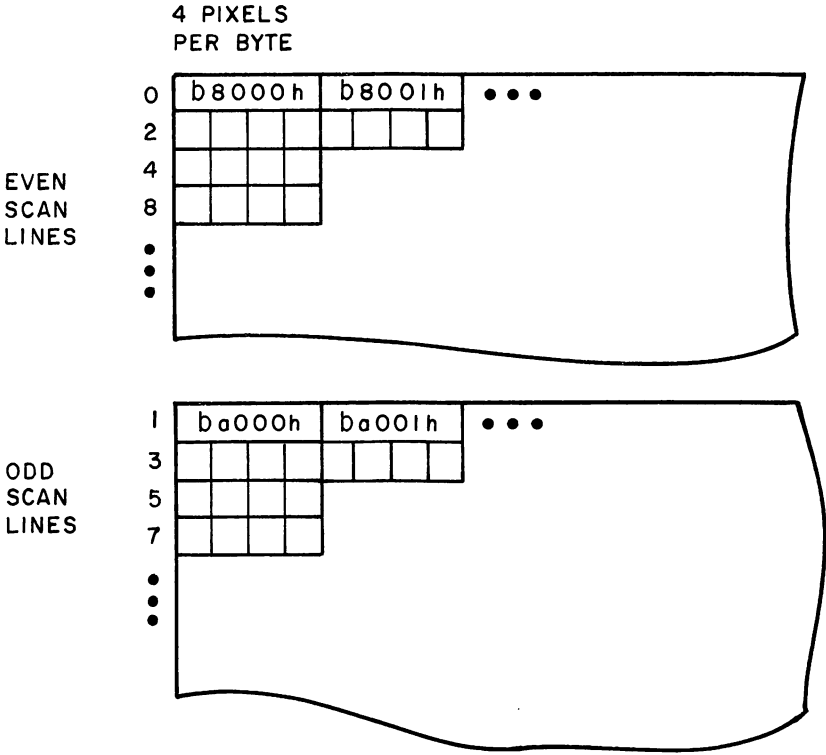


Figure 6-3 CGA compatible two-color graphics.

In *compatibility* modes, which work in the same manner as corresponding modes on the CGA, the display memory is interleaved. This means that there are two areas of memory for storing pixels — one area for the even-numbered rows and one area for the odd-numbered rows. Each byte contains information about several pixels, so it is more useful to refer to bits (hence the term “bit-mapped graphics”). In medium resolution, two bits refer to one pixel (giving four possible states and thus four colors), and in high resolution each bit is a single pixel (it can be on or off, thus giving two colors). The even-numbered rows begin at memory location b8000h, and the odd rows begin at ba000h (see Figure 6-3).

The VGA adds a 320 x 200 mode, which resembles the organization of the CGA modes. This new mode uses one byte per pixel (the eight bits give 256 accessible colors) and a starting address of a0000h. The map is not split between even and odd scan lines; all pixels are stored consecutively as they appear on the screen. The one byte per pixel organization and continuous memory

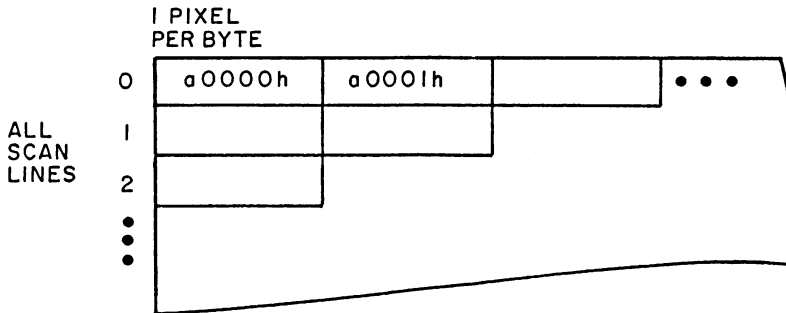


Figure 6-4 VGA 256-color mode.

map makes calculating the memory address of each pixel very easy (see Figure 6-4).

The other new modes available on the EGA and VGA also use a much simpler map than the CGA, but writing different colors becomes more complicated. The starting address is `a0000h` for all of the new graphics modes. Each bit refers to one pixel, and thus each byte describes exactly eight pixels. You may wonder how up to 16 colors can be described with one bit, and the answer reveals an interesting feature of the EGA/VGA.

The memory is arranged in *bit planes*. Several planes can occupy the same address — for four-color modes there are two planes, and for 16-color modes there are four planes. It is helpful to picture each plane as a bank of memory stacked upon another. At any single memory address, there are up to four bits — one from each plane (see Figure 6-5). Each possible combination of planes may designate a unique color (selected from 64 possibilities), and any combination of planes may be modified simultaneously.

A bit plane organization is convenient for three reasons. First, the location of a pixel on the screen corresponds exactly to its location in memory. And in the simplest case, each bit plane corresponds to a primary color and an intensity control (strictly speaking, this is not the case on the EGA and VGA, although it is true for the default color scheme). Second, the number of available colors can be doubled by simply adding another bit plane. Programs which write directly to memory would not need to recalculate addresses for new, compatible adapters if additional colors would be added through new planes. Third, the memory can be modified as quickly in two-color mode as 256-color mode (for Super VGA adapters which support such a mode), since all planes can be modified with one memory access.

However, there is some additional processing required to handle bit planes. The additional planes would not be of much use if they all were written at

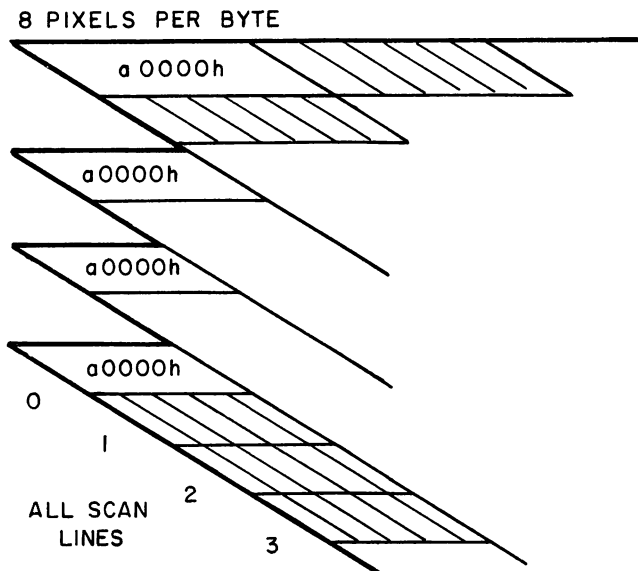


Figure 6-5 Bit plane organization.

once, since you would still have only two colors. The adapter provides two methods for setting colored pixels from the CPU (a third method is available for moving data from one adapter memory location to another with all color data intact). The first method, called Write Mode 0 (not to be confused with the BIOS video modes), uses the *Map Mask Register* to specify which bit planes should be set to 1. Each time you change the color, you must write the new value to the Map Mask Register — much like selecting a new colored pen or crayon.

Note that the Map Mask Register specifies which planes will *change*, not which planes will be set to 1. To write pure colors, you should first write 0's to all planes (to clear the unmodified planes before writing). Alternatively, you could use the *Set/Reset* and *Enable Set/Reset* registers to clear the unmodified planes. To use the *Set/Reset* method, you would first write 0 to the *Set/Reset Register*. This tells the adapter to write 0 to the enabled planes when *Set/Reset* mode is activated. Then use the logical negation of the Map Mask for the *Enable Set/Reset Register*; i.e., if the Map Mask is 0101b, the *Enable/Set Reset* should be 1010b. Using the *Set/Reset* method may be preferable for writing characters, since all eight bits are always affected (thus clearing the background); writing 0's to all planes is preferable for plotting (or writing characters with the background unaffected), since the unaffected pixel positions may be masked.

Because the CPU writes a full byte, each access will normally change eight pixels, turning on pixels in the designated planes where the bits are one, and off where zero. This can be handy for writing character data in graphics modes (where each character is an eight-bits-wide pattern), but does not allow the plotting of individual pixels. The *Bit Mask Register* may be used to select individual pixels within the byte. Each bit set to one in the Bit Mask allows the corresponding bit in each byte to change — thus, a single pixel can be modified by setting only one bit in the mask. Note that the pixel may either be turned on or off by making the corresponding CPU bit position either 1 or 0, respectively (i.e., the Bit Mask does not force the pixel to 1).

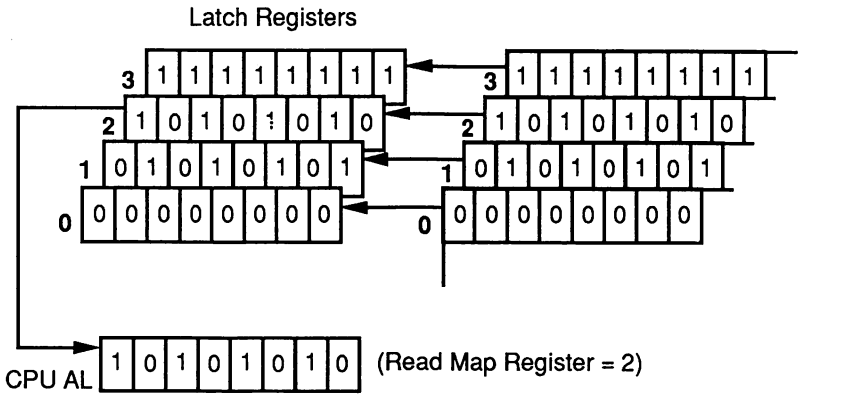
On the surface, plotting may seem fairly easy to manage: (1) select the address and bit, (2) set the Map Mask Register to 0f and write 0 to the address (unless using write mode 2), (3) set the color through the Map Mask register (unless using write mode 2), and (4) write the pixel. While this is essentially the correct outline, there are complications related to the hardware design which make the task more difficult. For example, the CPU does not have direct access to the adapter memory. In order to preserve unmodified bits, the current adapter memory contents must be loaded into a set of *latch registers* (there are four 8-bit latch registers, one for each plane).

The latch registers are loaded by moving data from the adapter memory to the CPU; e.g., `MOV AL,ES:[BX]` where `ES:[BX]` points to the desired memory location (the value which appears in `AL` is usually ignored — it is affected by the read mode and is discussed later). When data is written from the CPU to memory, the CPU data is combined with the latch register data in the ALU's, and then stored in the adapter's memory. For the most part, this operation is transparent to the user, but several of the registers give you control over the process.

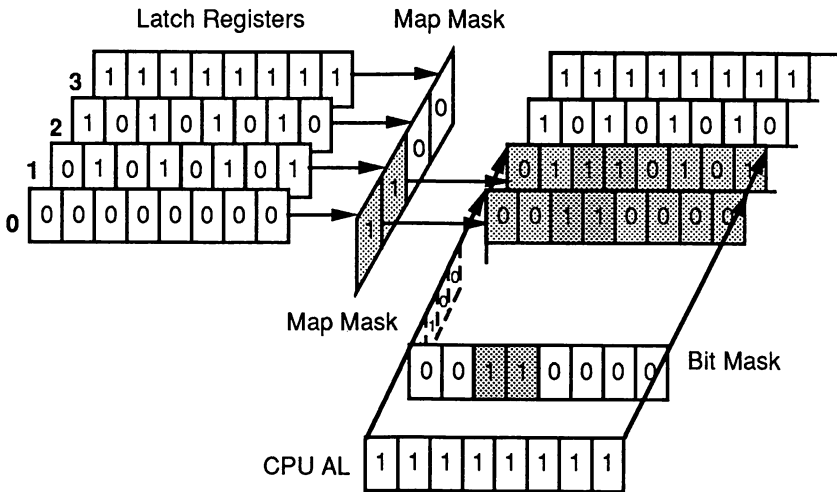
Figure 6-6 shows a simplified view of the process (the registers have been set and we are simply moving data). Note that the Map Mask affects both the registers and the CPU data. However, the Bit Mask affects only the CPU data. That, in a picture, is how the latch registers preserve the unchanged bits (the 12 lightly shaded boxes) while the CPU changes the selected bits (the 4 darkly shaded boxes). Of course, the data in bit planes 2 and 3 have not changed at all, so the colors written are not "pure."

To write a specific color, we unmask all four bit planes, and write 0's to the selected pixels to clear the bits (using the same Map Mask we will plot with). Then we mask the appropriate planes for the desired pixel color and write 1's from the CPU. Thus, writing a color using this method requires *at least* one read and two writes. Note that the latch registers are not updated by the CPU write. Because the Map Mask blocks the latch registers and CPU data takes precedence over latch data, we do not need to update the latch registers between writes.

However, other register settings may affect the latch register/CPU interaction and require additional CPU reads. Of these, the *Data Rotate Register* is used



mov AL, BX



mov AL, 0ffh
mov [BX], AL

Figure 6-6 Simplified pixel setting diagram.

most frequently. The Data Rotate Register sets the ALUs (Arithmetic Logic Units, internal devices which combine latch and CPU data for each plane) to perform logical functions between the CPU and adapter data. Figure 6-7 shows how the ALU's affect the simplified write diagram shown in Figure 6-6.

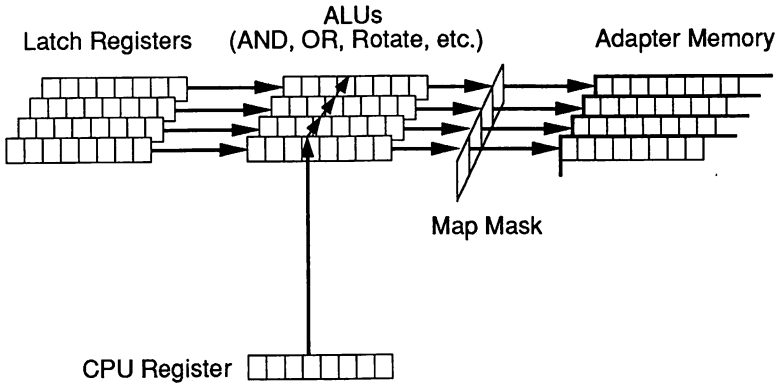


Figure 6-7 The Arithmetic Logic Units.

Thus, if you want to write text without affecting the background, you can AND an inverse image of the character with all bit planes and bits unmasked (to clear the pixels which form the character) and then OR the character pixels in the desired color (if it is something other than color 0). This technique is very useful for animation, too. The WHEEL.ASM program in the Appendix uses an AND/OR driver to preserve the background while a wheel rolls across the bottom of the screen. Alternately, you could use the character pattern to set the Bit Mask and use Write Mode 2 to set the desired color directly from the processor.

Write Mode 0, using the Map Mask and Bit Mask registers to set colors, is the BIOS default technique. Since most BIOS functions work with character data, which come in 8-bit sets, it makes sense that BIOS would use such a technique. However, the EGA provides another method for writing video memory, which usually works better for plotting individual pixels. This method is called Write Mode 2 and may be set through the *Graphics Controller Mode Register*. Write Mode 2 does not require the use of the Map Mask Register; the color number is placed in a CPU register and then written to the adapter's memory. This offers a significant advantage over Write Mode 0; with Write Mode 2, all four planes are set according to the selected color, saving one write (black before the color) or use of the Set/Reset registers. As with Write Mode 0, the pixels are selected with the Bit Mask Register (Write Mode 2 is affected by the Map Mask Register, which should normally be set to 0f to enable all planes).

Additional hardware complications arise from the limited port address space of the PC family. For example, the Map Mask, Set/Reset, Enable Set/Reset, and Bit Mask registers are selected indirectly via address registers. The Map Mask Register is accessed through the *Sequencer Address Register*. The Sequencer

Address Register is written with the index of the Map Mask Register, and then the Map Mask is written with the bit planes to modify. In this way, other registers can appear at the same port address as the Map Mask Register to conserve address space. As with the bit planes which create "layers" of memory, you can think of this as layers of registers (although only one indexed register may be modified at any one time). The Bit Mask, Set Reset, and Enable Set/Reset registers are accessed in the same manner via the *Graphics 1 and 2 Address Register*.

The EGA and VGA commonly use indirect reference for addressing registers (and memory, too), and it can become very confusing. In some cases, the references are three levels deep: an address points to a second address which points to a table of values. The following diagram may be helpful for picturing the register uses (the boldface register names are those mentioned above).

EGA registers used for accessing display memory and features are:

Sequencer Address	Reset
	Clocking Mode
	Map Mask
	Character Map Select
	Memory Mode Select
Graphics 1 and 2 Address	Set/Reset
	Enable Set/Reset
	Color Compare
	Data Rotate
	Read Map Select
	Mode
	Miscellaneous
	Color Don't Care
Bit Mask	

Let's go through a description of the plotting process to get a better understanding of its operation. We will assume the write mode is already set to 0, since this is the BIOS default. First, select the Bit Mask Register through the Graphics 1 and 2 Address Register. You will need to calculate the memory location of the pixel to change. Let's say you want to plot column 23 in row 183. With 640 pixels per row, this means you want to change bit $183 \times 640 + 23 = 117,143$. Now divide by 8 to get byte number 14,642 with a remainder of 7. At this point, the program could read the byte to load the latch register (we will assume DS points to the adapter segment).

```
mov  BX,14642    ; point to the byte
mov  AL,[BX]     ; load the latch registers
```


The remainder of 7 indicates bit 0 needs to be set, since starting from bit 7 on the left and going right seven positions gets you to bit 0 (all orientation on the display is left to right). To modify bit 0 without affecting the other pixels in the byte, we need to set the Bit Mask Register. To do this, select the Bit Mask by writing 8 to port 3ceh (the Graphics 1 and 2 Address Register) and then writing 1, for bit 0, to port 3cfh (the Bit Mask Register).

```

mov  DX,3ceh    ;select the Address Register
mov  AL,8       ;index of the Bit Mask Register
out  DX,AL
mov  DX,3cfh    ;select the Bit Mask Register
mov  AL,1       ;set the low bit of the Bit Mask
out  DX,AL

```

Next, select the Map Mask Register through the Sequencer Register. This is done by writing the value 2 to port 3c4h. Clear the current color by setting the mask to 0fh and writing 0. Then, the color value (which is simply a number representing the bit planes to be modified) is written to port 3c5h. Finally, the pixel can be set:

```

mov  DX,3c4h    ;point to the Sequencer Address register
mov  AL,2       ;index of the Map Mask register
out  DX,AL
mov  DX,3c5h    ;point to the Map Mask register
mov  AL,0fh     ;all bit planes (1111b)
out  DX,AL
mov  [BX],0     ;write 0 to clear the planes
                ;note, the Map Mask is still in effect
mov  AL,0ah     ;color 10 - bit planes 4 and 2 (1010b)
out  DX,AL     ;set the Map Mask
mov  [BX],0ffh ;write the color

```

This is a lot of code to do a simple operation like plotting a point (and the address calculations were not even included!). Of course, these fragments are not the most efficient — there are ways to reduce code size and increase the speed. A program that uses Write Mode 0 (as outlined in the fragments above) to plot a multicolored line across the top of the screen can be found in the Appendix. The equivalent program using BIOS calls is listed under function call 0 in Chapter 2. The Line and Ellipse programs described in Chapter 16 demonstrate the use of Write Mode 2, which is much more appropriate for pixel plotting.

Methods for Storing and Manipulating Images

Reading and storing graphics images from the adapter is similar to writing. Again, either direct memory access or BIOS calls can be used. The large amount of memory required for a high-resolution graphics page presents quite a storage problem. Each enhanced graphics image with 16 colors requires 110K bytes of memory for storage (154K for the VGA's highest resolution mode). Five screens would almost fill the free work space on a 640K PC. Also, the 110K of storage is larger than the 64K segment size on the 8086 family of processors. You should also be aware that the adapters can use a logical screen of up to 256K (64K in each of four bit planes), although only a portion will appear on the display. Two basic methods for reducing the required memory are data compression and vector representation. Before examining data compression methods, we will describe the various methods of reading data from the adapter.

Using BIOS calls for reading the display is much simpler than reading memory if speed is not critical. Interrupt 10h, function call 8 can be used to read characters in any mode and their associated attributes in text mode. Function call ch can be used to read the color of an individual pixel in graphics modes. Both of these function calls are described in the previous chapters.

Directly reading memory in the CGA compatibility modes is a simple task. In text modes, the odd addresses contain the character's ASCII code, and the following even address contains the attribute. In graphics modes, each bit represents a pixel being on or off in high resolution, or each group of two bits represents the color of a pixel in medium resolution. Remember that the display is interlaced — even and odd lines appear in different blocks of memory. Thus, reading compatibility modes is very similar to writing.

The bit plane arrangement of the new graphics modes makes reading the display memory more complicated. As was the case when writing to memory, the registers can be used to access the various bit planes. There are two methods for reading memory in the new modes. Read Mode 0 uses the *Read Map Select Register* to check a single bit plane (see Figure 6-6); Read Mode 1 compares each address with a specific color in the *Color Compare Register*.

Read Mode 0 is the BIOS default method for reading memory. This is a three-fold process. First, the Read Map Select Register is designated with the *Graphics 1 and 2 Address Register*; this is done by writing its index, 4, to port 3ceh. Next, the number of the bit plane (0, 1, 2, or 3) that you want to read is written to the Read Map Select Register at port 3cfh. Finally, you may read the VGA memory. Remember that you are examining only a single bit plane — you must repeat this process for each bit plane and combine the results to get the color number. This method is most effective when you only need the contents of any or all bit planes or when you want to reproduce the bit planes in the CPU's memory.

The following code tests a Bit Mask (in BL) against video data moved into BH. The color for the single, masked pixel is accumulated in AH. Note that the pixel masking is at the CPU level — it is not masking video memory. The fragment assumes that SI has been set with the address to be read.

```

        mov     AX,0004h           ;select plane 0
        out     DX,AX
        sub     AX,AX              ;AH=0 & AL=0
        mov     BH,[SI]           ;get the video data
        test    BH,BL             ;was the masked bit set?
        jz     @F                 ; no, don't add to color
        inc     AH                ; yes, add 1 to color
                                   ; (color 1+?)

@@:     push    AX
        mov     DX,3ceh           ;Graphics Controller
        mov     AX,0104h         ;select plane 1
        out     DX,AX
        pop     AX
        mov     BH,[SI]           ;get the video data
        test    BH,BL             ;was the masked bit set?
        jz     @F                 ; no, don't add to color
        add     AH,2              ; yes, add 2 to color
                                   ; (color 2+?)

@@:     push    AX
        mov     DX,3ceh           ;Graphics Controller
        mov     AX,0204h         ;select plane 2
        out     DX,AX
        pop     AX
        mov     BH,[SI]           ;get the video data
        test    BH,BL             ;was the masked bit set?
        jz     @F                 ; no, don't add to color
        add     AH,4              ; yes, add 4 to color
                                   ; (color 4+?)

@@:     push    AX
        mov     DX,3ceh           ;Graphics Controller
        mov     AX,0304h         ;select plane 3
        out     DX,AX
        pop     AX
        mov     BH,[SI]           ;get the video data
        test    BH,BL             ;was the masked bit set?
        jz     @F                 ; no, don't add to color
        add     AH,8              ; yes, add 8 to color
                                   ; (color 8+?)

```

You should note that the Read Map Select Register is set to the bit plane number — this is quite different from the Map Mask Register which uses the

corresponding bit field. Hence, to read bit plane 3 the Read Map Select Register is set to three. But, to write plane 3, the Map Mask Register is set to 4 (or 0100b). This may be confusing at first: just remember that you can write to multiple bit planes (which requires bit fields), but you may read only one plane at a time. By designating the plane number, this automatically prevents the illegal selection of several planes.

To use Read Mode 1, you must first select it (a two-step process). To do this, set the Graphics 1 and 2 Address Register to point to the Mode Register by writing 5 to port 3ceh. Then set Read Mode 1 by setting bit 4 of the Mode Register. Usually the other bits of the Mode Register are set to 0 (although you should determine the current setting before changing it), and you would write 10h to port 3cfh (see the Mode Register entry for a description of the settings).

When in Read Mode 1, you can test the color of a pixel against a single color of your choice by placing it in the Color Compare Register. The Color Compare Register is selected by writing 2 to port 3ceh (the Graphics 1 and 2 Register). Next you write the color value to the Color Compare Register at port 3ceh. Finally you read the adapter's memory. You will see a set bit in every location where the display color matches the value in the Color Compare Register. This method is very useful for scanning for a particular color or extracting only one color from the display. If you want to check for special blocks of colors, the Color Don't Care Register can be set to ignore any or all of the bit planes (see Chapter 10).

The following code assumes the color number is in AH. It switches the Read Mode to 1 — a task which would be a bit more difficult on an EGA (see Chapter 13) — and reads the video data into BH. At its completion, BH will have one bit set in each position which matches the selected color.

```

push    AX
mov     AL,5      ;Mode Register
out     DX,AL
inc     DX
in      AL,DX    ;get current Mode (VGA only)
or      AL,1000b ;Read Mode 1 (color compare)
out     DX,AL    ;set Read Mode
dec     DX

mov     AL,2      ;Color compare (AH already color)
out     DX,AX
pop     AX

mov     BH,[SI]  ;get video data using
                    ;color compare

```

Read Mode 1 is not very useful for getting the color of every pixel, because it requires 16 iterations (one for each color) as opposed to four iterations (one

for each bit plane) for Read Mode 0. However, it provides a convenient way to compress a graphics image into less memory.

Data Compression

Most graphics images can be compressed into a considerably smaller space than the bit maps use. It is not unusual for large stretches of sequential bits to be set to the same color. You can take advantage of this fact by storing a string of color values followed by a pixel count for that color. The following steps would work quite nicely:

1. Set the CPU's data address to the first display address.
2. Set the Color Compare register to an initial value (e.g. 0 or 15).
3. Read the first display address into a CPU register and check the high bit of the CPU register. If the bit is 0, select the next color and repeat this step.
4. Count the number of bits set to 1. All of the remaining bits are set to 1. Read the next byte. Continue counting bits until you find a 0, reach the maximum count (a 1-byte integer, 256, is probably best for most applications), or reach the end of the display.
5. Save the color and count, and return to step 2.

Be sure you don't overrun the allocated data area while using this algorithm.

The STORE.ASM program in the Appendix uses a variation of this method to save video memory. In fact, it combines both read modes to determine the initial color rapidly, and then works on the color compare. Note that this compression method can actually make the file larger than the total video memory if the colors change frequently. Except for a screen full of alternating patterns, however, this is an unlikely possibility.

A file compressed with alternating colors and counts has a second advantage — it can be restored very quickly. The STORE.ASM program in the Appendix uses Write Mode 2 to restore up to 8 pixels per write.

If most of your images consist of recurring shapes, such as circles, lines, squares, and just a few points, you may want to store your image in tokenized form. Each basic shape is given an identification code followed by the relevant data (center and radius for a circle, endpoints for a line or square, coordinates for a point, etc.). Such images are easy to scale and do not use much memory. It is also much easier to design a picture larger than the current display size. However, recreating the screen requires many calculations. Most CAD packages use this approach to store images.

Pages

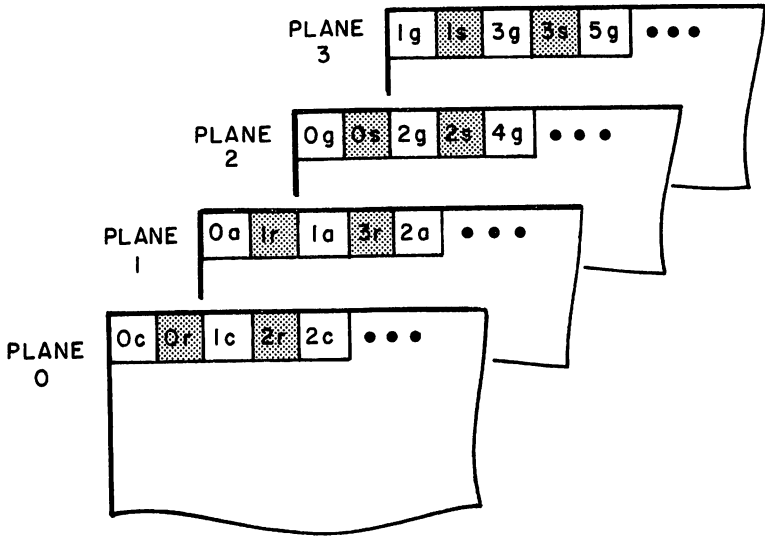
For temporary storage, you may be able to use another page of memory. This works for all of the EGA modes (which support at least two pages), but all of the new VGA modes require too much memory to support a second page. A second page is ideal storage for complex backgrounds in animation packages. Rather than move an area which is about to be overwritten to a temporary storage area, you store its coordinates (address). When the background needs to be restored, you simply copy the affected area from the second page to the first. The EGA and VGA even provide a method (Write Mode 1, see the Graphics Controller Mode Register in Chapter 10) for copying one byte of all four bit planes in one move.

Although the highest resolution modes do not have a second page available, there is usually a significant portion of memory which remains unused. For example, in 640 x 480 mode the display memory uses only 38K of the available 64K. The remainder of the 64K can be used to store selected portions of the background or templates for frequently drawn objects. For an example of this technique, see the WHEEL.ASM program in the Appendix.

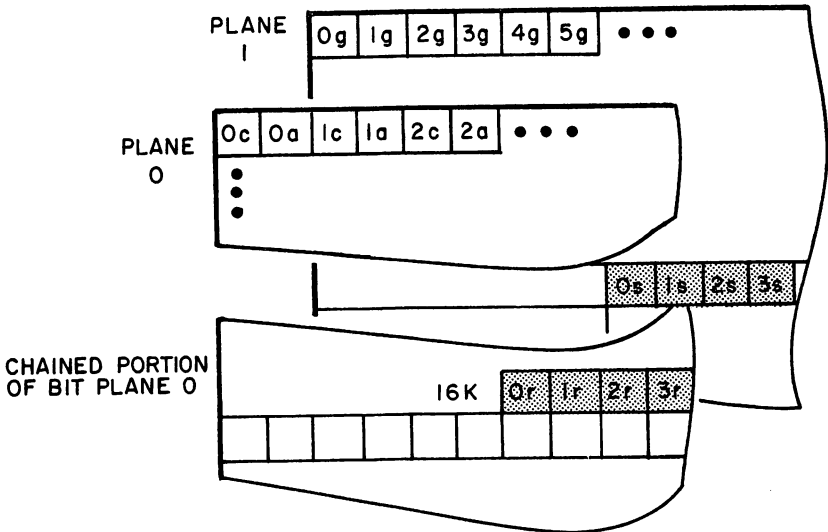
Overview of EGA/VGA Construction

Normally, understanding the adapter's memory organization as seen by the CPU is sufficient for most programming applications. But if you will be changing to different video modes while preserving memory contents or making very heavy use of advanced register functions (especially those related to smooth scrolling), you should have a basic understanding of the adapter's techniques for reorganizing memory. In some cases, the adapter's view of memory is radically different from that of the CPU. The adapter uses several different mapping schemes, depending on the mode selected and the amount of memory installed.

In order to provide compatibility with the CGA modes, the adapter uses a method called odd/even address mode. In odd/even mode, odd memory addresses are written to odd bit planes and even addresses to even bit planes. Thus, b000:0000 is written to planes 0 and 2 and b000:0001 to planes 1 and 3. In text mode, this is used to send the ASCII code to plane 0 and the attribute code to plane 1. Figure 6-8 shows how this appears (the "c" represents a character, "a" attribute for text mode). This wastes memory, since the ASCII codes are stored only at the even CPU addresses and the attributes only at odd addresses. So, the adapter provides a second function, chaining odd maps to even maps. This function subtracts 1 from the odd CPU addresses (so that character and attribute data appear at the same adapter address on different planes) and doubles the address space by chaining the unused odd adapter addresses to the end of the even addresses.



ACTUAL MEMORY LOCATIONS



CPU ADDRESSES

Figure 6-8 Memory chaining.

Note that in Figure 6-8, the letter/number scheme for "g", "r", and "s" is different than for "c" and "a". The "c" and "a" help you follow the character/attribute assignments. But, the "g", "r", and "s" (which, by the way, are entirely arbitrary letter assignments) better reflect the odd/even address mode: note how the odd-numbered letters are assigned to odd planes and even letters to even planes.

While chaining is not terribly important for text mode, which uses very little memory, chaining can increase the number of available pixels in graphics mode (although it reduces the number of colors, since it effectively creates two-bit planes instead of four). This is why the original EGA is limited to four colors in 640 x 350 graphics when only 64K is installed.

The CGA graphics emulation essentially follows the same procedure as the text modes. However, instead of character/attribute data, the two planes hold sequential data bytes. To display the data, the adapter grabs two bytes of memory (one from each plane) for every eight-pixel section displayed. The Graphics Controller converts each pair of sequential bits (which form the CGA color) to parallel bits on planes 0 and 1 as they are sent to the Attribute Controller for display. The byte from plane 0 is converted first, and then the byte from plane 1.

VESA Extensions

In the discussion of memory and register usage, perhaps you noticed some of the wasted resources. For example, at a resolution of 640 x 480 (the highest standard VGA resolution), the adapter uses a footprint of about 38K and only 150K total memory. Yet, the VGA has a full segment (64K) footprint and 256K total. And, look at the register definitions. The VGA uses 4-bit planes, but the registers are 8 bits. Half the capacity is not used. Of course, there's not enough memory to handle 8-bit color at the highest resolutions, but it would seem simple enough to add memory and extend the definition.

Indeed, several manufacturers have extended their VGA's to improve the resolution. Most support the simplest extension: an 800 x 600 mode which uses a footprint of nearly 60K, and 235K of the 256K available. Why not go a bit higher and fill out the memory? 800 x 600 is a nice, round number which maintains the same square pixel ratio as 640 x 480 mode. The maximum, 836 x 627, would not be very convenient and would not look much better.

VESA has defined a standard mode number, 6ah, for 800 x 600 and 16 colors. This VESA mode works like the standard VGA modes, so writing programs for mode 6ah is not very difficult — simply increase the number of bytes per row and the highest allowable address. Of course, you must have a monitor which can handle the higher resolution (usually a multifrequency monitor such as a NEC Multisync).

Adding colors is not very difficult either. If the adapter has 512K, all that is usually required is addressing the appropriate registers (such as the bit mask) with 8 bits rather than 4. This gives a total of 256 colors in resolutions up to 800 x 600. Several adapters provide a 640 x 480, 256 color mode for systems which do not have multifrequency monitors.

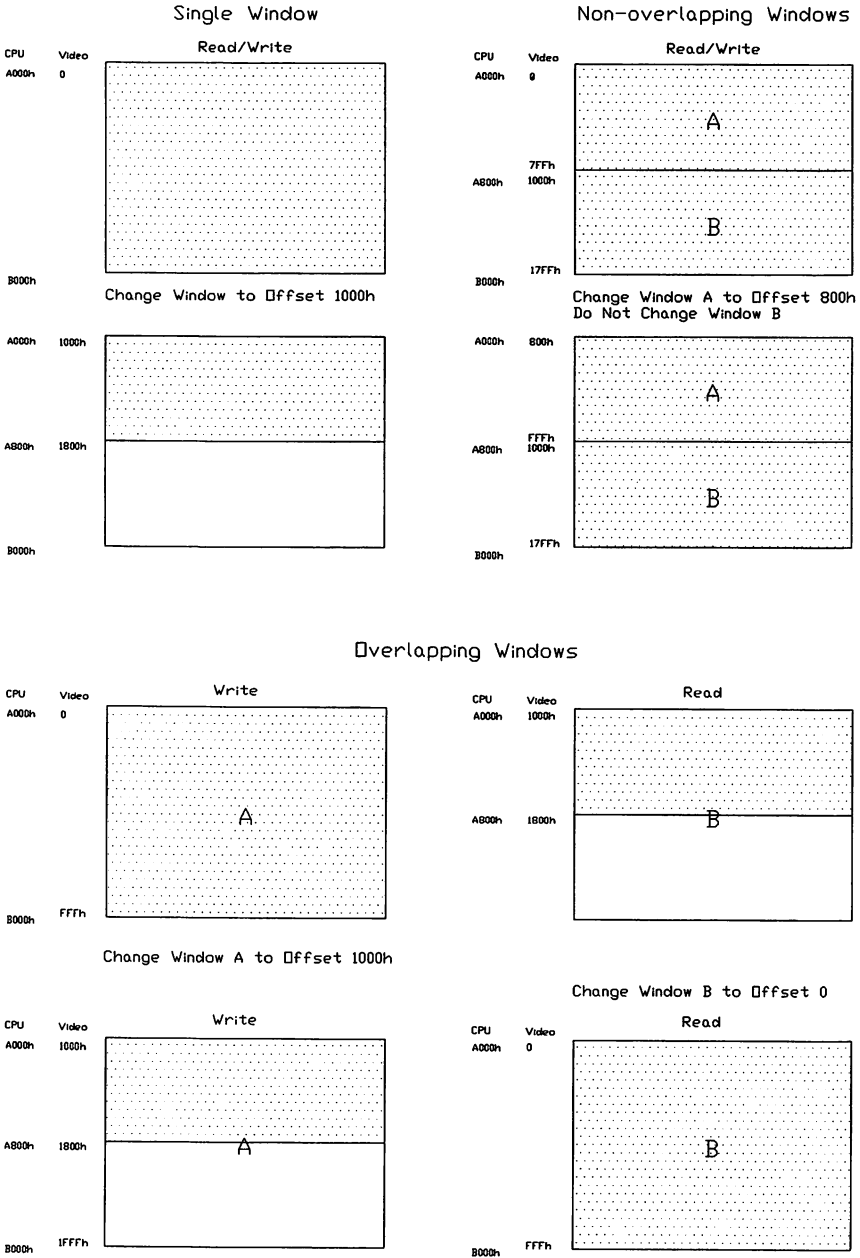
Many Super VGA's go beyond the 64K segment restrictions to support 1024 x 768 modes. IBM reserved segment addresses a000h-bfffh for video, so there is 128K available. And, with a little creative programming, it's even possible to place the standard VGA in a 128K address mode. But, this creates a problem for systems which use two adapters. The standard addressing schemes allow one color and one monochrome-based adapter to exist simultaneously without address conflicts. But, as soon as one adapter tries to claim the entire area reserved for video it will conflict with other adapters.

Some 1024 x 768 modes simply preclude the use of other adapters. But, through the use of bank switching techniques, it is possible to limit some Super VGA's to a 64K (or smaller) address space, thus allowing dual monitor systems which support very high resolutions. In fact, the VESA standards specify resolutions up to 1280 x 1024. Note that a VESA compliant adapter need not support all of the defined modes. In fact, it may not support any of the VESA standard modes, since VESA provides methods for defining vendor-specific modes.

Bank switching was popularized in the IBM compatible world by the Lotus-Intel-Microsoft Expanded Memory Specification (or LIM EMS). Bank switching reserves a frame within the CPU address space. Portions of the target memory area (banks) are swapped in and out of the frame. The VESA specifications call the banks "windows" (not to be confused with multiple display areas on the screen). There are three window configurations: Single Window, Overlapping Windows, and Non-overlapping Windows. The Single Window allows both read and write access to the entire 64K video area. It is generally the simplest method to use, but prevents latch register transfers (Write Mode 1) between the lower 64K and upper 64K.

The Dual Window systems differ in their approach to read and write access of display memory. With Overlapping Windows, the reads and writes by the CPU may access different banks of display memory, and each bank is typically 64K. Non-overlapping Windows use two separate banks of 32K, and both banks may be read or written. See Figure 6-9 for examples of windows using 1024 x 768 mode. Note that the displayable range of the video memory is 0 to 17ffh (as seen by the adapter itself). With any of the three Window systems, the program may select the bank through VESA function calls (see Chapter 6, Function Call 4f05h, CPU Video Memory Window Control).

You cannot switch the bank to any arbitrary byte offset within video memory — you are limited by the *granularity* of the adapter. For example, Headland Technology adapters based on the V7 VGA chip (such as the FastWrite VGA



1024x768 Mode as implemented in various VESA Windows (shaded areas are the displayed portions of memory)

Figure 6-9 A comparison of VESA 1024 x 768 Windows (shaded areas are the displayed portions of memory).

and VRAM VGA) use a Single Window with a granularity of 64K. The starting address must be either 0 or 1000h.

When working with Overlapping Windows, do not assume Window A will always be a write window or Window B a read window — this is defined by the manufacturer and you should use the VESA information functions (see Chapter 5) to determine which windows allow what operations. In fact, you should not assume any details about window operation, including the CPU segment address, size, or granularity.

For most applications, such as pixel plotting, you should emulate a single window system. In an Overlapping Window system, both windows would be set to the same starting address. And, in a Non-overlapping Window system, the windows would be set to consecutive starting addresses (e.g., 0 and 8000h). This simplifies address calculations and memory access by allowing a single segment and offset register combination to read and write display memory.

Super VGA's have several registers in addition to the standard VGA. The new registers typically modify the behavior of the adapter: for example, blocking access to the additional bit planes in standard VGA modes. You should not need to access the extended registers directly, because the BIOS Set Mode call will set the critical registers. However, some adapters may offer special capabilities. For example, the FastWrite VGA and VRAM VGA from Headland Technologies allow direct access to the latch registers. Some manufacturers publish their extended register specifications, and others do not. If you are interested, you should write the manufacturer to find out.

Introduction to Register Programming

The EGA and VGA have several registers which organize the adapters' house-keeping functions; we have already seen how some of the registers work. The adapter registers fall into five major groups: the External registers, the Sequencer registers, the CRTC (Cathode Ray Tube Controller) registers, the Graphics Controller registers, and Attribute registers. Each group contains several closely related registers, although there are a few exceptions. The Sequencer controls memory access, timing, and data flow among the other registers, the CRTC controls timing related to the display, the Graphics Controllers primarily manage graphics mode functions, the Attribute Controller handles the color palette selections, and the External registers provide a few miscellaneous functions. The VGA adds a sixth set, called the DAC (Digital to Analog Converter), which converts color numbers into voltages for the analog monitor.

As mentioned earlier, most of the registers are accessed indirectly. Each group (except for the External registers) has an address register. The Address Register is used to select the register to be modified. All of the non-address registers (except the External and Graphics Position registers) have an index. This index is written to the Address Register, and then the desired register is accessed. For example, to write the value 3 to the Map Mask Register (index 2 of the Sequencer):

```
mov  DX,3c4h    ;Port number of the Sequencer Address
                    ;Register
mov  AL,2       ;Index number of the Map Mask Register
out  DX,AL
inc  DX         ;Port number of the Map Mask (3c5h)
```

```
mov AL,3           ;Value to write to the Map Mask
out DX,AL
```

The EGA and VGA also have four latch registers, which are used during processor memory accesses. Each latch register (and a corresponding ALU) is associated with one of the bit planes. The latch registers are used to preserve some memory contents during a CPU write and report the memory contents during a CPU read, and the ALU's combine the CPU and latched data. For the most part, the latch registers and ALU's are transparent to the user and the CPU, but a few Graphics Controller registers deal directly with the latch contents and control the ALU's operations. The most basic thing to remember is that the latch registers should be updated before every memory write. This is done simply by reading the contents of memory before writing a new value (just as in the CGA, where the old value is read into the CPU register, modified, and written back to memory). It is not necessary to use the value returned from the read; it simply is the technique whereby the latches are updated.

Whereas the latch registers and ALU's provide the interface between memory and the CPU, a set of four shift registers (or serializers) form the interface between the adapter and display. In normal graphics operation, each of the shift registers fetches a byte from display memory and then sends it one bit at a time to the Attribute Controller. The Attribute Controller uses the four bits (one from each serializer) to select a color, form the palette, and, on the EGA, write the pixel to the display. On the VGA, the Attribute Controller passes an eight-bit value to the DAC (Digital to Analog Converter), which looks up the associated analog output voltage for the display.

Most of the EGA registers are write only (they cannot be read by the CPU). Any of the registers that are not write only are noted in the following sections. The VGA registers are read/write, except for the attribute address register, input status registers, and latch registers. A few of the VGA registers must be read and written at different port addresses: These are noted in the register descriptions.

All bits marked as "Not used" should be set to 0. If the adapter is a VGA, IBM recommends that the port be read, only the desired bits modified, and then write the result back to the port. This guarantees compatibility with future extensions to the EGA/VGA features.

The VGA's readable registers are a significant advantage over the EGA because you must preserve partial bit settings of several registers (see the Mode Register, Port 3cfh Index 5 for a typical example). Although you cannot read the EGA registers, you can determine the default settings through the Parameter Table (see Chapter 13 — The BIOS Save Area). Although this does not show the current setting, the default value is often sufficient.

Up to this point, all register programming examples have used the byte form of the OUT instruction (OUT DX,AL). Most configurations will allow the word form; i.e., OUT DX,AX where AL contains the index and AH is the value. A word OUT executes faster than two byte OUT's, but will not work on a few

hardware configurations. If you use word OUT's, you should be prepared to offer a modified version with byte OUT's — macros work very well for this (the SMOOTH.ASM program uses macros for this purpose). If your hardware does not support word OUT's, you may have to modify some of the remaining program examples.

You should also note that the Address Register's index setting will remain in effect until changed (except for the Attribute registers). If you will be changing the same register repeatedly, you may be able to set the index outside the loop. Be aware that BIOS or hardware interrupt routines may change the index (you may want to temporarily disable interrupts while using this technique).

Throughout the register descriptions, you will find the EGA BIOS default settings. You should use these as a guide to understanding the functions as well as a reference to the EGA defaults. The VGA values may be read directly from the adapter.

The External Registers

The External registers provide miscellaneous functions on the EGA and VGA. On the IBM EGA, these registers are not located on the VLSI chips (Attribute Controller, CRTC, Sequencer, and Graphics Controllers). These registers are called the General registers on the VGA, which contains all registers on a single chip. The External registers are directly written and read at their respective port locations. This differs from most of the VLSI registers, which are indirectly addressed through an indexing mechanism.

Port 3c2h: Miscellaneous Output Register (write-only)

Description: This register provides several miscellaneous functions.

Notes: A hardware reset forces all bits to 0.

This register is write-only on both the EGA and VGA, although the VGA can read the setting from port 3cch.

Bits 2 and 3 (Clock Select) may be used to select an external oscillator for the EGA's timing functions. By attaching a faster clock to the feature connector, selecting it as a source, and adjusting the CRTC settings, you can create higher resolution modes. However, your adapter may not be able to tolerate the higher rate (it could damage some chips), so such experimentation should be done with extreme care. IBM specifies a maximum range of 14.3 to 28.4 MHz for the VGA.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	23	23	23	23	23	23	23	a6	23	23	a2	a7

Values for the Enhanced Color Display:

Mode	0	1	2	3
	a7	a7	a7	a7

- Bits:
- 0 3b/3d CRTC I/O Address
This bit selects the port location of the CRTC and Input Status 1 registers in order to maintain compatibility with both the monochrome and color display adapters. Setting this bit to 0 selects 3b? (monochrome). A setting of 1 selects 3d? (color).

 - 1 Enable RAM
Setting this bit to 0 disables the EGA RAM from access by the CPU. A setting of 1 (the normal setting) allows the CPU to access EGA memory.

 - 2-3 Clock Select
The Sequencer Reset Register should be used to force a Synchronous Reset before changing this register. These bits set the clock rate according to the following table:
 - 00b 14 MHz (from the bus)
 25 MHz (VGA)
 - 01b 16 MHz (from the EGA board)
 28 MHz (VGA)
 - 10b External source (from the feature connector)
 - 11b Not Used

 - 4 Disable Internal Video Drivers (EGA Only)
This bit selects the signal source for the monitor. Normally, this bit is set to 0 and the EGA drives the monitor. When set to 1, the monitor is driven by the signal output pins of the feature connector. Since the feature connector also provides signal input pins, a device could be built which combines video information from

the EGA and another source and then directly drives the EGA monitor. This bit is not used on the VGA.

- 5 **Page Bit for Odd/Even**
 This bit selects between the two 64K pages of memory (of a 128K plane) when the EGA is in Odd/Even mode. A setting of 0 designates the low page, and 1 designates the high page.
- 6 **Horizontal Retrace Polarity**
 The horizontal retrace signal is positive when this bit is 0 and negative when 1. The monochrome, color, and enhanced color displays use a positive signal. The analog monitors use this bit (and bit 7) to determine the scan rate.
- 7 **Vertical Retrace Polarity**
 The vertical retrace signal is positive when this bit is 0 and negative when 1. The monochrome monitor requires a negative signal, the standard color monitor requires a positive signal, and the ECD and analog monitors use this bit (and bit 6) to determine the scan rate.

Bits 6 and 7	EGA	VGA
00b	200 lines	Not used
01b	350 lines	350 lines
10b	Not used	400 lines
11b	Not used	480 lines

Port 3?ah: **Feature Control Register (write-only)**

Description: On the EGA, these bits send signals to the feature connector (lines FC0 and FC1). Thus, a device attached to the feature connector may be placed under program control — the function would be defined by the attached device.

The port address is either 3bah (monochrome) or 3dah (color).

Notes: The VGA reserves the use of all 7 bits, and bit 3 must be set to 0.

This is a write-only register on both the EGA and VGA, although the value may be read from port 3cah of the VGA.

Bits: EGA only:

- 0 Feature Control Bit 0 (FC0)
This bit is output from the CPU to pin 21 of the feature connector.
- 1 Feature Control Bit 1 (FC1)
This bit is output from the CPU to pin 20 of the feature connector.
- 2-3 Reserved
- 6-7 Not used

VGA only:

- 0-7 Reserved (bit 3 must be set to 0).

Port 3c2h: Input Status Register Zero (read-only)

Description: This register allows the CPU to read various information from the EGA.

Notes: This register is read-only on both the EGA and VGA.

On the EGA, bits 5 and 6 receive signals from the feature connector (lines FEAT 0 and FEAT 1). Thus, a device attached to the feature connector may send information to the controlling program — the meaning would be defined by the attached device.

Bits 5 and 6 are reserved on the VGA.

Some early-model EGA compatibles have bit 7 backwards (0 indicates a vertical interrupt). Programs which rely on a vertical interrupt handler should determine which setting is used by disabling the vertical retrace interrupt, clearing the status bit (see bit 4 of the CRTC Vertical Retrace End Register, port 375h index 11h), reading bit 7 to get the value for no retrace, and

re-enabling interrupts. This method should be used only on the EGA.

Only the Micro Channel version of the IBM VGA supports the CRT Interrupt. Among VGA compatibles for the ISA bus some support interrupts, some do not, and others are switch selectable (interrupt support may be either enabled or disabled).

Because of the inconsistent support and operation of the vertical interrupt, you should consider polling the retrace status through the Vertical Retrace status bit of Input Status Register One (port 3?ah).

Bits:	0-3	Unused
	4	<p>Switch Sense</p> <p>This bit returns the setting of one of the four switches on the EGA. If it is set to 1, the switch is open, 0 is closed. The switch to read is selected by writing the switch number minus one to bits 2 and 3 of the Miscellaneous Output Register (also port 3c2h). For example, sending 9 (1001b) to the Miscellaneous Output Register would return the setting of switch 3 to this bit. BIOS uses this bit to determine the EGA settings, which are then recorded at memory address 40:88h. Your code should not need to access the switches through this register.</p>
	5	<p>Feature Code Bit 0 (FEAT 0 — EGA only)</p> <p>This bit is input from pin 19 of the feature connector to the CPU.</p>
	6	<p>Feature Code Bit 1 (FEAT 1 — EGA only)</p> <p>This bit is input from pin 17 of the feature connector to the CPU.</p>
	7	<p>CRT Interrupt</p> <p>This bit is set to 1 when a vertical interrupt (IRQ2) has occurred because of the vertical retrace. It will remain set to 1 until cleared, and thus it is important that the interrupt handler clear and then re-enable the interrupt via the CRTIC's Vertical Retrace End Register. It is used to confirm that the interrupt was enabled by the EGA or VGA, since several devices may share</p>

the IRQ2 line. This bit should be cleared to 0 by the interrupt handler (see bit 4 of the CRTC Vertical Retrace End Register, port 3?5h index 11h).

Port 3?ah: Input Status Register One (read-only)

Description: This register allows the CPU to read various information from the adapter.

The port address is either 3bah (monochrome) or 3dah (color).

Notes: This register is read-only on both the EGA and VGA.

Bits 1 and 2 are reserved on the VGA.

- Bits:**
- | | |
|---|--|
| 0 | Display Enable
This bit is set to 1 during the active display interval (memory is being read by the EGA). It is set to 0 during the vertical and horizontal retrace. Some graphics adapters (such as the CGA) may produce snow if the CPU writes to adapter memory during the display interval due to conflicts between CPU and adapter memory access. However, EGA memory may be written by the CPU at any time (see bit one of the Sequencer Clocking Mode Register, port 3c5h index 1). |
| 1 | Light Pen Strobe (EGA only)
This bit is set to 1 when the light pen trigger has been set (it is 0 when the light pen trigger has not been set). |
| 2 | Light Pen Switch (EGA only)
This bit is set to 1 when the light pen switch is open (it is 0 when the light pen switch is closed). |
| 3 | Vertical Retrace
This bit is set to 1 during the vertical retrace interval (it is set to 0 when the interval ends and until it begins again). This bit can be used to enable the IRQ2 interrupt (see the CRTC Vertical Retrace End Register, port 3?5h index 11h; and bit 7 of the Input Status Register Zero, port 3c2h). Note that this bit will also be set to 1 if the EGA IRQ2 is enabled and another device issues an IRQ2 — it should not be used to de- |

termine the status of the vertical retrace in interrupt routines (see bit 7 of Input Status Register Zero).

- 4-5 **Diagnostic Usage**
 These bits return the settings of two of the Attribute Register output bits. The two which appear are selected via bits 4 and 5 of the Attribute Color Plane Enable Register (see port 3cfh index 12h of the Attribute registers).
- 6-7 Not used.

Port 3c3h: Video Subsystem Enable Register (VGA only)

Description: This register controls the activity of the VGA. The VGA memory and ports may be disabled via the VGA sleep bit (bit 1 of port 102h). When the VGA is disabled, it may continue to generate an image on the attached monitor if bit 0 of this register is set to 1.

Notes: This register may still be accessed when the VGA is in sleep mode, and thus the display image may be turned on or off at any time via program control.

Bits: 0 Setting this bit to 1 enables the VGA display (a setting of 0 disables the display).

1-7 Reserved

The Sequencer Registers

The Sequencer's primary task is to control the data flow from memory or the Graphics Controller to the Attribute Controller. On every dot clock during the display interval, the Attribute Controller must have four bits to convert into a colored pixel. In graphics mode, a byte of data is fetched from each bit plane on every character clock. In the simplest case, it is then converted to individual bits in four streams (one from each plane) for use by the Attribute Controller. In text mode, the ASCII character code must be converted into the corresponding bit streams for the current scan line, while the attribute byte modifies the four bit streams to give the appropriate foreground and background color. On the EGA, the Attribute Controller output directly controls the display. The VGA uses the output of the Attribute Controller to look up colors in the DAC, which then outputs an analog signal to the monitor.

The Sequencer controls the dot clock, flow of the bit streams, and location of the text mode character generator. It also arbitrates memory access between the CPU and adapter and controls which bit planes may be modified by the CPU. The Map Mask Register and Character Map Select Register (along with the Sequencer Address Register) are probably the only registers from this group that you will ever use (unless you design your own video modes).

Port 3c4h: Sequencer Address Register

Description: The Sequencer Address Register selects which register will appear at port 3c5h. The index number of the desired register is written to port 3c5h.

Index	Register
0	Reset
1	Clocking Mode
2	Map Mask
3	Character Map Select
4	Memory Mode

Port 3c5h: Reset Register (Index 0)

Description: This register is used to reset the sequencer (necessary for preserving the contents of video memory when the Clocking Mode Register is changed).

Notes: Both bits 0 and 1 must be set to 1 for the Sequencer to run.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	03	03	03	03	03	03	03	03	03	03	03	03

Bits	0	Asynchronous Clear A value of 0 causes an asynchronous clear and halt of the Sequencer Register and places all outputs in a high-impedance state. This may also result in data loss.
	1	Synchronous Clear A value of 0 causes a synchronous clear and halt of the Sequencer Register. This is the bit that should be used to reset the Sequencer prior to changing the Clocking Mode Register (see index 1) or the clock select function of the Miscellaneous Output Register (see port 3c2h of the External registers).
	2-7	Not used

Port 3c5h: Clocking Mode Register (Index 1)

Description: The Clocking Mode register controls some of the timing functions of the video adapter. To prevent changing the adapter's

memory, you should use the Reset Register to force a synchronous reset of the Sequencer before changing the clocking mode.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	0b	0b	01	01	0b	0b	01	00	0b	01	05	05

More than 64K EGA memory:

Mode	f	10
	01	01

- Bits 0 8/9 Dot Clocks

Setting this bit to 1 generates a standard, 8-bit-wide character box (i.e., 8 dot clocks per character clock). 0 generates a 9-bit-wide character box for mode 7 MDA compatibility and VGA text modes (all other modes must use an 8-bit-wide character box). Note that the VGA may also emulate EGA or CGA text modes, in which case it uses an 8-bit-wide character
- 1 Bandwidth (EGA only)

This bit controls memory access time for the CRT. A setting of 1 gives the CRT 2 of every 5 memory access cycles. A setting of 0 gives the CRT 4 of every 5 cycles. Because higher resolution modes require more data during a horizontal scan, all modes except 0, 1, 4, 5, and 0dh require 4 out of 5 cycles for the CRT refresh. This directly affects the wait states generated by the adapter. The CRT continues to use cycles even during the retrace periods (the VGA gives the CPU full access during the retrace).
- 2 Shift Load

The shift registers serialize data from the bit planes for use by the Attribute Controller. Normally, 8 bits from each plane are converted into a serial bit stream. Setting shift load to 1 combines the data from two planes as a 16-bit serial stream, but now instead of four streams there are only two, halving the number of available colors and doubling the linear address space. Since two bytes are fetched at once, this mode only accesses adapter memory every other character clock.

Also see the Graphics Mode Register (index 5 of the Graphics Controller).

- | | |
|-----|--|
| 3 | Dot Clock
Setting this bit to 1 divides the dot clock by 2 (half as many dots per line). This doubles those time intervals based on the dot clock to support 320 x 200 pixel and 40-column character modes. A setting of 0 does not alter the dot clock. |
| 4 | Shift 4 (VGA only)
This is similar to bit 2 of this register, except that a setting of 1 selects a four-word address and loads the serializers every fourth character clock (32 bits are chained and the linear address space is quadrupled). None of the VGA's internal modes use this setting, since there is plenty of memory for all programmed modes. |
| 5 | Screen Off
Setting this bit to 1 disables the display while the internal adapter functions continue to operate. This may be used to temporarily assign all memory access time to the CPU in order to rapidly fill or read the adapter memory (it would also be useful for a VGA screen blanking program) |
| 6-7 | Not used |

Port 3c5h: Map Mask Register (Index 2)

Description: The Map Mask Register enables or disables the specified bit planes during a memory write. Each bit set will allow that bit plane to be modified; e.g., setting bits 1 and 3 allows the CPU to write data to bit planes 1 and 3.

Notes: When using odd/even modes, bits 0 and 1, and 2 and 3 should have the same value. See the Graphics Controller Mode Register (port 3cfh, index 5), and the Sequencer Memory Mode Register (index 4). When using Chain 4 mode, all four maps should be set the same.

This register affects all write modes; i.e., all data written to adapter memory.

The value is different than the Read Map Select Register which is set with the actual number of bit plane.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	03	03	03	03	03	03	01	03	0f	0f	0f	0f

Bits:	0	Bit plane 0
	1	Bit plane 1
	2	Bit plane 2
	3	Bit plane 3
	4-7	Not used

Port 3c5h: Character Map Select Register (Index 3)

Description: This register selects which section of bit plane 2 contains the character generator(s) in text modes. Bit plane 2 is divided into 1-4 8K sections (depending on the amount of memory installed on the EGA). On the EGA, each of these sections may contain one character generator for a total of four. The VGA allows each section to hold two character maps. Two of these four (or eight) may be selected as the primary and secondary character sets for a total of 512 displayable characters (chosen from a possible 1024 or 2048). The EGA supports 256 character definitions for every 64K installed.

Notes: Usually, character maps A and B have the same value and only 256 characters are available. However, when maps A and B are programmed with different values, attribute bit 3 (intensity) is used as the character set selector (and what appears as high intensity in most programs will appear as the additional 256 characters).

The EGA must have more than 64K installed to enable this function.

The Character Map Select Register should be set only after the sequencer is reset (an asynchronous reset clears this register to 0).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bits	0-1	Character Map Select A This binary value selects the 8K section used for the primary character set (attribute bit 3 = 0). A value of 0-3 selects banks 0-3, respectively.
	2-3	Character Map Select B This binary value selects the 8K section used for the secondary character set (attribute bit 3 = 1). A value of 0-3 selects banks 0-3 respectively.
	4	Character Map Select High Bit B (VGA Only) This adds an extra bit to the secondary character set number, for a total of eight possible locations.
	5	Character Map Select High Bit A (VGA Only) This adds an extra bit to the primary character set number, for a total of eight possible locations.
	6-7	Not used

Port 3c5h: Memory Mode Register (Index 4)

Description: This register controls the sequencer mode settings. See the Graphics Controller Mode and Miscellaneous registers for the Graphics Controller mode settings, and the CRTC Mode Control Register for the CRTC mode settings.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	03	03	03	03	02	02	06	03	06	06	00	00

More than 64K EGA memory:

Mode	f	10
	06	06

- Bits:
- 0 Alpha (EGA only)
This bit is set to 1 for text modes and 0 for graphics modes. Text mode enables bit plane 2 as the character generator.

 - 1 Extended Memory
This bit is set to 1 to enable address bit 14 and 15 when more than 64K of memory is installed on the adapter. A setting of 0 should be used for high-resolution modes on the EGA when no memory expansion card is installed.

 - 2 Odd/Even Mode
When this bit is set to 0, CPU data at odd addresses is mapped to the odd bit planes (and even addresses to even bit planes). This only affects the Sequencer. Typically, the Graphics Controller is set to use the same scheme through bit 4 of the Graphics Controller Mode Register (see port 3cfh, index 5). This is useful for text modes (attribute data in one plane, character data in the other), emulating CGA graphics modes, or addressing two bit planes as one when less than 64K is available.

 - 3 Chain 4 (VGA only)
This is similar to odd/even modes, except that it forms a cycle of four rather than two. Mod 0 CPU addresses map to plane 0, mod 1 to plane 1, mod 2 to plane 2, and mod 3 to plane 3. A setting of 1 selects Chain 4 (used for 256-color mode). Each bit plane holds every fourth byte although the CPU sees them as a single plane of contiguous memory.

 - 4-7 Not used

The CRTC Registers

The CRTC (Cathode Ray Tube Controller) registers form the largest register group on the EGA and VGA. As their names imply, these registers control the monitor (CRT) timing and synchronization functions. The CRTC registers are unique in that they may appear at either one of two port addresses: 3b4h/3b5h (for monochrome displays) or 3d4h/3d5h (for color displays). The dual addresses maintain compatibility with the CGA and Monochrome Display adapter. Indeed, most of these registers replicate the functions of the 6845 controller found on the MDA and CGA, although there are a few minor differences. When the EGA was introduced, several CGA programs would not run in emulation mode on the EGA because of the differences.

Most incompatibilities result from programs which support composite monitors. On composite monitors, images could be centered via the Horizontal Sync Position Register (port 3d5h index 2). However, the EGA does not support composite monitors, and index 2 is used as the Start Horizontal Blanking Register. The following table summarizes the differences:

Port 3d4h Index	CGA/MDA	EGA/VGA
2	Horizontal Sync Position	Start Horizontal Blanking
3	Horizontal Sync Width	End Horizontal Blanking
4	Vertical Total	Start Horizontal Retrace
5	Vertical Total Adjust	End Horizontal Retrace
6	Vertical Displayed	Vertical Total
7	Vertical Sync	Position Overflow
8	Interlace Mode	Preset Row Scan

Also, ports 3d8h (Mode Select Register) and 3d9h (Color Select Register) are not used by the EGA or VGA. Some CGA programs use 3d8h to disable blinking and 3d9h to change the foreground color for 640 x 200 graphics.

The VGA can disable access to the first seven registers through the Vertical Retrace End Register (see bit 7 of Port 3?5h, Index 11h). Writes to these registers are disabled by default. This has two beneficial side effects. First, it disables the incompatible ports used for screen centering on the CGA and thus enhances CGA compatibility. And second, it prevents rogue programs from inadvertently changing some of the more critical timing parameters.

Several CRTC registers control smooth scrolling functions. See the SMOOTH.ASM program in the appendix for a CRTC intensive programming example.

Port 3?4h: CRTC Address Register

Description: The CRTC Address Register selects which register will appear at port 3b5h (for monochrome displays) or port 3d5h (for color displays). The index number of the desired register is written to port 3b5h or 3d5h.

Note: A monochrome VGA may be operating in a color mode (and thus use address 3d4h). Likewise, the color VGA may be in a monochrome mode and use address 3b4h. On the VGA, you may want to read the Miscellaneous Output Register to determine the current address (see bit 0 of Port 3c2h, but note that it must be read from Port 3cch).

Index	Register
0	Horizontal Total
1	Horizontal Display End
2	Start Horizontal Blanking
3	End Horizontal Blanking
4	Start Horizontal Retrace
5	End Horizontal Retrace
6	Vertical Total
7	Overflow
8	Preset Row Scan
9	Max Scan Line
ah	Cursor Start
bh	Cursor End
ch	Start Address High

dh	Start Address Low
eh	Cursor Location High
fh	Cursor Location Low
10h	Vertical Retrace Start (write [EGA], read/write [VGA])
10h	Light Pen High (read, EGA only)
11h	Vertical Retrace End (write [EGA], read/write [VGA])
11h	Light Pen Low (read, EGA only)
12h	Vertical Display End
13h	Offset
14h	Underline Location
15h	Start Vertical Blanking
16h	End Vertical Blanking
17h	Mode Control
18h	Line Compare

Note: Bit 5 is used for chip testing on the VGA — it should always be set to 0.

Port 3?5h: Horizontal Total Register (Index 0)

Description: This register is programmed with the number of character widths in the horizontal scan, plus the period of the horizontal retrace (this may be either the end of the horizontal blanking for compatibility modes or the end of the horizontal retrace for the EGA modes).

An internal counter resets after reaching the value programmed into the Horizontal Total Register. The internal counter is the basis for all CRT timings. The new interval begins one count after the end of the prior interval.

Notes: The value used by the Horizontal Total Register is actually two less than the total number of character widths on the EGA, and five less on the VGA.

The adapter always counts the first displayable position as the first scan count. The next intervals include the right overscan, horizontal blanking, and finally the left overscan. Timing constraints require that the adapter end the retrace count before ending the horizontal blanking. Thus, the retrace ends before the

blanking and causes border colors to appear on the left edge of the displayable area if the border color is not black.

This register also controls the horizontal pixel size. The full count must occur within the total horizontal scan and retrace, and thus a higher value produces a smaller horizontal pixel size.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	37	37	70	70	37	37	70	60	37	70	60	5b

More than 64K EGA memory:

Mode	f	10
	60	5b

Values for the Enhanced Color Display:

Mode	0	1	2	3
	2d	2d	5b	5b

Bits: 0—7 Character count (minus two for the EGA/minus five for the VGA) of the full horizontal cycle time.

Port 3?5h: Horizontal Display Enable End Register (Index 1)

Description: This register is programmed with the number of character widths in the displayable area. After the internal counter reaches the Horizontal Display Enable End value, the overscan begins.

Notes: The value used by the Horizontal Display Enable End Register is actually 1 less than the total number of character widths (so that a value of zero designates one character).

The adapter always counts the first displayable position as the first scan count. The next intervals include the right overscan, horizontal blanking and retrace, and finally the left overscan.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	27	27	4f	4f	27	27	4f	4f	27	4f	4f	4f

Bits: 0-7 Character count (minus one) of the displayable screen width — usually 39 or 79.

Port 375h: Start Horizontal Blanking Register (Index 2)

Description: This register is programmed with the count value at which horizontal blanking signal becomes active (this is based on the internal counter which starts with 0 and ends with the value in the Horizontal Total Register). The right overscan ends after the internal counter reaches the Start Horizontal Blanking value.

Notes: The adapter always counts the first displayable position as the first scan count. The next intervals include the right overscan, horizontal blanking and retrace, and finally the left overscan.

During the horizontal blanking interval, the address for the next scan line and underline position appear on the memory address and cursor outputs, and remain until one count after the end of the interval.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	2d	2d	5c	5c	2d	2d	59	56	2d	59	56	53

Values for the Enhanced Color Display:

Mode	0	1	2	3
	2b	2b	53	53

Bits: 0-7 Character count at which the Horizontal Blanking interval begins.

Port 375h: End Horizontal Blanking Register (Index 3)

Description: This register is programmed with the five least significant bits of the count value at which horizontal blanking signal becomes inactive (this is based on the internal counter which starts with 0

and ends with the value in the Horizontal Total Register). The right overscan ends after the internal counter reaches the Start Horizontal Blanking value.

This register also provides a skew control which delays the start of the displayable area after the Horizontal Total has been reached. This allows the CRTC to access the character and attribute data, the character generator (bit plane 2), and Horizontal Pel Panning Register (see the Attribute Controller registers) in order to convert ASCII data into bit stream data.

The skew control synchronizes the beginning of the displayable area with the start of the internal count. If the skew is set too low, the leftmost character will appear more than once; if too high, one or more characters may disappear.

Notes: The most significant bits of the End Horizontal Blanking count are always assumed identical to the most significant bits of the Start Horizontal Blanking Register.

The adapter always counts the first displayable position as the first scan count. The next intervals include the right overscan, horizontal blanking and retrace, and finally the left overscan.

During the horizontal blanking interval, the address for the next scan line and underline position appear on the memory address and cursor outputs, and remain until one count after the end of the interval.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	37	37	2f	2f	37	37	2d	3a	37	2d	1a	17

More than 64K EGA memory:

Mode	f	10
	3a	37

Values for the Enhanced Color Display:

Mode	0	1	2	3
	2d	2d	37	37

- Bits:
- 0-4 The count at which the Horizontal Blanking interval ends. The VGA uses a sixth bit which is located in the End Horizontal Retrace Register (index 5).
 - 5-6 00b — No delay
 01b — Delay of 1 character
 10b — Delay of 2 characters
 11b — Delay of 3 characters
 - 7 Unused on the EGA.
 Used for chip testing on the VGA, and should always be set to 1.

**Port 3?5h: Start Horizontal Retrace Pulse Register
 (Index 4)**

Description: This register is programmed with the count value at which horizontal retrace pulse becomes active (this is based on the internal counter which starts with 0 and ends with the value in the Horizontal Total register). This initiates the beam's move to the left of the screen. The timing of the horizontal retrace is responsible for screen centering.

Notes: The adapter always counts the first displayable position as the first scan count. The next intervals include the right overscan, horizontal blanking and retrace, and finally the left overscan.

The horizontal retrace may be delayed through the End Horizontal Retrace Register (Index 5).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	31	31	5f	5f	30	30	5e	51	30	5e	50	50

More than 64K EGA memory:

Mode	f	10
	50	52

Values for the Enhanced Color Display:

Mode	0	1	2	3
	28	28	51	51

Bits: 0-7 Character count at which the Horizontal Retrace begins.

Port 3?5h: End Horizontal Retrace Register (Index 5)

Description: The End Horizontal Retrace Register is programmed with the five least significant bits of the count value at which horizontal retrace signal becomes inactive (based on the internal counter, which starts with 0 and ends with the value in the Horizontal Total Register).

This register provides a retrace delay, which may be used to synchronize the retrace and blanking, and other timings based on the end of the horizontal retrace.

Notes: The three most significant digits of the End Horizontal Retrace count are always assumed identical to the three most significant digits of the Start Horizontal Retrace Pulse Register.

The adapter always counts the first displayable position as the first scan count. The next intervals include the right overscan, horizontal blanking and retrace, and finally the left overscan.

This register also contains the VGA End Horizontal Blanking overflow bit.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	15	15	07	07	14	14	06	60	14	06	e0	ba

More than 64K EGA memory:

Mode	f	10
	60	00

Values for the Enhanced Color Display:

Mode	0	1	2	3
	6d	6d	5b	5b

- Bits: 0-4 The five least significant bits of the character count at which the Horizontal Retrace ends.
- 5-6 00b — No delay
 01b — Delay of 1 character
 10b — Delay of 2 characters
 11b — Delay of 3 characters
- 7 Start Odd/Even Memory Address
 (EGA only)
 This bit is normally 0. It provides an extra bit for horizontal smooth scrolling on EGA's with less than 64K memory. The standard sequence (scrolling the display right) is to start this bit set to 0, scroll eight pixels, set this bit to 1, and scroll eight pixels. Then the Start Address is incremented and the scrolling sequence starts again. The equivalent VGA function is performed through the Preset Row Scan Register (index 8). NOTE: When less than 64K is installed, this bit is initially 1 (middle of the sequence).
- 7 End Horizontal Blanking bit 5
 (VGA only)
 The sixth bit of the VGA's End Horizontal Blanking Register (see index 3).

Port 375h: Vertical Total Register (Index 6)

Description: This register is programmed with the eight least significant bits of the vertical scan line count, plus the period of the vertical retrace. The ninth (high order) bit of the vertical total is programmed in the CRTC Overflow Register (see index 7). The VGA also uses a tenth bit which appears in the Overflow Register.

An internal counter resets after reaching the value programmed into the Vertical Total register. The internal counter is the basis for vertical CRT timings.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	04	04	04	04	04	04	04	70	04	04	70	6c

Values for the Enhanced Color Display:

Mode	0	1	2	3
	6c	6c	6c	6c

Bits: 0-7 The eight least significant bits of the full vertical cycle time (programmed as a line count).

Port 3?5h: CRTC Overflow Register (Index 7)

Description: This register is programmed with the most significant (ninth and tenth) bits of the vertical scan registers.

See the individual registers referenced below for descriptions.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	11	11	11	11	11	11	11	1f	11	11	1f	1f

Values for the Enhanced Color Display:

Mode	0	1	2	3
	1f	1f	1f	1f

Bits: 0 Vertical Total.
The ninth bit of the Vertical Total Register (see index 6).

1 Vertical Display Enable End.
The ninth bit of the Vertical Display Enable End Register (see index 12h).

- 2 Vertical Retrace Start.
The ninth bit of the Vertical Retrace Start Register (see index 10h).

- 3 Start Vertical Blank.
The ninth bit of the Start Vertical Blank Register (see index 15h). The VGA's tenth bit is located in the Maximum Scan Line Register (see index 9).

- 4 Line Compare.
The ninth bit of the Line Compare Register (see index 18h). The VGA's tenth bit is located in the Maximum Scan Line Register(see index 9).

- 5 Vertical Total
(VGA only)
The tenth bit of the Vertical Total Register (see index 6).

- 6 Vertical Display Enable End
(VGA only)
The tenth bit of the Vertical Display Enable Register (see index 12h).

- 7 Vertical Retrace Start
(VGA only)
The tenth bit of the Vertical Retrace Start Register (see index 10h).

Port 375h: Preset Row Scan Register (Index 8)

Description: The first displayable scan line is determined by the Start Address Register (see indexes ch and dh) plus an offset determined by this register's setting. This register is programmed with the starting row number (normally 0).

Notes: This register is used to implement smooth scrolling in text modes (it should always be set to 0 for graphics modes). The Start Address Register should point to the first character position of the display. In graphics modes, the Start Address alone controls vertical smooth scrolling.

The value of this register should not exceed the current character height. Upon reaching the character height (or zero, depending on the scroll direction), the display should be scrolled one line and the Preset Row Scan Register set to zero (or the character height).

When the Preset Row Scan Register is changed, it takes effect at the beginning of the following display interval. If it is changed at any time during the first row's display interval, the new setting will activate immediately. For this reason, the Preset Row Scan Register should be set either after the first horizontal retrace or during the vertical retrace.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

- Bits: 0-4 Preset Row Scan (Pel Scrolling)
Value of the starting pixel row number after completion of the vertical retrace (usually 0).
- 5-6 Byte Panning Control (VGA only)
This provides an extra two bits of Horizontal Pel Panning when two or four-bit planes are chained together as a single-bit plane. None of the VGA's BIOS modes chain planes. Modes 0fh and 10h on EGA's with less than 64K are the only programmed modes which would require an extra bit, but the equivalent function is located in the EGA's End Horizontal Retrace Register (see index 5).
- 7 Unused

Port 3?5h: Maximum Scan Line Register (Index 9)

Description: The Maximum Scan Line Register is programmed with a value of one less than the current character height (in pixels).

Notes: This register sets the character height for text modes only.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	07	07	07	07	01	01	01	0d	00	00	00	00

Values for the Enhanced Color Display:

Mode	0	1	2	3
	0d	0d	0d	0d

- Bits:
- 0-4 **Maximum Scan Line**
Value of the alphanumeric character height minus one.

 - 5 **Start Vertical Blank**
(VGA only)
This is the tenth bit of the Start Vertical Blank Register (see index 15h). The ninth bit is located in the Overflow Register (see index 7).

 - 6 **Line Compare Register**
(VGA only)
This is the tenth bit of the Line Compare Register (see index 18h). The ninth bit is located in the Overflow Register (see index 7).

 - 7 **200 to 400-Line Conversion**
(VGA only)
When this bit is set to 1, each scan line in 200-line modes is displayed twice, giving an effective resolution of 400 lines (this is the normal setting). When set to 0, scan doubling is disabled.

Port 3?5h: Cursor Start Register (Index ah)

Description: The Cursor Start Register specifies the first row number of the cursor within the character box. The last row is set by the Cursor End Register (Index bh).

Notes: This register is valid for text modes only.

Row numbers start with 0. The value used should be one less than the starting row number (2 less than the row). On the EGA, setting the Cursor Start Register to a higher value than the Cursor End Register will cause the cursor to wrap from the bottom

of the box to the top, giving a double line (this is not supported on the VGA and will cause the cursor to disappear).

The BIOS default settings reflect the values of the Parameter Table. The Parameter Table values for the Cursor Start Register and Cursor End Register are converted by BIOS to the actual value written OUT to the registers. For example, the actual Cursor Start value for mode 0 is 5 for the Color Display and bh for the ECD.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	06	06	06	06	00	00	00	0b	00	00	00	00

Bits: 0-4 Cursor Start
Value of the first cursor row position minus one.

 5 Cursor Off
(VGA only)
When set to 1, the VGA cursor is turned off.

 6-7 Unused

Port 3?5h: Cursor End Register (Index bh)

Description: The Cursor End register specifies the last row number of the cursor within the character box. The first row is set by the Cursor Start Register (Index ah).

The Cursor End register also provides a skew control to delay the cursor control signal by 0-3 character clocks.

Notes: This register is valid for text modes only.

Row numbers start with 0. The value used should be the starting row number (1 less than the row). On the EGA, setting the Cursor Start Register to a higher value than the Cursor End Register will cause the cursor to wrap from the bottom of the box to the top, giving a double line (this is not supported by the VGA, and will cause the cursor to disappear).

The BIOS default settings reflect the values of the Parameter Table. The Parameter Table values for the Cursor Start Register and Cursor End Register are converted by BIOS to the actual value written OUT to the registers. For example, the actual cursor end value for mode 0 is 7 for the Color Display and dh for the ECD.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	07	07	07	07	00	00	00	0c	00	00	00	00

- Bits: 0-4 Cursor End
Value of the last cursor row position.

- 5-6 Cursor Skew
00b — No delay
01b — Delay of 1 character
10b — Delay of 2 characters
11b — Delay of 3 characters

- 7 Unused

Port 3?5h: Start Address High Register (Index ch)

Description: The Start Address High Register is programmed with the eight most significant bits of the memory address (as seen by the CRTC) of the first displayable character (text mode) or pixel (graphics mode). The eight least significant bits are in the Start Address Low Register (index dh).

Notes: This is a read/write register.

The Start Address registers are useful for implementing smooth scrolling. Also see the Offset Register, index 13h; the Attribute Controller's Horizontal Pel Pan Register, port 3c0h, index 13h; and the Preset Row Scan Register, index 8.

When the Start Address is changed, it takes effect at the beginning of the following vertical retrace and should therefore be programmed during the active display interval.

When four maps are chained as two, the Start Address Register always points to a word boundary. Likewise, if four planes were chained as one (possible on the VGA, although not implemented), the Start Address would always point to a double word address. The EGA provides a method for selecting the proper byte through the End Horizontal Retrace Register (index 5). The VGA selects the byte through the Preset Row Scan Register (index 8).

Bits: 0-7 Start Address High
The most significant eight bits (of a 16-bit value) of the first display address.

Port 3?5h: Start Address Low Register (Index dh)

Description: The Start Address Low Register contains the eight least significant bits of the memory address (as seen by the CRTC) of the first displayable character (text mode) or pixel (graphics mode). The eight most significant bits are in the Start Address High Register (index ch).

Notes: This is a read/write register.

The Start Address registers are useful for implementing smooth scrolling. See the notes for the Start Address High Register (index ch).

Bits: 0-7 Start Address Low
The least significant eight bits (of a 16-bit value) of the first display address.

Port 3?5h: Cursor Location High Register (Index eh)

Description: The Cursor Location High Register contains the eight most significant bits of the memory address (as seen by the CRTC) of the cursor location. The eight least significant bits are in the Cursor Location Low Register (index fh).

Notes: This is a read/write register.

Bits: 0-7 **Cursor Location High**
 The most significant eight bits (of a 16-bit value) of the cursor location.

Port 3?5h: Cursor Location Low Register (Index fh)

Description: The Cursor Location Low Register contains the eight least significant bits of the memory address (as seen by the CRTC) of the cursor location. The eight most significant bits are in the Cursor Location High Register (index eh).

Notes: This is a read/write register.

Bits: 0-7 **Cursor Location Low**
 The least significant eight bits (of a 16-bit value) of the cursor location.

**Port 3?5h: Vertical Retrace Start Register
 (Index 10h [write])**

Description: This register is programmed with the eight least significant bits of the count value at which vertical retrace pulse becomes active. The count is based on the row scan counter, which starts with 0 and ends with the value in the Vertical Total Register. The Vertical Retrace Start initializes the beam's move to the top of the screen.

Notes: The adapter always counts the first displayable scan line as the first scan count. The next intervals include the bottom overscan, vertical blanking and retrace, and finally the top overscan.

The counting unit is vertical scan lines.

The ninth (most significant) bit of the Vertical Retrace Start is programmed in the CRTC Overflow Register (see index 7). The VGA's tenth bit is also located in the Overflow Register.

The Vertical Retrace Start Register is set by writing index 10h; on the EGA, reading index 10h returns the Light Pen High Register. This register is readable on the VGA (the VGA does not support a light pen).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	e1	e1	e1	e1	e1	e1	e0	5e	e1	e0	5e	5e

Values for the Enhanced Color Display:

Mode	0	1	2	3
	5e	5e	5e	5e

Bits: 0-7 The eight least significant bits of the Vertical Retrace Start count.

Port 3?5h: Light Pen High Register
(Index 10h [read], EGA only)

Description: When the light pen is triggered, the Light Pen High Register returns the eight most significant bits of the light pen position (as a display address).

Notes: The Light Pen High Address is obtained by reading index 10h; writing index 10h sets the Vertical Retrace Start register.

The VGA does not support a light pen.

Bits: 0-7 The eight most significant bits of the memory address where the light pen was last triggered.

Port 3?5h: Vertical Retrace End Register
(Index 11h [write])

Description: This register is programmed with the four least significant bits of the count value at which vertical retrace pulse becomes inactive. The count is based on the row scan counter, which starts with 0 and ends with the value in the Vertical Total Register (see index 6). The Vertical Retrace Start initiates the beam's move to the top of the screen.

The Vertical Retrace End Register also provides for clearing or enabling the vertical interrupt (IRQ2). See bit 7 of Input Status Register Zero (port 3c2h).

Notes: The counting unit is vertical scan lines.

The adapter always counts the first displayable scan line as the first scan count. The next intervals include the bottom overscan, vertical blanking and retrace, and finally the top overscan.

The most significant digits of the Vertical Retrace End count are always assumed identical to the most significant digits of the Vertical Retrace Start Register.

The Vertical Retrace End Register is set by writing index 11h; on the EGA, reading index 11h returns the Light Pen Low Register. This register is readable on the VGA (the VGA does not support a light pen).

When using the vertical interrupt, the interrupt handler must clear the interrupt (bit 4) and re-enable it (bit 5). Note that clearing the interrupt also disables further interrupts until bit 4 is set back to 1 (although a few compatibles require this bit to remain 0 — this is not related to the reversed status bit). Most EGA's will work without re-enabling interrupts; however, it is required on the PS/2 (because the PS/2 uses level-triggered interrupts rather than edge-triggering).

A vertical interrupt may be forced by setting bit 5 low (enabling the interrupt) and then high (disabling it) on edge-triggered systems — this can be used to determine the polarity of the Vertical Retrace Status bit, which is reversed on some early EGA compatibles (see Input Status Register Zero).

Programs which use IRQ2 should provide a way to handle the final interrupt generated when the interrupt is disabled.

Other hardware may also generate an IRQ2. Input Status Register Zero should be read to determine whether the interrupt was issued by the graphics adapter.

Make sure other bits are left unchanged when modifying the vertical interrupt bits.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	24	24	24	24	24	24	23	2e	24	23	2e	2b

Values for the Enhanced Color Display:

Mode	0	1	2	3
	2b	2b	2b	2b

- Bits:
- 0-3 The four least significant bits of the Vertical Retrace End count.
 - 4 Clear Vertical Interrupt
Writing 0 to this bit will clear the most recent vertical interrupt (IRQ2). It will also inactivate the interrupt on the PS/2.
 - 5 Enable Vertical Interrupt
Writing 0 to this bit will enable the vertical interrupt (IRQ2) at the start of each vertical retrace.
 - 6 Select 5 Refresh Cycles
(VGA only)
This bit sets the number of RAM refreshes per horizontal scan. It is normally set to 0 for three refreshes per scan. A setting of 1 supports 15.75 kHz monitors which require five refreshes per scan.
 - 7 Protect R0-7
(VGA only)
CRTC register 0-7 may be write protected by setting this bit to 1. Because these registers control timing functions and changing them could cause problems, this bit usually should be set.

**Port 3?5h: Light Pen Low Register
(Index 11h [read], EGA only)**

Description: When the light pen is triggered, the Light Pen Low Register returns the eight least significant bits of the light pen position (as a display address).

Notes: The Light Pen Low Address is obtained by reading index 11h; writing index 11h sets the Vertical Retrace End Register.

The VGA does not support a light pen.

Bits: 0-7 The eight least significant bits of the memory address where the light pen was last triggered.

Port 3?5h: Vertical Display Enable End Register (Index 12h)

Description: This register is programmed with the eight least significant bits of the displayable area's vertical scan line count. The ninth (high order) bit of the Vertical Display Enable End is programmed in the CRTC Overflow register (see index 7). The VGA has a tenth bit which is also located in the Overflow Register.

Note: The value used by the Vertical Display Enable End register is actually one less than the total number of scan lines (so that a value of zero designates one line).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	c7	c7	c7	c7	c7	c7	c7	5d	c7	c7	5d	5d

Bits: 0-7 The eight least significant bits of the vertical display area (minus one)

Port 3?5h: Offset Register (Index 13h)

Description: The Offset Register allocates the amount of display memory per row. Memory may be allocated in either words or double words (see bit 2 of the Clocking Mode Register, port 3c5h, index 1). The VGA may also use four words (bit 4 of the Clocking Mode Register).

Notes: This is not the displayable screen width; the Offset Register deals only with memory allocation. This is especially useful for applications which use smooth horizontal scrolling. The line width may be set larger than the display width, so that only a portion of the logical screen is displayed. The Start Address may be used to select the first displayable character position (see indexes ch and dh). Also see the Preset Row Scan Register (index 8) and the Attribute Controller's Horizontal Pel Pan Register (port 3c0h, index 13h).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	14	14	28	28	14	14	28	28	14	28	14	14

More than 64K EGA memory:

Mode	f	10
	28	28

Bits: 0-7 Offset.
 Logical screen width (divided by 2, 4, or 8).

Port 375h: Underline Location Register (Index 14h)

Description: The Underline Location Register sets the position of the underline within the character box.

Notes: Positions are numbered beginning with 0 — to set the underline to the bottom of a 14-pixel-high character cell, the position should be set to 13.

Underlining is disabled by setting the position below the current cell height (this is done in color modes to preserve compatibility with the CGA). Underlining can be enabled on color monitors.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	08	08	08	08	00	00	00	0d	00	00	0d	0f

Values for the Enhanced Color Display:

Mode	0	1	2	3
	0f	0f	0f	0f

Bits: 0-4 Underline Location
 Position of the underline within the character cell.

5 Count by 4
 (VGA only)
 Setting this bit to 1 divides the character clock (which

updates the memory address counter) by 4; i.e., the memory address is changed once every four clocks.

- 6 Double Word Mode
(VGA only)
Setting this bit to 1 selects double word memory addressing. Bit 6 of the Mode Control Register (index 17h) must be set to 0 for this bit to have effect.
- 7 Unused

Port 3?5h: Start Vertical Blanking Register (Index 15h)

Description: This register is programmed with the eight least significant bits of the count value at which vertical blanking begins. The count is based on the row scan counter, which starts with 0 and ends with the value in the Vertical Total register (see index 6). The Vertical Blanking prevents the beam from writing over the display area during the retrace.

Notes: The adapter always counts the first displayable scan line as the first scan count. The next intervals include the bottom overscan, vertical blanking and retrace, and finally the top overscan.

The counting unit is vertical scan lines.

The ninth (most significant) bit of the Start Vertical Blanking register is programmed in the CRTC Overflow Register (see index 7).

The VGA has a tenth bit which is located in the Maximum Scan Line Register (see index 9).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	e0	e0	e0	e0	e0	e0	df	5e	e0	df	5e	5f

Values for the Enhanced Color Display:

Mode	0	1	2	3
	5e	5e	5e	5e

Bits: 0-7 The eight least significant bits of the Start Vertical Blanking count.

Port 3?5h: End Vertical Blanking (Index 16h)

Description: This register is programmed with the five least significant bits of the count value at which the vertical blanking interval ends. The count is based on the row scan counter, which starts with 0 and ends with the value in the Vertical Total register (see index 6). The Vertical Retrace Start initializes the beam's move to the top of the screen.

Notes: The counting unit is vertical scan lines.

The EGA always counts the first displayable scan line as the first scan count. The next intervals include the bottom overscan, vertical blanking and retrace, and finally the top overscan.

For the EGA, the four most significant digits of the Vertical Retrace End count are always assumed identical to the four most significant digits of the Vertical Retrace Start Register. The VGA assumes only the two most significant bits are identical — all seven bits of this register are used.

The EGA parameter table shows some cases where bits 5-7 are set. The End Vertical Blanking Register ignores these bits. For example, the setting of f0h for mode 0 is the same as 10h.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	f0	f0	f0	f0	f0	f0	ef	6e	f0	ef	6e	0a

Values for the Enhanced Color Display:

Mode	0	1	2	3
	0a	0a	0a	0a

Bits: 0-4 EGA only.
 The five least significant bits of the End Vertical Blanking count.

 0-7 VGA only.
 The eight least significant bits of the End Vertical Blanking count.

Port 325h: Mode Control Register (Index 17h)

Description: This register provides functions for mapping adapter memory to pixel and attribute data. It is similar in function to the Sequencer Memory Mode Register and the Graphics Controller Mode and Miscellaneous registers.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	a3	a3	a3	a3	a2	a2	c2	a3	e3	e3	8b	8b

More than 64K EGA memory:

Mode	f	10
	e3	e3

Bits: 0 Compatibility Mode Support
 Setting this bit to 0 creates two display memory areas, one for the even scan lines and one for the odd scan lines. The start of each area is offset by 8K. This is accomplished by replacing bit 13 of the memory address with the least significant bit (bit 0) of the row counter (which designates even or odd scan lines). This function implements CGA graphics mode address compatibility.

 1 Select Row Scan Counter
 Setting this bit to 0 replaces bit 14 of the address register with bit 1 of the row counter. This is similar in function to bit 0.

- 2 **Horizontal Retrace Select**
When this bit is set to 0, the vertical line counter is incremented during each horizontal retrace (this is the standard usage). When set to 1, the counter is incremented every other horizontal retrace; i.e., the horizontal retrace is divided by two. Using divide by two doubles the maximum vertical resolution to 1024 lines on the EGA (2048 lines on the VGA) by giving two vertical lines for each vertical line count.

- 3 **Count by Two**
Setting this bit to 0 increments the memory address on every character clock, selecting a byte refresh address. A setting of 1 increments the address every other character clock (the character clock is divided by two), selecting a word refresh address.

- 4 **Output Control (EGA only)**
During normal operation, this bit is always set to 0. Setting this bit to 1 places all outputs in a high impedance state.

- 5 **Address Wrap**
This bit may be used in conjunction with the word or byte mode (see bit 6 of this register). In byte mode, this bit has no effect. When in word mode, setting this bit to 1 places memory address bit 15 on address bit 0, and a setting of 0 places memory address bit 13 on address bit 0. Bit 13 is used to support bit plane chaining in high-resolution graphics modes when less than 64K is installed on the EGA.

- 6 **Word Mode or Byte Mode**
Byte mode is selected by setting this bit to 1, and word mode by setting it to 0. Word mode supports alternation of data between two bit planes; e.g., character and attribute data or for chaining bit planes (see bit 5 of this register). Word mode rotates the address bits, moving each bit to a higher position and bringing either bit 13 or 15 into bit 0. The VGA also supports a double word mode (see the Underline Location Register, index 14, bit 6) in which case the address bits are rotated two positions. In double word mode, bits 0 and 1 are replaced by bits 12 and 13, respectively.

- 7 **Hardware Reset**
 Setting this bit to 1 enables the vertical and horizontal retraces (normal operation). A setting of 0 clears the retraces.

Port 325h: Line Compare Register (Index 18h)

Description: This register is programmed with the eight least significant bits of the count value at which the line counter is cleared. The count is based on the row scan counter, which starts with 0 and ends with the value in the Vertical Total Register (see index 6). The Line Compare prevents a portion of the screen from scrolling, and can be used to implement a second window.

The Start Address registers specify the memory displayed for the first portion of the screen. Upon reaching the line count, the display switches to memory address 0. The second window always begins at address 0.

Notes: The adapter always counts the first displayable scan line as the first scan count. The next intervals include the bottom overscan, vertical blanking and retrace, and finally the top overscan.

The counting unit is vertical scan lines.

The ninth (most significant) bit of the Line Compare Register is programmed in the CRTC Overflow Register (see index 7). The VGA has a tenth bit located in the Maximum Scan Line Register (see index 9).

An even line compare value should be used for 200-line modes.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff	ff

Bits: 0-7 The eight least significant bits of the Line Compare value.

The Graphics Controller Registers

The Graphics Controller registers manipulate data as it is moved between the CPU and EGA memory. They also pass data from the bit plane memory to the Attribute Controller as serial bit streams when graphics mode is enabled. Several of the Graphics Controller registers control the CGA emulation modes. A better understanding of the adapter's internal operations may help clarify the functions of these registers.

Each bit plane of memory has one eight-bit latch register. In graphics mode, data is not written to (or read from) memory; rather, an onboard ALU (Arithmetic Logic Unit) combines data from the CPU with the latch registers. There are four of these latch registers (one from each plane) which hold the contents of the most recently read adapter memory address (see Figures 6-6 and 6-7). Combined data is then written to memory. Since the latch registers hold a full byte of data (and frequently only a single bit is modified), it is important that they contain the current data to prevent changing unmodified data. The latch registers should be loaded with the current memory contents before they are modified by MOV'ing data from graphics memory to a CPU register; e.g., `MOV AL,ES:[BX]` where `ES:[BX]` points to EGA memory. Usually, the actual value read by the CPU is ignored, although the meaning of this data may be controlled through the read mode.

The Graphics Control registers control the technique by which the CPU and latch register data is combined. For example, CPU and latch data can be combined with a logical AND, OR, or XOR; bit planes can be "permanently" turned off or on; and bit positions can be masked as unaffected. Note that one

function you might expect to appear here, the Map Mask, is a function of the Sequencer Register.

Port 3eah: Graphics 2 Position Register (EGA only)

Description: The EGA contains two Graphics Controller chips, each of which controls two planes (for a total of four bit planes). These two chips are referred to as Graphics 1 and Graphics 2. The Graphics 2 Position Register selects which two bits of the CPU data bus affect the Graphics 2 chip; i.e., which color planes are controlled by Graphics 1 (note that there is an extra bit allotted for this function — only one bit is necessary for four bit planes).

Notes: This chip should always be programmed for position 1.

This is the read address for the VGA Feature Control Register (see port 3?ah of the External registers).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	01	01	01	01	01	01	01	01	01	01	01	01

Bits: 0-1 Position number
 2-7 Unused

Port 3cch: Graphics 1 Position Register (EGA only)

Description: The EGA contains two Graphics Controller chips, each of which controls two planes (for a total of four bit planes). These two chips are referred to as Graphics 1 and Graphics 2. The Graphics 1 Position Register selects which two bits of the CPU data bus affect the Graphics 1 chip; i.e., which color planes are controlled by Graphics 1 (note that there is an extra bit allotted for this function — only one bit is necessary for four bit planes).

Notes: This chip should always be programmed for position 0.

This is the read address for the VGA Miscellaneous Output Register (see port 3c2h of the External registers).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bits: 0-1 Position number
 2-7 Unused

Port 3ceh: Graphics 1 and 2 Address Register

Description: The Graphics 1 and 2 Address Register selects which register will appear at port 3cfh. The index number of the desired register is written OUT to port 3ceh.

Index	Register
0	Set/Reset
1	Enable Set/Reset
2	Color Compare
3	Data Rotate
4	Read Map Select
5	Mode Register
6	Miscellaneous
7	Color Don't Care
8	Bit Mask

Port 3cfh: Set/Reset Register (Index 0)

Description: The Set/Reset Register may be used to select bit planes as “permanently” set or cleared. Placing a bit plane in set mode will always write 1 to the masked bit(s) during a memory write. Placing a bit plane in reset mode will always write 0 to the masked bits.

This register can be used to write an absolute color to memory (unaffected by logical functions), limit the number of colors available by always keeping a particular bit plane (or planes) turned on or off, or clear planes disabled by the Bit Mask Register (index 8).

Notes: This register affects only Write Mode 0 (see the description of the Mode Register, index 5).

You must also enable the Set/Reset through the Enable Set/Reset Register (index 1). Otherwise, all bit planes would always be set or reset during a write in mode 0. The VGA provides Write Mode 3, which uses the Set/Reset register directly (it is not necessary to use the Enable Set/Reset Register with Write Mode 3, see the Mode Register).

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bits: 0 Set/Reset bit plane 0
 1 Set/Reset bit plane 1
 2 Set/Reset bit plane 2
 3 Set/Reset bit plane 3

Port 3cfh: Enable Set/Reset Register (Index 1)

Description: The Set/Reset Register may be used to “permanently” enable or disable a memory plane selected via the Set/Reset Register.

Notes: This register affects only Write Mode 0 (see the description of the Mode Register, index 5).

You must specify the set or reset function through the Set/Reset Register before enabling it with this register.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bit: 0 Enable Set/Reset for bit plane 0
 1 Enable Set/Reset for bit plane 1

- 2 Enable Set/Reset for bit plane 2
- 3 Enable Set/Reset for bit plane 3

Programming Example:

These two short programs were written to work with DOS (BASICA) 3.2. Assemble the assembly program (name it SET_RST) and then run the BASIC program.

The SET_RST program sets the registers to always write 0 to bit plane 0. This is quite noticeable in the printed numerals — there are only eight colors. However, the bars appear in 16 colors, and the circle is white despite the lack of white amongst the numerals. So what is happening here?

As noted above, the Set/Reset registers only affect Write Mode 0. The character printing routines are using this mode, and are thus limited to eight colors. However, the line and circle routines must be using Write Mode 2 and thus remain unaffected. Write Mode 0 usually works best for writing eight-bit patterns (such as a character mask), while Write Mode 2 usually works best for plotting routines — this is reflected in BASIC's internal use of these modes.

```

10  CLS: KEY OFF
20  SCREEN 9
30  SHELL "set_rst"
40  FOR I%= 0 TO 15
50    FOR J%=0 TO 20
60      LINE (0+I%*20+J%,40) - (40+I%*20+J%,200), I%
70    NEXT J%
80  NEXT I%
90  CIRCLE (320,170),150
100 LOCATE 20,1
110 FOR I%=1 TO 15
120   COLOR I%: PRINT I%;
130 NEXT I%
```

```

cseg      segment 'public'
          assume CS:cseg

main      proc    far

start:

          push    DS
          sub     AX,AX
          push    AX

          mov     DX,3ceh ;Graphics 1 and
                   ;2 address
```

```

mov     AL,0      ;Set/Reset reg index
out     DX,AL
inc     DX        ;Set/Reset register address
mov     AL,0      ;Choose Reset for all planes
out     DX,AL

dec     DX        ;Graphics 1 and 2 address
mov     AL,1      ;Enable Set/Reset reg index
out     DX,AL
inc     DX        ;Enable Set/Reset reg address
mov     AL,1      ;Only enable plane 0 the
                        ;reset will only affect plane 1
out     DX,AL

ret

main    endp

cseg    ends

end     start

```

Port 3cfh: Color Compare Register (Index 2)

Description: The Color Compare Register, as its name suggests, compares the register color with the contents of the adapter's memory. The color value is first written to the Color Compare Register, and then memory is read. The bits read will be 1 where the color is the same as the Color Compare Register, and 0 where they differ (thus eight pixels can be compared per CPU read). This register works only in Read Mode 1 (see the Mode register, index 5). The actual value of any bit plane may be ignored (assumed matching) by using the Color Don't Care Register (see index 7).

The STORE.ASM program in the Appendix uses the Color Compare Register to assist in compressing and storing the display image.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bits: 0-3 Color number to be compared

4-8 Not used

Port 3cfh: Data Rotate Register (Index 3)

Description: The Data Rotate Register performs two functions. As implied by the name, the data written by the CPU can be set to rotate right n places (this is usually set to 0).

Additionally, this register provides a logical function which specifies how the data is combined with the current contents of the latch registers. Data can be overwritten, AND'ed, OR'ed, or XOR'ed.

Notes: When both a rotate and logical function are applied, the rotate will occur first.

This register will not affect Write Mode 1. It affects only data written from the CPU to the adapter.

The rotate count affects only Write Mode 0.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bits: 0-2 Rotate count. Rotate data n positions to the right where $0 <= n <= 7$.

3-4 Function select
 00b — Write data without modification
 01b — AND data with latch contents
 10b — OR data with latch contents
 11b — XOR data with latch contents

5-7 Not used

Assembly Language Example:

This program writes italic characters to the screen (the program is halted by typing Ctrl-Z). Note that italics are emulated very well by rotating the top five

pixels one position to the right, leaving the middle three pixels in their original positions, and rotating the bottom six pixels seven to the right (which has the same effect as one to the left). The far right pixel has been masked as unwriteable to prevent dots from rotating off the left side onto the right (the default character always keeps the right pixel blank, so the left side does not need masking).

Since several lines of data are rotated the same amount when writing italics, using the adapter hardware may be more efficient than having the CPU shift the data, since the count does not need to be reset for each new line, and the full shift count occurs in one cycle. In fact, the EGA and VGA seem to be designed for efficient character writing — eight bits can be written to the display and each character is eight bits wide, and the default Write Mode handles eight pixel writes much better than single pixel plotting. The rotate and mask register could be used for proportional spacing to gain an even greater increase in efficiency. The rotate and mask would allow each row of a character to align on any pixel position, and the mask could be used to split the character between two character cells when necessary. Note that the current contents of any addressed cells should be preserved to prevent overwriting another character sharing the same cell(s).

```

data      segment 'public'

          ega_seg dw      0a000h
          row     dw      10
          col     dw      5
          cols    dw      80
          v_dots  db      14
          ital    db      'Italics'

data      ends

code      segment 'public'

          assume  CS:code

main      proc      far

start:

          push   DS
          sub    AX,AX
          push   AX
          mov    AX,data
          mov    DS,AX
          assume DS:data

```

```

mov     AX,10h ;mode 10h
int     10h

mov     AX,1130h ;put character
                    ;set location in ES:BP
mov     BH,1 ;get the current
                    ;character set
int     10h
assume ES:nothing

agn:    mov     AH,6 ;DOS direct console I/O
mov     DL,0ffh
int     21h ;DOS function call
jz     agn ;if no character, try again

mov     AH,0
cmp     AL,26 ;was it Ctrl-Z ?
je     done ;yes, leave the routine

mul     v_dots ;multiply by vertical dots per
                    ;character
add     AX,BP ;AX = offset of character
                    ;definition

call    it_out
add     col,1
cmp     col,80
jb     same_row
mov     col,0
add     row,1

same_row: jmp     agn

done:    ret

main     endp

it_out  proc     near

mov     CX,0 ;clear the CX register
mov     SI,AX ;source is offset
                    ;of character
mov     DI,cols ;store number of
                    ;columns in
                    ;DI for later use

mov     AX,row ;get the cursor row
mul     v_dots ;multiply by dots/pixel to get
                    ;pixel row

```

```

mul    DI        ;multiply by columns
add    AX,col    ;and finally add the column to
                    ;get the offset
mov    BX,AX     ;mov offset to BX

push   DS

mov    AX,0a000h ;segment containing
                    ;mode 10 memory
mov    DS,AX
assume DS:nothing

mov    DX,3ceh  ;Graphics 1 and 2
                    ;Address
mov    AL,8     ;Index of Bit Mask
out    DX,AL
inc    DX       ;Bit Mask register
mov    AL,1111110b ;Don't allow writes
                    ;to far right bit
out    DX,AL

dec    DX       ;Graphics 1 and 2 Address
mov    AL,3     ;Index of Data Rotate reg
out    DX,AL
inc    DX       ;Data Rotate reg
mov    AL,10001b ;Rotate 1 position
                    ;and OR with
                    ;current contents

out    DX,AL

top:   mov    CL,5             ;five repetitions
mov    AL,[BX]
                    ;latch the data
mov    AL,ES:[SI]          ;get the character
                    ;data
mov    [BX],AL ;write data screen
add    BX,DI
inc    SI
loop   top

mov    AL,10000b          ;No rotate and OR with
                    ;current contents
out    DX,AL

mov    CL,3             ;three repetitions

mid:   mov    AL,[BX] ;latch the data
mov    AL,ES:[SI]
                    ;get the character

```



```

                                ;data
mov     [BX],AL
                                ;write data screen
add     BX,DI
inc     SI
loop    mid

mov     AL,10111b                ;rotate 7 positions
                                ;and OR with current
                                ;contents

out     DX,AL

mov     CL,6                    ;six repetitions

bot:    mov     AL,[BX]
                                ;latch the data
mov     AL,ES:[SI]              ;get the character data
mov     [BX],AL ;write data screen
add     BX,DI
inc     SI
loop    bot

pop     DS

ret

it_out  endp

code    ends

end     start

```

Port 3cfh: Read Map Select Register (Index 4)

Description: A byte of any single bit plane may be read from display memory by the CPU by writing the desired plane's number (0, 1, 2, or 3) to the Read Map Select Register.

Notes: This register only functions in read mode 0 (see bit 4 of the next entry — the mode register). Read Mode 0 is the BIOS default, so setting the read mode usually is not necessary.

The value is different than the Map Mask Register which uses each bit to select the corresponding plane.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	00	00	00	00	00

Bits: 0-1 Number of bit plane to be read
 2-7 Not used

Port 3cfh: Mode Register (Index 5)

Description: This register must first be selected by writing the value 4 to the Graphics 1 and 2 Address Register (port 3ceh).

The adapter provides three methods for writing data and two methods for reading data. By switching to a mode that best reflects your procedure's requirements, the speed of setting or reading pixels can be significantly improved.

The Mode Register (in conjunction with the Miscellaneous Register, index 6) provides CPU addressing functions. Similar functions are available through the Sequencer Memory Mode Register and the CRTIC Mode Control Register.

Notes: BIOS uses Write Mode 0 and Read Mode 0 as the defaults.

When writing data directly to adapter memory, it is important to first load the latch registers with the current memory contents. This is done by MOV'ing data from adapter memory to the CPU (e.g. mov AL,ES:[BX]).

When changing the Read and/or Write Mode, you must preserve bits 4-5 on the EGA and bits 4-6 on the VGA. This is a simple task on the VGA — read the register and modify the appropriate bit(s). But, on the EGA, you must determine the current mode and memory configuration and read the default setting from the Parameter Table (see Chapter 12). Bit 2 should always be 0.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	10	10	10	10	30	30	00	10	00	00	10	10

More than 64K EGA memory:

Mode	f	10
	00	00

Bits: 0-1

Write Mode

0 — The Map Mask Register is used to enable or disable bit planes for writing, and the Bit Mask Register is used to enable or disable pixels within the byte. Data moved into adapter memory is written to each enabled plane (except those enabled for Set/Reset — see the Set/Reset Register, index 0) and pixel. Thus, `mov ES:[BX],9` would write the pattern 10000001b to the enabled bit planes (turning on the first and eighth pixel and turning off the second through seventh pixels).

1 — The contents of the latch registers are written to memory. Each bit plane has an eight-bit latch register, which is loaded when the CPU reads adapter memory. Normally, the data is combined from the CPU and latch registers and then written to adapter memory, but this mode writes from the latch registers only. This is useful for loading the latches from one memory location and writing them to another; e.g., commonly used images may be stored in an unused portion of memory, and transferred by simple MOV's without setting registers to change colors (although nothing in the overwritten areas will be preserved).

2 — The Bit Mask Register (index 8) is used to enable or disable the specific pixels within the one-byte address written by the CPU. The CPU data specifies which color is written. Thus, `mov ES:[BX],4` would write color 4 to the enabled pixels. This is also the Write Mode used by IBM BASICA 3.2 (see the programming example for the Enable Set/Reset Register, index 1).

3 — VGA only.

The ALU performs a logical AND between the Set/Reset value and the Bit Mask Register (see index 8), and writes the result to the designated adapter address. The Enable Set/Reset Register need not be set for this Write Mode.

- 2 **Test Condition**
(EGA only)
Setting this bit to 1 places the controller outputs in high-impedance state. Unless you are doing diagnostics, this bit should always be set to 0.
- 3 **Read Mode**
0 — Each bit set when the CPU reads memory designates a bit set in the bit plane chosen by the Read Map Select Register (see index 4).

1 — Each bit set when the CPU reads memory designates bits which are the same color as the color in the Color Compare Register (see index 2). The result of the read is also affected by the Color Don't Care Register (see index 7).
- 4 **Odd/Even**
When this bit is set to 1, CPU data at odd addresses are mapped to the odd bit planes (and even addresses to even bit planes). This only affects the Graphics Controllers. Typically, the Sequencer is set to use the same scheme through bit 2 of the Memory Mode Register (see the Sequencer registers). This is useful for text modes (attribute data in one plane, character data in the other), emulation of CGA graphics modes, or addressing two bit planes as one when less than 64K is available.
- 5 **Shift Register**
When this bit is set, even-numbered bits are written from graphics memory to the even bit planes of the Attribute Controller. Likewise, odd-numbered bits are written to the odd planes. Thus, two sequential memory bits, forming one color, are placed in two separate serial bit streams by the serializer. This allows emulation of CGA four-color graphics (two sequential bits form one color by mapping to two separate bit planes).
- 6 **256-Color Mode**
(VGA only)
This is similar to the Shift Register (bit 5). As data is serialized, each byte is converted to a 2 x 4 bit array

for the Attribute Controller. Since each pixel is represented by two sequential bits of four parallel streams (instead of one sequential bit with four in parallel), several of the Attribute Controller functions do not work in 256-color mode.

7 Not used

Port 3cfh: Miscellaneous Register (Index 6)

Description: This register (in conjunction with the Mode Register, index 5) modifies several addressing functions of the Graphics Controller. Similar functions are provided by the Sequencer Memory Mode Register and the CRTC Mode Control Register.

Bits:

- 0 **Graphics Mode**
This bit is set to 1 for graphics modes and 0 for text modes. Graphics mode disables the bit plane character generator and enables pixel addressing.
- 1 **Chain Odd Maps to Even Maps**
This is typically used with bit 4 of the Mode Register (see index 5). Odd CPU addresses are written to odd bit planes, and even addresses to even planes. However, the CPU address is first modified by replacing the least significant address bit with bit 13 or 15 (depending on the amount of memory installed on the adapter). The effect is to place low addresses in planes 0 and 2 (which alternate based on the actual CPU's least significant bit if Odd/Even mode is in effect) and high addresses in planes 1 and 3. Thus, the odd bit planes follow the even planes in the CPU's address space, doubling the effective address space on adapters with less than 64K memory.
- 2-3 **Memory Map**
These bits set the location and size of the memory map (for direct memory access by the CPU). No other display adapter may be installed when the value is 00b since the memory addresses of the two adapters would conflict.

00b A000h / 128K

01b A000h / 64K
10b B000h / 32K
11b B800h / 32K

4—7 Not used

Port 3cfh: Color Don't Care Register (Index 7)

Description: This register allows the CPU to ignore the specified bit plane(s) when reading EGA memory via the Color Compare Register and Read Mode 1 (see the Color Compare Register, index 2, and the Mode Register, index 5).

This register should be set to fh to match only the color in the Color Compare Register (a setting of 0 will match any color).

Bits:

0	When set to 0, the contents of bit plane 0 are assumed to match the Color Compare setting for bit plane 0.
1	When set to 0, the contents of bit plane 1 are assumed to match the Color Compare setting for bit plane 1.
2	Then set to 0, the contents of bit plane 2 are assumed to match the Color Compare setting for bit plane 2.
3	When set to 0, the contents of bit plane 3 are assumed to match the Color Compare setting for bit plane 3.
4-7	Not used

Port 3cfh: Bit Mask Register (Index 8)

Description: The Bit Mask Register enables or disables modification of any or all bits within the one-byte address written by the CPU. For single pixel plotting, only a single bit should be enabled. Enabling multiple bits is useful for writing characters (in graphics mode) and horizontal lines.

Notes: The current data must be latched in order to be preserved. This is done by performing a CPU read before every write.

This register does not affect Write Mode 1; i.e. unlike the Map Mask Register (Port 3c5h, Index 2), the Bit Mask Register does not mask data from the latch registers.

- Bits: 0-7 Each bit set to 1 allows that bit to be changed by the CPU. Each bit set to 0 prevents that bit from changing. For example, 0 prevents any memory bits from changing, and ffh allows all eight bits to change.

The Attribute Controller Registers

The Attribute Controller registers control the color assignments for the color numbers, overscan, and background. Although undocumented, the registers will respond at port 3c1h. This feature allows a single out instruction to select and program the register, just as with the other output registers. In graphics modes, memory data is usually passed to the Attribute Controller in the form of four serial bit streams (one stream from each bit plane). On every dot clock, the video serializers pass a bit from each serial stream. The Attribute Controller uses the four-bit value to look up the color to be displayed (or, in the case of the VGA, four additional static bits are added, and the resulting eight-bit value is passed to the DAC). The Sequencer loads the serializer every character clock (eight or nine bits), unless bit planes are being chained. Figure 11-1 illustrates this sequence.

The Attribute registers operate through a flip/flop which toggles between the Address Register and Index Registers after every write. The Attribute Register may have been in Index mode by another routine or interrupt, so you should always reset it to address mode by reading from Port 37ah (Input Status Register One). Additionally, the attribute registers should only be changed during a vertical retrace. Because the retrace status is available through Input Status Register One, reading the register serves the dual purpose of resetting the flip/flop and establishing the retrace status.

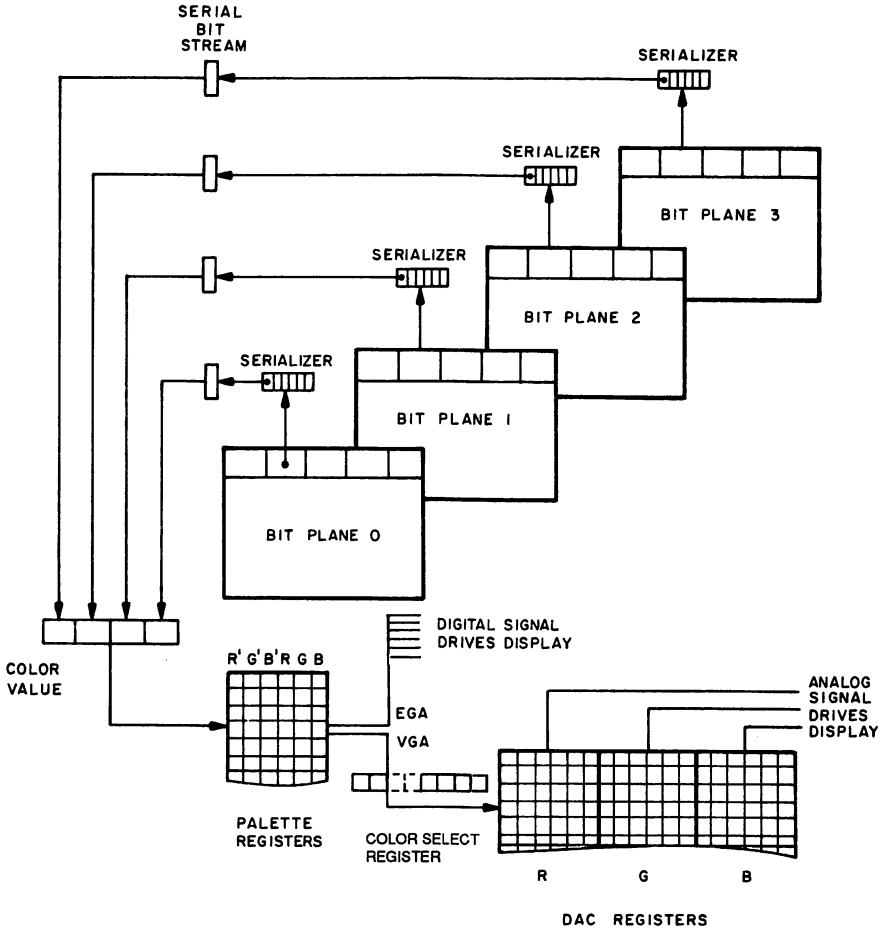


Figure 11-1 Data flow from memory to the CRT.

Port 3c0h: Attribute Address Register

Description: The Attribute Address Register selects which register will appear at port 3c0h. The index number of the desired register is written to port 3c0h. Because port 3c0h is shared by both the Address and indexed registers, the Address Register should always be initialized. Performing an IN from Input Status Register One at port 3bah (monochrome) or 3dah (color) will always set the register to the Address function.

Index	Register
0-fh	Palette registers
10	Mode Control
11	Overscan Color
12	Color Plane Enable
13	Horizontal Pel Panning
14	Color Select (VGA only)

Notes: The Attribute registers should only be set during a vertical retrace.

Bit 5 must be set to 0 (disabling EGA access) before the palette registers are modified, and reset to 1 after the settings are completed.

On the VGA, the attribute registers may be read from 3c1h.

Bits:	0-4	Attribute Address This is the index number of the register to be addressed.
	5	Palette Address Setting this bit to 1 enables the EGA's internal registers to access the palette data; 0 disables access.
	6-7	Not used

Port 3c0h: Palette Registers (Index 0-fh)

Description: On the EGA, these 16 registers control the actual color displayed by each of the color numbers (bit plane combinations). Indices 0-15 control colors 0-15, respectively. The default color scheme

is organized so that adding two color numbers gives the color formed by that mix; e.g., color 1 (blue) + color 2 (green) gives color 3 (cyan = the combination of blue and green). The primary colors blue, green, and red appear in the normalized binary sequence 1, 2, 4. Colors 8-15 are the intensified versions of colors 0-7. The default colors for the ECD are:

Color	R'	G'	B'	R	G	B	Value
Bit	5	4	3	2	1	0	
Black	0	0	0	0	0	0	0
Blue	0	0	0	0	0	1	1
Green	0	0	0	0	1	0	2
Cyan	0	0	0	0	1	1	3
Red	0	0	0	1	0	0	4
Magenta	0	0	0	1	0	1	5
Brown	0	1	0	1	0	0	14h
White	0	0	0	1	1	1	7
Dark Gray	1	1	1	0	0	0	38h
Light Blue	1	1	1	0	0	1	39h
Light Green	1	1	1	0	1	0	3ah
Light Cyan	1	1	1	0	1	1	3bh
Light Red	1	1	1	1	0	0	3ch
Light Magenta	1	1	1	1	0	1	3dh
Yellow	1	1	1	1	1	0	3eh
Intense White	1	1	1	1	1	1	3fh

Notes: See the note on the Attribute Address Register about enabling Palette Register access.

The primary (RGB) and secondary (R'G'B') refer only to digital-type monitors. The VGA's analog monitors use a digital to analog converter (DAC) to convert the palette settings to the appropriate color. In fact, the DAC acts as the palette from which the actual colors are selected — these palette registers act only as an index for the DAC's internal color table (an offset may be specified through the Color Select register, index 14h).

The Dynamic Save Area will not be updated with the new palette settings unless the registers are set through BIOS Function Call 10h (see Chapters 4 and 13).

These registers do not affect VGA mode 13h. The eight-bit color values of this mode are sent directly to the DAC.

The palette registers should only be read or written during a vertical retrace.

On the VGA, the attribute registers may be read from 3c1h.

BIOS Default Settings (all values are Hexadecimal):

						64K mem	>64K Mem		ECD	
Mode Index	0-3	4-5	6	7	d-e	f	10	f	10	0-3
0	00	00	00	00	00	00	00	00	00	00
1	01	13	17	08	01	08	01	08	01	01
2	02	15	17	08	02	00	00	00	02	02
3	03	17	17	08	03	00	00	00	03	03
4	04	02	17	08	04	18	04	18	04	04
5	05	04	17	08	05	18	07	18	05	05
6	06	06	17	08	06	00	00	00	14	14
7	07	07	17	08	07	00	00	00	07	07
8	10	10	17	10	10	00	00	00	38	38
9	11	11	17	18	11	08	01	08	39	39
a	12	12	17	18	12	00	00	00	3a	3a
b	13	13	17	18	13	00	00	00	3b	3b
c	14	14	17	18	14	00	04	00	3c	3c
d	15	15	17	18	15	18	07	18	3d	3d
e	16	16	17	18	16	00	00	00	3e	3e
f	17	17	17	18	17	00	00	00	3f	3f

Bits:

EGA:

- 0 Primary Blue (Color Display/ECD)
- 1 Primary Green (Color Display/ECD)
- 2 Primary Red (Color Display/ECD)
- 3 Secondary Blue (ECD) or Primary Video (Mono)
- 4 Secondary Green (ECD) or Intensity (Color Displays which support intensity)

- 5 Secondary Red (ECD)
- 6-7 Not used
- VGA: 0-5 Palette
 Selects a color from one of the DAC registers (the DAC uses 256 18-bit color registers to provide a selection from 262,144 colors). The value may be modified by the Mode Control Register (index 10h) and Color Select Register (index 14h)
- 6-7 Not used

Port 3c0h: Mode Control Register (Index 10h)

Description: This register selects mode characteristics for the Attribute Controller.

Notes: Bit 3 can be used to enable blinking on color graphics systems in graphics modes. The blink produced is an alternation between two palette colors rather than an on/off blink. For example, color 15 alternates between colors 15 and 8.

On the VGA, the attribute registers may be read from 3c1h.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	08	08	08	08	01	01	01	0e	01	01	0b	01

- Bits:** 0 Graphics/Alphanumeric Mode
 Setting this bit to 1 designates graphics mode (0 is text mode)
- 1 Monochrome Display/Color Display
 Setting this bit to 1 designates monochrome display attributes. 0 designates color display attributes.
- 2 Enable Line Graphics Character Codes
 This bit is used with mode 7 to support 9-bit-wide line graphics characters on the monochrome display. When set to 1, the ninth dot of characters c0h-dfh will be the same as the eighth dot, and thus line graphics charac-

ters will form unbroken horizontal lines. If set to 0, the ninth dot will always be the same color as the background.

- 3 **Enable Blink/Set Background Intensity**
This bit toggles between high-intensity background or blinking characters based on bit 7 of the attribute byte in text modes (this supports the CGA function of selecting either 16 background colors, or eight background colors with and without blinking). Setting this bit to 1 selects attribute bit 7 as a blink bit (it also allows blinking in graphics modes). Setting this bit to 0 selects attribute bit 7 as a high intensity background bit (and prevents blinking in graphics modes).
- 4 **Not used**
- 5 **PEL Panning Compatibility (VGA Only)**
Setting this bit to 1 sets the PEL Panning Register (see index 13h) to 0 after the line compare and until the vertical retrace (upon reaching the vertical retrace, the PEL Pan register is reloaded with the programmed value). This allows panning only the upper window when split screen mode is enabled. Setting this bit to 0 causes the PEL Panning Register to ignore the line compare.
- 6 **PEL Width (VGA Only)**
A setting of 1 makes each pixel eight bits wide (used for mode 13h) for a total of 256 colors. All other modes should set this bit to 0.
- 7 **P5, P4 Select (VGA Only)**
This bit controls bits 4 and 5 of the palette registers when used to select color values from the DAC Table. When set to 1, bits 4 and 5 of the Palette registers (indices 0-fh) are replaced by bits 0 and 1 of the Color Select register (index 14h). When set to 0, the values sent from the Palette registers to the DAC remain unmodified.

Port 3c0h: Overscan Color Register (Index 11h)

Description: This register selects the intensity of each electron gun between the retrace and blanking intervals, resulting in a colored border.

Notes: The BIOS default is 0 (black) for all modes.

The high-resolution modes of the EGA do not work properly with colors other than black. The timing constraints of the EGA/ECD combination require the overscan to begin before the electron beam has finished moving to the left side of the screen. Additionally, the borders produced in the highest resolution modes do not extend much past the active display area. Likewise, the use of borders on the VGA is limited.

On the VGA, the attribute registers may be read from 3c1h.

Bits:	0	Primary Blue (Color Display/ECD)
	1	Primary Green (Color Display/ECD)
	2	Primary Red (Color Display/ECD)
	3	Secondary Blue (ECD) or Primary Video (Mono)
	4	Secondary Green (ECD) or Intensity (Color Displays which support intensity)
	5	Secondary Red (ECD)
	6-7	Not used
VGA:	0-7	Palette Selects a color from one of the DAC registers (the DAC uses 256 18-bit color registers to provide a selection from 262,144 colors).

Port 3c0h: Color Plane Enable Register (Index 12h)

Description: This register selects the bit planes used. It may be used to limit bit plane access for compatibility modes and EGA's with less than 64K installed memory.

Notes: On the VGA, the attribute registers may be read from 3c1h.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	0f	0f	0f	0f	03	03	01	0f	0f	0f	05	05

More than 64K EGA memory:

Mode	f	10
	05	0f

- Bits:
- 0 When set to 1, bit plane 0 is enabled.
 - 1 When set to 1, bit plane 1 is enabled.
 - 2 When set to 1, bit plane 2 is enabled.
 - 3 When set to 1, bit plane 3 is enabled.
 - 4--5 Video Status MUX
These bits are used for diagnostics. Two attribute bits (selected via these two bits) appear on bits 4 and 5 of Input Status Register One (see the External registers port 3?ah) according to the following table:

Value	EGA	VGA
00b	Red/Blue	Bit 2/Bit 0
01b	Blue'/Green	Bit 5/Bit 4
10b	Red'/Green'	Bit 3/Bit 1
11b	N/A	Bit 7/Bit 6

- 6-7 Not used

Port 3c0h: Horizontal PEL Panning Register (Index 13h)

Description: The Horizontal PEL Panning Register shifts the image left by the designated number of pixels. This function is available in either text or graphics modes.

Notes: This register should be set only during a vertical retrace.

The Offset Register (see the CRTC registers, port 3?5h, index 13h) can be used to select a logical screen width larger than the physical display width. The Start Address Register (see port 3?5h, indexes ch and dh) may be used to shift the image right or left one character. This, in conjunction with bit shifts to the left, may be used to implement a PEL Pan to the right or left. When bit planes are chained, the shift registers load 16 or 32 pixels instead of the usual eight, and the Start Address can only point to every second or fourth character. In these cases, the End Horizontal Register (see port 3?5h, index 5) assists the EGA, and the Preset Row Scan Register (see port 3?5h, index 8) assists the VGA.

Graphics and color modes are limited to a maximum shift of eight pixels. The monochrome text mode (7) may be shifted a maximum of nine pixels.

On the VGA, the Attribute registers may be read from 3c1h.

Note that mode 7 and VGA modes 0-3 must start with a value of 8 (100b) rather than 0.

BIOS Default Settings (all values are Hexadecimal):

Mode	0	1	2	3	4	5	6	7	d	e	f	10
	00	00	00	00	00	00	00	08	00	00	00	00

Bits: 0-3 Horizontal PEL Panning
 This value represents the number of bits to shift left (moving the display to the right) according to the following table:

Value	Modes		
	7, 0-3 VGA	13h VGA	All Others
000b	1	0	0
001b	2	N/A	1
010b	3	1	2
011b	4	N/A	3
100b	5	2	4
101b	6	N/A	5
110b	7	3	6
111b	8	N/A	7
100b	0	N/A	N/A

Port 3c0h: VGA Only. Color Select Register (Index 14h)

Description: This register adds additional flexibility in selecting VGA colors. It adds two bits to the palette registers to provide a full eight-bit palette selection (256 colors). The two most significant bits of the palette register (4 and 5) may also be replaced by Color Select bits 0 and 1.

The palette may be changed very rapidly through use of this register. See the WHEEL.ASM program in the Appendix for an example.

Notes: The Color Select Register affects all of the palette registers. It works similarly to the segment/offset scheme of the CPU. You may select from four sets of 64 colors (Mode Control, index 10h, bit 7 set to 0), or 16 sets of 16 colors (Mode Control bit 7 set to 1).

This register does not affect mode 13h.

This register may be read from 3c1h.

BIOS Default Settings (all values are Hexadecimal):

Bits:	0-1	S_color 4-5 These bits replace bits 4 and 5 of the palette registers when the Attribute Mode Control Register's bit 7 is set to 1 (see index 10h).
	2-3	S_Color 6-7 These bits are used as the two most significant bits of the palette registers.

The Digital to Analog Converter Registers (VGA only)

The Digital to Analog Converter (DAC) registers convert binary color information from the VGA into analog signals for the monitor. Functionally, the DAC is very similar to the palette registers. The DAC contains 256 PEL data registers, each of which defines one color (this limits the VGA to a maximum of 256 accessible colors). Each PEL data register is 18 bits wide, using six bits for each primary color — red, green, and blue. Thus, the total number of definable colors is 262,144.

All mode 13h colors must be defined via the DAC PEL Data registers. BIOS sets the first 16 mode 13h colors to match the other 16 color modes. The next 16 colors provide evenly varying shades of gray. The remaining 224 colors offer a wide variety of colors which should satisfy most user's needs. Because of the broad range of colors (and limited resolution) you probably will not redefine the DAC for mode 13h colors.

However, the remaining modes may use all 256 colors through the use of the Color Select Register, index 14h of the Attribute Register. Although a maximum of 16 may be displayed at one time, creative programming can make the DAC a powerful tool. For example, you could program the first 16 registers with shades of gray, and with each successive set of 16 colors, add color and gradually increase the intensity. You could then program a scene to change from a dark or cloudy setting into a brilliantly lit environment of vibrant colors, simply by incrementing the value of the Color Select Register. Similarly, changing only two or three colors in each set could be used to produce simple animation effects such as snow, rain, or flashing lights. The WHEEL.ASM program in the Appendix uses this technique to animate a rolling wheel.

Port 3c7h: DAC State Register (VGA only)

Description: This register may be read to determine whether the DAC is in read or write mode. The DAC Data Register should be read by the CPU only while it is in read mode, and written only while in write mode.

Notes: This register is read-only.

Bits: 0-1 A value of 00b indicates the DAC is in write mode, and a value of 11b indicates read mode.

2-7 Reserved

Port 3c7h: PEL Address Read Mode (VGA only)

Description: This register selects a PEL Data Register for reading (to write the PEL Data Register, use the PEL Address Write Mode at port 3c8h). After selecting the PEL Data Register, three six-bit values should be read from port 3c9h (the PEL Data Register). The first read returns the red intensity; the second, green; and the third, blue.

Notes: This register is write-only. You may read the current setting from Port 3c8h.

After reading the three color values, the PEL Address Register will automatically increment to the next PEL Data Register.

If the read cycle is interrupted by another read or write request (rewriting either PEL Address Register), the current cycle will be abandoned and will not affect the DAC color table.

The read cycle should not be interrupted by writing the PEL Data Register (the color table may be affected). However, the PEL Address Register may be written at any time.

The DAC State Register may be used to determine the current mode of the DAC (read or write).

Interrupts should be disabled during the read cycle.

Reading or writing of successive PEL Data registers must be separated by at least 240 nanoseconds.

Bits: 0-7 The PEL Data Register (number 0-255) to be read.

Port 3c8h: PEL Address Write Mode (VGA only)

Description: This register selects a PEL Data Register for writing (to read the PEL Data Register, use the PEL Address Read Mode at port 3c7h). After selecting the PEL Data Register, three six-bit values should be written to port 3c9h (the PEL Data Register). The first value determines the red intensity; the second, green; and the third, blue.

Notes: After writing the three color values, the PEL Address Register will automatically increment to the next PEL Data Register.

If the write cycle is interrupted by another read or write request (rewriting either PEL Address Register), the current cycle will be abandoned and will not affect the DAC color table.

The write cycle should not be interrupted by reading the PEL Data Register (the color table may be affected). However, the PEL Address Register may be read at any time.

The DAC State Register may be used to determine the current mode of the DAC (read or write).

Interrupts should be disabled during the write cycle.

Reading or writing of successive PEL Data registers must be separated by at least 240 nanoseconds.

Bits: 0-7 The PEL Data register (number 0-255) to be written.

Port 3c9h: PEL Data Register (VGA only)

Description: This register reads or writes the current DAC color table values. Each cycle requires three sequential reads or writes at this address, consisting of three six-bit color values — red, green, and blue, respectively.

Notes: If the read or write cycle is interrupted by another read or write request (rewriting either PEL Address Register), the current cycle will be abandoned and will not affect the DAC color table.

You should not intermix read and write instructions. PEL Data Register reads should be done in read mode only, and writes in write mode only.

The DAC State Register may be used to determine the current mode of the DAC (read or write).

Interrupts should be disabled during the read or write cycle.

After reading or writing three values (RGB), the address register will increment to the next PEL Data Register.

Reading or writing of successive PEL Data registers must be separated by at least 240 nanoseconds.

The PEL Data registers should not be read or written during the active display interval. The display should be blanked (see bit 5 of the Sequencer Clocking Mode Register, port 3c5h index 1) or in the vertical retrace interval.

Bits: 0-5 The color value to be written or read.

6-7 Reserved

Port 3c6h: PEL Mask (VGA only)

Description: This register performs a logical AND between its contents and the 8-bit color data coming into the DAC. This register is initialized to ffh by BIOS whenever the video mode is changed. In effect, this register restricts access to the DAC, thereby limiting the range of colors available.

Bits: 0-7 Mask Value

The BIOS Save Area

Every time BIOS performs a mode reset, the registers are programmed to their default values for the selected mode and the default character set is reselected. Determining the default values is difficult since most of the EGA registers cannot be read. This can be very frustrating if your programs require mode switches or must run on a wide variety of configurations. Fortunately, the EGA BIOS sets up several areas in RAM to help circumvent problems associated with the EGA's mode switching behavior.

Memory address 0040:00a8h contains a pointer, called the Save Table Pointer, which points to a table (the Save Table) of eight double word pointers. When first initialized, the Save Table is located in the EGA BIOS, and its only entry points to the Parameter Table (unused pointers are set to 0000:0000). If you need to modify the save table, it should be copied from ROM to RAM. Then change the Save Pointer to address the new location. The contents of the save table are:

- Double word 1 offset 0, the *Parameter Table Pointer*. This is the table which contains all of the default register settings. It includes some modes used internally by the adapter (modes 8-ch). The Parameter Table will be described in detail later. This table is the only Save Table entry required for the EGA's operation. The VGA requires an entry here and in the Secondary Save Pointer (double word 5).
- Double word 2 offset 4, the *Dynamic Save Area Pointer*. This entry can be set by the user to point to a 256-byte area in RAM called the Palette Save Area. When the mode is reset, the designated RAM area will be written with the palette register and overscan

register settings (16 bytes, palette registers 0–15 followed by the overscan). Then, each time a palette register is changed through BIOS Function Call 10h (see Chapter 4), the data area will be updated. Note that changing the palette registers directly through the I/O ports will not update the Palette Save Area. Consider this an incentive for using BIOS calls to set the palette.

- Double word 3 offset 8, the *Alpha Mode Auxiliary Pointer*. This entry points to a table containing descriptors for an text mode character set. During a mode reset, the ROM-based character generator is loaded into bit plane 2 of the EGA, and then the user-defined set is loaded if this entry is not set to 0000:0000. If the user-defined set is not defined as font table 0 (i.e., either font table 1–3), two font tables will exist after every text mode set.
- Double word 4 offset 10h, the *Graphics Mode Auxiliary Pointer*. This entry points to a table containing descriptors for a graphics mode character set (it is similar to the Alpha Mode Auxiliary Pointer). If this entry is set to 0000:0000, the ROM character generator is used, otherwise the user defined set is used. Unlike the Alphanumeric Mode Auxiliary Pointer, only one font table may be defined.
- Double word 5 offset 14h (VGA Only), the *Secondary Save Pointer*. The Secondary Save Pointer extends the address table for the VGA. Its structure and functions are similar to the Save Pointer.
- Double words 5–7 are not used on the EGA, and 6–7 are not used on the VGA.

The Secondary Save Table (VGA Only)

The VGA's Secondary Save Pointer adds a few new data areas.

- Word 1 offset 0, the table size. The table size does not include the initial single word. The Secondary Save Table could possibly be expanded in the future by increasing the value at this offset. If your program will copy this pointer into a data area, you should check the size against the space you have reserved.
- Double word 1 offset 2, the *DCC Table Pointer*. This address points to a list of legal adapter combinations. It will typically exist in ROM for equipment checks when the system is started. This table is required for all systems which use the Secondary Save Pointer.

- Double word 2 offset 6, the *Second Alpha Mode Auxiliary Pointer*. This entry points to a table containing descriptors for a secondary text mode character set (extending the set to 512 characters). During a mode reset, this character set will be loaded into bit plane 2 along with the set selected via the Alpha Mode Auxiliary Pointer. Thus, systems using the secondary pointer may have 512 default user-defined characters (versus 256 user-defined plus 256 ROM characters on the EGA). When set to 0000:0000, this entry will be ignored.
- Double word 3 offset 0ah, the *User Palette Profile Table Pointer*. This points to a table of palette-setting options. Normally, the attribute registers are set according to the Parameter Table, and the DAC registers are set according to internal ROM based values. You may override both (for selected modes) through the Palette Profile Table. When set to 0000:0000, this entry will be ignored.

The Parameter Table

The Parameter Table contains the settings for each video mode variation. Thus, mode 0 on a 200-line display has a separate entry from mode 0 on a 350-line display. Each mode entry is 64 bytes long and is organized as follows:

Offset	Size	Description
0	1 byte	Number of displayable columns
1	1 byte	Number of displayable rows
2	1 byte	Pixel height of the character cell
3	1 word	Memory per video pages (in bytes)

Sequencer Register Settings

5	1 byte	Clock Mode
6	1 byte	Map Mask
7	1 byte	Character Generator Select
8	1 byte	Memory Mode

Miscellaneous Register Settings

9	1 byte	Miscellaneous Register
---	--------	------------------------

CRTC Register Settings

ah	1 byte	Horizontal Total
----	--------	------------------

bh	1 byte	Horizontal Display End
ch	1 byte	Start Horizontal Blanking
dh	1 byte	End Horizontal Blanking
eh	1 byte	Start Horizontal Retrace
fh	1 byte	End Horizontal Retrace
10h	1 byte	Vertical Total
11h	1 byte	Overflow
12h	1 byte	Preset Row Scan
13h	1 byte	Maximum Scan Line
14h	1 byte	Cursor Start
15h	1 byte	Cursor End
16h	1 byte	Unused
17h	1 byte	Unused
18h	1 byte	Unused
19h	1 byte	Unused
1ah	1 byte	Vertical Retrace Start
1bh	1 byte	Vertical Retrace End
1ch	1 byte	Vertical Display End
1dh	1 byte	Offset
1eh	1 byte	Underline Location
1fh	1 byte	Start Vertical Blanking
20h	1 byte	End Vertical Blanking
21h	1 byte	Mode Control
22h	1 byte	Line Compare

Attribute Register Settings:

23h	1 byte	Palette Register 0
24h	1 byte	Palette Register 1
25h	1 byte	Palette Register 2
26h	1 byte	Palette Register 3
27h	1 byte	Palette Register 4
28h	1 byte	Palette Register 5
29h	1 byte	Palette Register 6
2ah	1 byte	Palette Register 7
2bh	1 byte	Palette Register 8
2ch	1 byte	Palette Register 9
2dh	1 byte	Palette Register ah
2eh	1 byte	Palette Register bh
2fh	1 byte	Palette Register ch
30h	1 byte	Palette Register dh
31h	1 byte	Palette Register eh
32h	1 byte	Palette Register fh

33h	1 byte	Mode Control
34h	1 byte	Overscan Color
35h	1 byte	Color Plane Enable
36h	1 byte	Horizontal Panning

Graphics Controller Registers:

37h	1 byte	Set/Reset
38h	1 byte	Enable Set/Reset
39h	1 byte	Color Compare
3ah	1 byte	Data Rotate
3bh	1 byte	Read Map Select
3ch	1 byte	Mode Register
3dh	1 byte	Miscellaneous
3eh	1 byte	Color Don't Care
3fh	1 byte	Bit Mask

The Parameter Table settings of the cursor start and end registers in the high-resolution text modes use the compatibility setting — BIOS converts the eight-line setting to the equivalent 14- or 16-line register value.

The EGA Parameter Table has entries for 23 modes in the following order: 0-3 for CGA (200-line) modes, 4-eh, fh-10h when less than 64K is installed, fh-10h when more than 64K is installed, and 0-3 for ECD (350-line) modes. Note that modes 8-ch are included in the table even though they are not available (BIOS uses them internally). The VGA includes six additional entries for modes 0 and 1 (as one entry for VGA 40-column, 400-line text modes), 2 and 3 (as one entry for VGA 80-column, 400-line text modes), 7 (400-line monochrome text mode), and 11h-13h.

The following program uses the Parameter Table to read the default Graphics Mode Register settings for the EGA (see port 3cfh, Index 5). Of all the write-only registers on the EGA, the Mode Register is the most inconvenient because it mixes data you may need to reset (write and read modes) with data you must not alter (memory mapping information). See the EGA Write Mode and Read Mode routines for table access (EWrMode on page 222 and ERdMode on page 223). Also, note the parameter table offset calculation on page 227.

COMMENT @

On EGA's, this program uses the Parameter Table to read the default settings of the Graphics Mode Register and adjust only the required bits. If a VGA is detected, the program simply reads the current value from the register.

The routines use the Microsoft Pascal Calling Convention.

Note that the program will preserve the Read or Write Mode (when the other is set) if all Mode Changes are done through the routines.

@

```
public   ChkMode, SetMode, VidInit, pSRdMd, pSWrMd
```

```
Unknown EQU    0
```

```
EGA      EQU    1
```

```
VGA      EQU    2
```

```
L200     EQU    0
```

```
L350     EQU    1
```

```
GMODEREG EQU    3ch ;Offset of Graphics Mode Reg
                    ;in Parm Table
```

```
buffer   segment word 'BUFFER'
```

```
        vid_data    db    0100h dup (0)
```

```
buffer   ends
```

```
BIOS     segment at 40h
```

```
        org        0a8h
        SaveTblPtr dd    ?
```

```
BIOS     ends
```

```
COMMENT @
```

The following segment includes the common routine pointers which must be available to any program calling the Set Mode routines (hence the generic name, "data"). They can be called by another source code module by including:

```
extrn    VidInit:far, ChkMode:far, SetMode:far
```

```
data     segment word public 'DATA'
```

```
        extrn    pSRdMd:dword, pSWrMd:dword
```

```
data     ends
```

```
@
```

```
data     segment word public 'DATA'
```

```

        pSRdMd  dd  0          ;pointer to the Set
                                ;Read Mode Routine
        pSWrMd  dd  0          ;pointer to the Set
                                ;Write Mode Routine
data    ends

status  segment word public  'DATA'

        ;This data area is shared by the utility
        ;routines. It need not be accessible by the
        ;main program.

        ;POINTERS

        pParmTbl  dd  0      ;Parm Table Base
        pPTCur   dd  0      ;Current Parm Table Entry

        ;STATUS DATA

        VidSeg    dw  ?
        Mode      dw  ?
        DispType  db  0      ;Display Type
        AType     db  0      ;Adapter Type Code
        AMem      db  0      ;Adapter Memory
        CurRdMd   db  0      ;Read Mode Setting
        CurWrMd   db  0      ;Current Write Mode

status  ends

_TEXT  segment word public  'CODE'
        assume CS:_TEXT

main   proc    far

        push    DS
        sub     AX,AX
        push    AX

        mov     AX,data
        mov     DS,AX
        assume  DS:data

        call   far ptr Demo

        ret
        assume DS:nothing,ES:nothing

main   endp

```

```

Demo    proc    far
        ;must be entered with DS set to the data area
        assume DS:data

        call    far ptr VidInit    ;Initialize parameters

        mov     AX,10h              ;Set Mode 10h
        push   AX                  ;Put Mode Number on Stack
        call   far ptr SetMode
        jc     @F                  ;error, leave procedure

        ;THIS IS HOW THE ROUTINES ARE CALLED

        mov     AX,2                ;Write Mode 2
        push   AX                  ;push parameter onto stack
        call   [pSWrMd]

        mov     AX,1                ;Read Mode 1
        push   AX
        call   [pSRdMd]

        sub     AX,AX              ;Write Mode 0
        push   AX
        call   [pSWrMd]

        sub     AX,AX              ;Read Mode 0
        push   AX
        call   [pSRdMd]

        assume DS:nothing
@@:     ret

Demo    endp

_TEXT  ends

StatTEXT segment word public 'CODE'
        assume CS:StatTEXT

EWrMode proc    far

        push   BP                  ;BP must be preserved
        mov    BP,SP              ;BP used for variable address
        push   DS
        push   ES
        push   AX
        push   BX
        push   DX

```

```

mov     AX,status           ;Set DS to status seg
mov     DS,AX
assume DS:status

les     BX,pPTCur         ;put Parm Table Entry
                           ;in ES:BX
mov     AL,byte ptr [BP+6] ;get low byte of New
                           ;Mode from parameter
                           ; stack
and     AL,11b            ;Mask Write Mode to
                           ;2 bits
mov     CurWrMd,AL        ;Save new Write Mode
mov     AH,ES:[BX+GMODEREG] ;Get Default Gr
                           ;Mode Reg
and     AH,11110100b      ;Mask out Read/Write
                           ;Modes
or      AH,AL             ;Set New Write Mode
or      AH,CurRdMd        ;Set Last Read Mode

mov     DX,3ceh           ;Graphics Controller
mov     AL,5              ;Mode Register
out     DX,AX

pop     DX
pop     BX
pop     AX
pop     ES
pop     DS
assume DS:nothing,ES:nothing

pop     BP
ret     2                  ;return and pop parm

EWrMode endp

ERdMode proc far

push   BP                 ;BP must be preserved
mov    BP,SP              ;BP used for variable address
push   DS
push   ES
push   AX
push   BX
push   DX

mov    AX,status         ;Set DS to status segment
mov    DS,AX
assume DS:status

```

```

    les     BX,pPTCur           ;put Parm Table Entry
                                ;in ES:BX
    mov     AL,byte ptr [BP+6]  ;get low byte of New
                                ;Mode from parameter
                                ;stack
    and     AL,1b               ;Mask Read Mode to 1 bit
    shl     AL,1               ;Shift it into position
    shl     AL,1
    shl     AL,1
    mov     CurRdMd,AL          ;Save new Read Mode
    mov     AH,ES:[BX+GMODEREG] ;Get Default Gr
                                ;Mode Reg
    and     AH,11110100b       ;Mask out Read/Write
                                ; Modes
    or      AH,AL               ;Set New Write Mode
    or      AH,CurWrMd         ;Set Last Write Mode

    mov     DX,3ceh            ;Graphics Controller
    mov     AL,5                ;Mode Register
    out     DX,AX

    pop     DX
    pop     BX
    pop     AX
    pop     ES
    pop     DS
    assume DS:nothing,ES:nothing

    pop     BP
    assume DS:nothing
    ret     2

ERdMode  endp

VWrMode  proc    far

    push   BP                  ;BP must be preserved
    mov    BP,SP              ;BP used for variable address

    push   AX
    push   DX

    mov    DX,3ceh            ;Graphics Controller
    mov    AL,5                ;Mode Register
    out    DX,AL
    inc    DX                  ;Point to indexed register
    in     AL,DX              ;Get current Setting
    and    AL,11111100b       ;Mask Off Write Mode

```



```

mov     AH,byte ptr [BP+6] ;get low byte of New
                                ;Mode from parameter
                                ;stack
and     AH,11b                ;Mask Write Mode to 2 bits
or      AL,AH                ;combine new mode w/ old data
out     DX,AL                ;write out new setting

pop     DX
pop     AX

pop     BP

assume  DS:nothing
ret     2

VWrMode endp

VRdMode proc far

push   BP                    ;BP must be preserved
mov    BP,SP                ;BP used for variable address

push   AX
push   DX

mov    DX,3ceh              ;Graphics Controller
mov    AL,5                 ;Mode Register
out    DX,AL
inc    DX                   ;Point to indexed register
in     AL,DX                 ;Get current Setting
and    AL,11110111b        ;Mask Off Read Mode
mov    AH,byte ptr [BP+6] ;get low byte of New
                                ;Mode from parameter
                                ;stack

and    AH,1b                ;Mask Read Mode to 1 bit
shl    AH,1                 ;Shift it into position
shl    AH,1
shl    AH,1
or     AL,AH                ;combine new mode w/ old data
out    DX,AL                ;write out new setting

pop    DX
pop    AX

pop    BP

assume  DS:nothing
ret    2

```

```

VRdMode   endp

VidInit   proc    far

            push   DS
            push   ES
            push   AX
            push   BX

            mov    AX,status
            mov    DS,AX
            assume DS:status

            mov    AType,Unknown;default type

            mov    AX,1a00h           ;return display code
            int    10h                ;AL will be 1ah
                                       ;if supported

            cmp    AL,1ah
            jne    not_vga

            cmp    BL,7                ;mono VGA=7
            jnb   not_vga

            cmp    BL,8                ;color VGA=8
            jnb   not_vga

            mov    AType,VGA

            mov    AX,data
            mov    ES,AX
            assume ES:data

            mov    word ptr ES:psRdMd,offset VRdMode
            mov    word ptr ES:psRdMd[2],StatTEXT
            mov    word ptr ES:psWrMd,offset VWrMode
            mov    word ptr ES:psWrMd[2],StatTEXT

            jmp    GTdone

not_vga:   mov    AH,12h                ;Get EGA Information
            mov    BL,10h
            int    10h

            cmp    BL,10h              ;EGA will change BL
            je     not_ega

```

```

mov     AType, EGA
mov     AMem, BL
mov     DispType, L350

cmp     CL, 0011b      ;is it a 350 line display?
je      @F
cmp     CL, 0100b
je      @F
cmp     CL, 0101b
je      @F
cmp     CL, 1001b
je      @F
cmp     CL, 1010b
je      @F
cmp     CL, 1011b
je      @F

mov     DispType, L200

@@:     ;GET THE ADDRESS OF THE PARAMETER TABLE
mov     AX, 40h        ;BIOS Save Area
mov     ES, AX
assume  ES:BIOS
les     BX, SaveTblPtr ;put address of Save
                        ;Table in ES:BX

assume  ES:nothing
les     BX, ES:[BX]   ;put address of Parameter
                        ;Table in ES:BX

;SAVE THE ADDRESS OF THE PARAMETER TABLE
mov     word ptr pParmTbl, BX
mov     word ptr pParmTbl[2], ES

mov     AX, data
mov     ES, AX
assume  ES:data

mov     word ptr ES:psRdMd, offset ERdMode
mov     word ptr ES:psRdMd[2], StatTEXT
mov     word ptr ES:psWrMd, offset EWrMode
mov     word ptr ES:psWrMd[2], StatTEXT

jmp     GTdone

not_ega:
GTdone: pop     BX
        pop     AX
        pop     ES
        pop     DS

```

```

        assume    DS:nothing,ES:nothing

        ret

VidInit  endp

ChkMode  proc      far

        push     AX
        push     BX
        push     DS
        push     ES

        mov      AX,status
        mov      DS,AX
        assume   DS:status

        mov      AH,0fh    ;Read Mode
        int      10h
        and      AX,007fh  ;clear AH and the
                           ;screen save bit

        mov      Mode,AX

        ;MODE # IN AL
        ;USE MODE # TO DETERMINE PARM TABLE ENTRY
        cmp      AType,EGA
        jne      CMDone

        cmp      AL,0fh    ;Is it a hi-res graphics mode?
        jb      @F        ; No, skip next section
        cmp      AMem,0    ;Is More than 64K installed?
        je      @F        ; No, skip next section

        ;ADJUST MODE POINTER FOR 64K
        add      AL,2

@@:      cmp      AL,3      ;Is it a color text mode?
        ja      @F        ; No, skip this section
        cmp      DispType,L350 ;Is display 350 lines?
        jne      @F        ; No, skip this

        ;ADJUST MODE POINTER FOR 350 LINE DISPLAY
        add      AL,13h

@@:      mov      BL,40h    ;size of Parm Table Entry
        mul      BL        ;offset in Parm Table
        add      AX,word ptr pParmTbl
        mov      BX,AX     ;put current offset in BX
        mov      word ptr pPTCur,AX ;save it

```

```

mov     AX,word ptr pParmTbl[2]
mov     ES,AX                               ;get segment
assume  ES:nothing
mov     word ptr pPTCur[2],AX

mov     AL,ES:[BX+GMODEREG] ;get default
                                ;Mode Reg

mov     AH,AL
and     AL,11b           ;Mask off Write Mode
and     AH,100b         ;Mask off Read Mode
mov     CurWrMd,AL      ;set Write Mode to default
mov     CurRdMd,AH      ;set Read Mode to default

CMdone: pop     ES
        pop     DS
        assume  DS:nothing,ES:nothing

        pop     BX
        pop     AX

        ret

ChkMode endp

SetMode proc     far

        push    BP           ;Save BP
        mov     BP,SP       ;Set BP for Parameter Address
        push    AX

        mov     AX,[BP+6]   ;Get Mode from parm stack
        sub     AH,AH       ;Function Call 0 (Set Mode)
        int     10h

        call    ChkMode     ;Set mode specific parameters

        pop     AX
        pop     BP
        ret     2

SetMode endp

StatTEXT ends

stack   segment stack 'STACK'

        db     64 dup ('stack****')

stack   ends

```

```
end      main
```

The Alpha Mode Auxiliary Table

The Alphanumeric Auxiliary Table (addressed through the BIOS Save Area) defines defaults for a user-defined, memory-resident alphanumeric character set. These values (and the corresponding character set) are automatically loaded immediately following every mode set.

Offset	Size	Description
0	1 byte	Character size (scan lines) in font table
1	1 byte	Font table (0-3 EGA, 0-7 VGA)
2	1 word	Number of characters in the font table
4	1 word	First ASCII code defined by the font table
6	1 double word	Font table address (in first 640K RAM)
10	1 byte	Number of text lines on the display. If set to ffh, BIOS will use as many lines as possible to fill the display
11-?	1 byte	A list of all modes this character table supports. The last entry should be ffh to designate the end of the list.

The CHFONT.ASM program below illustrates the use of the Graphics Mode Auxiliary Table. It is similar to the example for BIOS Function Call 11h in Chapter 4. However, the CHFONT program survives mode changes. After running the program, type a few e's at the DOS prompt to see the change. Note that CHFONT affects modes 0, 1, and 2 (the program switches to mode 2 before terminating). If you type **MODE CO80** (or **MODE MONO**) at the prompt, "e" will return to normal. And, **MODE CO40** will change the "e" to the new definition. If you have a monochrome monitor on an EGA, you should add "7" to the mode list (but you will have to reboot to return the "e" to normal).

```
.ALPHA
```

```
;Use alphabetic assignment so we can easily control
;segment load order with names (AA_, AB_, ZA_,
;ZB_, etc).
```

```
BIOS      segment at 40h

          org      0a8h
```

```
SaveTblPtr dd ?
```

```
BIOS ends
```

```
;THIS IS THE START OF THE RESIDENT SECTION (DATA ONLY)
```

```
Res group AA_res_data
AA_res_data segment word public 'RES_DATA'
```

```
SaveTbl dd 7 dup (0)
STend label byte
```

```
SaveTbl2 dw ? ;Size
          dd 7 dup (0)
ST2end label byte
```

```
AlphaAux db 14 ;Scan Lines in 1 char
          db 0 ;font table 0
          dw 1 ;1 char in table
          dw 65h ;start with character "e"
          dd ch_tble
          db 0ffh ;use max display lines
                    ;= 25 on EGA
                    ;= 28 on VGA
          db 0,1,2,0ffh ;modes 0, 1, and 2
          db 15 dup (?) ;reserve extra space
```

```
ch_tble db 00000000b
         db 00000000b
         db 00000000b
         db 00000000b
         db 00000000b
         db 00000000b
         db 11111110b
         db 10000000b
         db 11111110b
         db 10000000b
         db 11111110b
         db 00000000b
         db 00000000b
         db 00000000b
```

```
AA_res_data ends
```

```
;THIS IS THE START OF THE NON-RESIDENT SECTION
```

```
Non_Res Group ZA_1_data,ZB_load_code,ZC_stack
ZA_1_data segment para public 'DATA'
```

```

;NOTE THE PARAGRAPH ALIGNMENT -- PREVENTS
;OVERLAP OF RES AND NON_RES

```

```

PSP      dw  ?

```

```

ZA_1_data ends

```

```

ZB_load_code  segment byte public 'CODE'
               assume  CS:ZB_load_code,DS:nothing,ES:nothing

```

```

main         proc      far

               push     DS
               sub      AX,AX
               push     AX

               mov      AX,ZA_1_data
               mov      ES,AX
               assume   ES:ZA_1_data

               mov      ES:PSP,DS ;save PSP for TSR

               mov      AX,BIOS
               mov      DS,AX
               assume   DS:BIOS

               lds      SI,SaveTblPtr ;put Save Table
                                   ;pointer in DS:SI
               assume  DS:nothing

               mov      AX,AA_res_data
               mov      ES,AX
               assume   ES:AA_res_data

               mov      DI,offset SaveTbl   ;ES:DI points to
                                   ;the new Save Table
               mov      CX,STend-SaveTbl   ;Table size in bytes
               rep      movsb                ;copy the table

               sub      SI,0ch   ;move pointer to Secondary Ptr
               lds      SI,[SI]  ;DS:SI points to Secondary Ptr
               assume   DS:nothing

               mov      AX,DS
               cmp      AX,0      ;if the pointer is not 0
               jne      @F        ; copy Secondary Table
               cmp      SI,0
               jne      @F
               jmp      skip_cpy  ; otherwise, skip copy

```



```

                                ; i.e. EGA = 0

@@:    mov     CX,[SI]           ;get size of table
        add     SI,2
        cmp     CX,ST2end-SaveTbl2 ;is our area
                                           ;big enough?
        ja      skip_cpy        ; no, skip
                                           ; secondary copy

        mov     DI,offset SaveTbl2 ;ES:DI points to
                                           ;the new Secondary
                                           ;Save Table

        rep     movsb

skip_cpy: ;PUT THE NEW CHARACTER ADDRESS IN THE SAVE TABLE
           ;ALPHA MODE AUXILIARY POINTER (DOUBLE WORD 3,
           ;OFFSET 4)
        mov     word ptr ES:SaveTbl[8],offset AlphaAux
        mov     word ptr ES:SaveTbl[10],ES

           ;NOW THAT THE TABLES ARE SET, WE MUST CHANGE THE
           ;SAVE TABLE POINTER

        mov     AX,BIOS
        mov     DS,AX
        assume  DS:BIOS                ;DS:SI old Save
        mov     SI,offset SaveTblPtr   ;Table Pointer

        mov     DI,offset SaveTbl      ;ES:DI new Save
                                           ;Table Pointer

        sti                    ;don't allow interrupts
        mov     [SI],DI             ;change old pointer to new
        mov     [SI+2],ES ;pointer
        cli                    ;allow interrupts

        mov     AX,2                ;Mode 2
        int     10h                 ;use new character set

        mov     AX,ZA_1_data
        mov     DS,AX
        assume  DS:ZA_1_data

           ;Free the environment segment
        mov     BX,PSP              ;get PSP segment
        mov     ES,BX
        assume  ES:nothing
        mov     ES,ES:[2ch]        ;get Env seg
        assume  ES:nothing

```

```

        mov     AH,49h           ;free memory block (ES)
        int     21h

        ;Make the data area resident
ResEx:  mov     BX,PSP           ;put seg of PSP in BX
        mov     DX,Non_Res      ;find the size in
        sub     DX,BX           ;paragraphs
        mov     AX,3100h
        int     21h
        ret

NoResEx:
        ret
        assume DS:nothing,ES:nothing

main    endp

ZB_load_code    ends

ZC_stack segment stack 'STACK'

                db 15 dup ('ResStack')
                stckend dw 0

ZC_stack ends

end      main

```

The Secondary Alpha Mode Auxiliary Table has a slightly different organization than the Alpha Mode Auxiliary Table. Note that the secondary table must contain definitions for all 256 characters.

Offset	Size	Description
0	1 byte	Character size (scan lines) in font table
1	1 byte	Font Table (0-3 EGA, 0-7 VGA)
2	1 byte	Not Used
3	1 double word	Font table address (in first 640K RAM)
4-?	1 byte	A list of all modes this character table supports. The last entry should be ffh to designate the end of the list.

The Graphics Mode Auxiliary Table

The Graphics Mode Auxiliary Table (addressed through the BIOS Save Area) defines defaults for a user defined, memory-resident graphics mode character set. These values (and the corresponding character set) are automatically loaded immediately following every mode set. Unlike the Alpha Mode Auxiliary Table, the Graphics Mode Auxiliary Table must have data for all 256 characters.

Offset	Size	Description
0	1 byte	Character rows displayed on screen
1	1 word	Character size (scan lines) in font table
3	1 double word	Font table address
7-?	1 byte	A list of all modes this character table supports. The last entry should be ffh to designate the end of the list.

DCC Table

The DCC (Display Combination Code) Table lists the legal adapter pair combinations. Each adapter/display combination has a numeric code (its DCC): 0 = no display, 1 = MDA, 2 = CGA, 4 = Color EGA, 5 = Monochrome EGA, 6 = PGC (Professional Graphics Controller), 7 = Monochrome VGA, 8 = Color VGA. Each legal pair forms one entry (two bytes long). Thus an entry of 4,1 tells us that a Color EGA and MDA may co-exist without address conflicts.

Offset	Size	Description
0	1 byte	Number of Entries (Size = 2 * Entries + 4)
1	1 byte	Table Version Number
2	1 byte	Maximum Legal DCC
3	1 byte	Not Used
4-?	2 bytes	Entry 1 through Entry ?

User Palette Profile Table

The User Palette Profile Table allows you to customize both the Attribute Controller palette and DAC palette every time the mode is reset. Its operation is similar to that of the Auxiliary Tables, which modify the character sets. The Attribute register table is simply a list of byte values for each attribute register

programmed. The DAC table uses three bytes per DAC register (one each for red, green, and blue).

Offset	Size	Description
0	1 byte	Underlining flag (1 = always use underline, 0 = use the standard default, 0ffh = Never use underlining)
1	1 byte	Not Used
2	1 word	Not Used
4	1 word	Number of Attribute registers to set
6	1 word	First Attribute register to modify
8	1 double word	Address of Attribute register table
ch	1 word	Number of DAC registers to set
eh	1 word	First DAC register to modify
10h	1 double word	Address of DAC register table
14-?	1 byte	A list of all modes these palette tables support. The last entry should be ffh to designate the end of the list.

Additional BIOS RAM Areas

In addition to the tables and pointers, BIOS also stores two information bytes in segment 40h. The first byte (INFO) is located at offset 87h, and the second (INFO_3) at 88h. INFO has the following structure (from LSB to MSB):

Bit	Description
0	1 means that CGA cursor emulation is disabled (all references to cursor lines are taken literally)
1	1 means the EGA is using monochrome monitor
2	1 makes BIOS wait for a vertical retrace before performing certain functions (BIOS clears this bit to 0 after each usage)
3	1 means the EGA is not the active display
4	Not used
5-6	Installed memory 0=64k, 1=128K, 2=192K, and 3=256K
7	1 means the high bit was set on the last mode reset

INFO_3 has the following structure:

Bit	Description
0-3	Reflects the switch settings on the adapter card (primary and secondary displays)
4-7	Setting of the feature control bits (see the description of the Feature Control register)

Checking Display Type (BIOS Save Area) for All Adapters

There are several steps required to detect the type of display connected to the EGA. After the presence of the EGA has been established, you should find which display is active, since there may be more than one display adapter in the computer. This can be done by checking the equipment flag located at 0040:0010h. If bits 4 and 5 (30h) are set, a monochrome display is active. You should then determine whether the EGA is connected to a color or monochrome display. Subfunction 10h of Function Call 12h is one way of returning this information (a value of 1 in BH denotes a monochrome monitor, 0 means a color monitor).

In many cases, simply knowing whether a monochrome or color monitor is attached is sufficient. However, if a color monitor is attached, you may want to determine whether it is an ECD. The display type should be read off the EGA's switches (this is the method used by the EGA BIOS). Again, subfunction call 10h of Function Call 12h is useful for this purpose — the switch settings are returned in CL (note that CH contains the feature bit settings). If the switch settings are 3 or 9, an ECD is attached and operating in 350-line mode. A complete listing of switch settings can be found in the Function Call 12h description (Chapter 4).

EGA Compatibles

The large numbers of EGA and VGA compatibles create several complications for programmers. Among the issues to be considered are whether to support extended modes, how compatible the various adapters are to the IBM implementation, and which adapter to use for application development.

Many manufacturers of EGA compatibles have extended the features of the EGA by emulating other adapters (such as the Hercules card), adding full CGA compatibility, and implementing autoswitch technology (to automatically select the proper adapter emulation). Several of the earlier cards expanded the definition of the EGA into higher resolution modes. Unfortunately, various expansion methods have been used over the past few years. Some expanded EGA's included drivers (or BIOS replacements) which emulate the VGA, and most programming concerns become a simple matter of addressing more memory. Note

that a large number of the early VGA compatibles are really VGA BIOS compatibles (not register compatibles), hence the registers are not readable as in a true VGA compatible.

Sometimes, subtle timing differences between cards can make applications crash for no apparent reason — this is especially apparent during mode changes or programming several registers. Often, a simple delay will solve the problem. IBM recommends that successive accesses to the same I/O port be separated by a `JMP SHORT $+2` instruction to allow the port time to recover on systems with fast processors. It is likely you will never need to resort to this method unless you use extensive register programming, but it is certainly something to bear in mind as a possible trouble spot (in many cases, timing problems can be alleviated by changing the order when a sequence of ports is used).

Most of the newer VGA compatibles are extremely compatible. The incompatibilities that do exist usually show up in unusual circumstances or registers which are not typically accessed. For most programming work, just about any VGA currently on the market would be acceptable. If you want to work with Super VGA, you should look for an adapter which follows with the VESA BIOS standards, but be aware that there are differences in VESA memory access when the resolution exceeds 800 x 600.

If you are pushing the VGA to its limits, I would recommend working with several different adapters. An IBM, Headland Technology (Video Seven), and Western Digital (Paradise) adapter, along with one of the other major vendors, would cover a broad spectrum of different hardware architectures: especially VESA Window modes. The Headland Technology adapters use a Single Window, Western Digital will use Non-overlapping Windows (not yet available), and most of the other vendors use Overlapping Windows.

You should also consider the availability of technical information. For example, the Technical Documentation for the Headland Technology VGA's is \$25, and there are several unique features that could boost the performance of your applications. But, you will need to write routines which detect a Headland Technology adapter and enable the features. A few other vendors have technical documentation available, but several consider it proprietary information.

The primary advantage of the IBM adapter is as a benchmark control. If you have both a compatible and IBM VGA for testing purposes, you are much more likely to catch some of the subtle incompatibilities in the development stage (especially if you work with the built-in VGA on Micro Channel machines). However, this should be a consideration only if you are using some of the more unusual features (such as custom modes). The availability of ROM listings for \$9.95 (part number 6280131 in the IBM Technical Directory, which can be ordered from IBM at 800-426-7282) made the IBM EGA an attractive option. On a very few occasions, I was able to find bugs in my programs by tracing through the interrupts while going through the ROM listings — something that is not possible with non-IBM adapters. But, this is no longer an advantage with the VGA, since IBM does not publish ROM listings for its PS/2 products.

Displays

Several types of displays are available for all of the various graphics systems on the market. You may want to consider issues beyond simple VGA compatibility when selecting a monitor. A better understanding of display hardware can help you make a good choice and can also improve your understanding of the adapter. Several factors influence the quality of a display, including the interface type (composite, digital, or analog), the scanning speed, and the dot pitch; some of these factors are interrelated. We will begin with a discussion of the interface and then trace through the beam's path, introducing factors as they become relevant.

The CGA supports either a composite or RGB monitor. The composite monitor receives an analog signal like that used for televisions. Composite signals are formed by combining the red, green, and blue signals (along with synchronization information) at the adapter and then separating the signals at the monitor. The advantage of a single signal is that it can be transmitted over a single cable. While this may work well for broadcasting purposes, the problems of accurately separating the color information limits the resolution. Composite monitors are not directly supported by the EGA.

RGB monitors receive the signals for red, green, and blue on different lines. The Color Display and ECD are digital RGB monitors, which simply means that each pin on the connector is either on or off. The original IBM Color Display used three pins for the colors, and a fourth pin to select intensity. The Enhanced Color Displays use six pins (two for each color). One pin for each color signals a low-intensity beam, and the other signals a medium-intensity beam. Both can be combined to form a high-intensity beam, giving four intensities (including off) for each color. With three colors in four intensities, a total of 64 colors ($4 \times 4 \times 4$) is possible. Note that the IBM monochrome monitor

uses the same technique as an RGB, but it has only one pin for single color, and one pin for intensity. With digital monitors, increasing the number of available colors requires increasing the number of pins.

In addition to the color signals, there are pins for a ground, and horizontal and vertical retrace signals (more on this later). The monochrome, CGA, and ECD displays all use a nine-pin connector. Unfortunately, other adapters may use the same type of connector (Token Ring cards, for example), so it is difficult to distinguish one adapter from another by simply looking at the back of a computer.

The Standard Color Graphics Monitor Pin Assignments:

- 1 Ground
- 2 Ground
- 3 Red
- 4 Green
- 5 Blue
- 6 Intensity
- 8 Horizontal Retrace
- 9 Vertical Retrace

The Enhanced Color Display Pin Assignments:

- 1 Ground
- 2 Red' (low)
- 3 Red (medium)
- 4 Green (medium)
- 5 Blue (medium)
- 6 Green' (low)
- 7 Blue' (low)
- 8 Horizontal Retrace
- 9 Vertical Retrace

The Monochrome Display Pin Assignments:

- 1 Ground
- 2 Ground
- 6 Intensity
- 7 Normal Video
- 8 Horizontal Retrace
- 9 Vertical Retrace

All digital monitors use a signal level of 0-5 volts. This is often called TTL (Transistor to Transistor Logic). Thus, you may hear people refer to either Dig-

ital or TTL Monitors. With the introduction of the Personal System/2 series of computers, IBM announced analog RGB monitors. Like digital RGB monitors, the red, green, and blue signals are transmitted on separate lines. However, the intensity of each signal is controlled by the voltage on each line, and thus only three lines are necessary (although each color has its own ground line, raising the number of pins to two per color).

When large numbers of colors are required, the connector for an analog RGB monitor is much simpler than for a digital monitor. Note, however, that the VGA uses a 15-pin connector (thus clearly designating the video output at a quick glance). The number of displayable colors on an analog monitor is essentially infinite — limited by the adapter's ability to generate different voltages, and your eyes' ability to distinguish different intensities. In addition to the color and color ground pins, the VGA connector has two additional grounds, two monitor-type pins (one color and one monochrome), and horizontal and vertical retrace pins. On the female connector, the hole for pin 9 is blocked to prevent other 15-pin cables from fitting. Note that although the VGA has a separate ground for each color, many monitors use a common ground for all signals (for example, a monitor may have a nine-pin connector and a nine- to fifteen-pin converter at the VGA end of the cable).

The Analog Monitor Pin Assignments:

1	Red (none on Monochrome)
2	Green (Monochrome Signal)
3	Blue (none on Monochrome)
5	Ground
6	Red Ground
7	Green Ground (Monochrome Ground)
8	Blue Ground
9	Blocked (Key for monitor)
10	Ground
11	Color Detect (Grounded on Color Monitor)
12	Monochrome Detect (Grounded on Monochrome Monitor)
13	Horizontal Retrace
14	Vertical Retrace

Composite and RGB define only the interface between the adapter and the display. Beyond the interface, there are several methods for creating displayed image. All standard PC monitors use a raster-scan display to create the image. In a raster-scan display, the position of three electron beams (one for monochrome displays) is continually sweeping across the surface of the tube. The tube's surface is coated with phosphors that glow when struck by electrons (and for a short time thereafter), and, of course, each beam may be turned on in order to light a phosphor or off to leave it black.

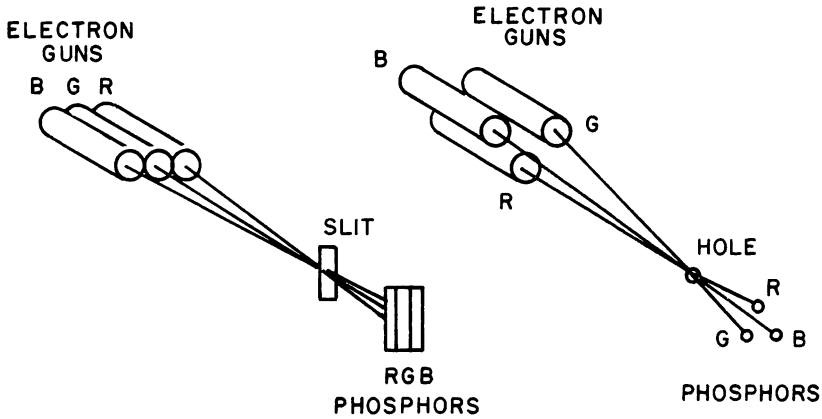
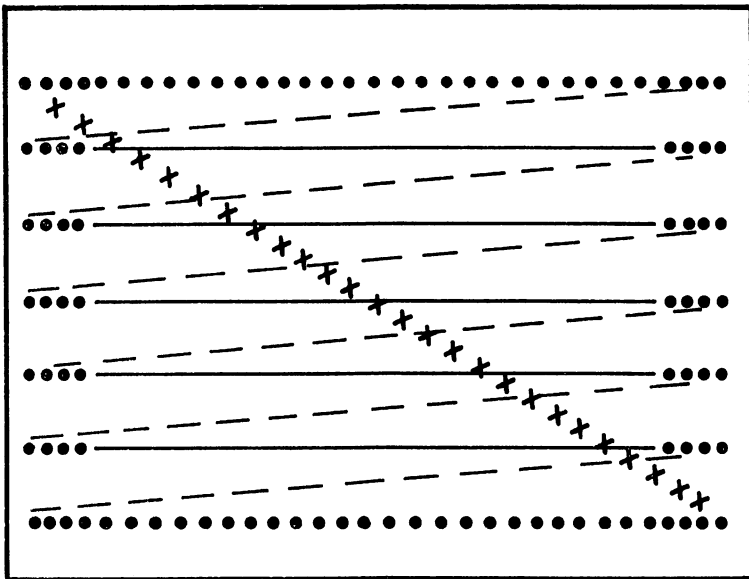


Figure 14-1 Electron gun arrangements.

A color monitor's phosphors may be arranged in one of two ways — in-line or triad (See Figure 14-1). A triad consists of red, green, and blue phosphor dots (and three electron guns) arranged as a triangle. An in-line system uses red, green, and blue phosphor vertical lines (and the three electron guns) arranged horizontally. The triad is the most common arrangement. A mask between the phosphors and the electron guns allows each gun to illuminate only one color of phosphor when the guns are properly aligned.

The electron beam scans the phosphor-coated screen from left to right and top to bottom. The period during which the beams return to the left is known as the horizontal retrace. During most of the retrace, the guns must be turned off to prevent writing in the active display area (the area which contains the actual character and/or graphics data); this is known as horizontal blanking. The area immediately surrounding the display area, in which the beam may be turned on during the retrace interval, is called the overscan (or border). The active display area is the portion of the screen that contains characters and/or graphics. These components of the scan are shown in simplified form in Figure 14-2.

During the horizontal display interval, the frequency with which the beam can be turned on and off (the dot clock frequency) determines the horizontal resolution of the adapter. It is fairly easy to increase the horizontal resolution simply by increasing the dot clock rate, and several of the VGA-compatible cards implement 132-column modes through this method. Of course, the display must have a small enough phosphor dot so that the different pixels can be distinguished. The size of the triad; i.e., the size of the hole in the mask, is known as the dot pitch. Generally, the smaller the dot pitch, the better the



- ACTIVE DISPLAY AREA
- OVER SCAN
- - - - HORIZONTAL RETRACE (BLANKING)
- XXXXX VERTICAL RETRACE (BLANKING)

Figure 14-2 Simplified scan diagram.

quality of the display. Note that the actual phosphor size is not directly related to the pixel size. A pixel could consist of several phosphor triads or vice versa. Often, the area around a white character or pixel may appear reddish, bluish, or greenish, because only a fraction of a triad is illuminated.

After a horizontal scan has been completed, the beam is moved to the next line during the horizontal retrace (this applies to non-interlaced monitors; televisions and some monitors are interlaced so that every other line is displayed, and two vertical passes are required to complete one full image). This sequence continues until the last line, at which point the vertical retrace begins. The vertical retrace is similar to the horizontal retrace; the electron guns may be enabled through a small overscan area and then turned off (vertical blanking) as the beam returns to the top left corner of the screen.

The vertical resolution depends on two rates — the horizontal frequency and the vertical frequency. Higher horizontal sweep frequencies allow more lines to be displayed during each vertical cycle. Likewise, a longer vertical interval (lower vertical frequency) allows more horizontal lines to be displayed. However, if the vertical frequency becomes too low, the display will flicker. Most

people can detect flicker when the rate drops below 60 Hz, and thus most displays use vertical frequencies of about 60 Hz (the monochrome display is 50 Hz, the ECD is 60 Hz, and the PS/2 displays use 70 Hz for all but the 480-line modes, which use 60 Hz).

Most monitors can tolerate some variation in horizontal and vertical frequencies. Several manufacturers sell displays that will automatically adjust to wide variations in frequencies. These multisynchronous displays help ensure that future adapters with higher frequencies will work with the monitors. Of course, there are no guarantees; a monitor designed for a digital interface does not adapt well to analog usage, since it is not capable of generating all of the possible colors (without modifying the interface). It is fairly simple to convert a digital signal to an analog equivalent, so a multisynchronous analog display is the most flexible option at this time.

The entire display must be scanned rapidly enough that the image does not flicker. As the scan rate increases, more pixels may be displayed during a given time interval, thereby increasing the resolution. ECD's support two scan rates: 15.75 kHz (the same as the standard color display) and 21.8 kHz. Several multiscan monitors are available that match their scan rate to that of the display adapter. Many of these displays have a maximum scan rate in the 35 kHz range, supporting resolutions up to about 800 x 600. In some cases, a slower scan rate is used with long-persistence phosphors. Long-persistence phosphors glow for a longer time after being struck by the electrons and thus do not flicker with lower scan rates, but they tend to make the screen hard to read during scrolling. The monochrome display is a good example of a monitor that uses a long-persistence phosphor, although some companies use long-persistence phosphors in color displays.

To support all of the different combinations of monitors and resolutions, the adapter sets registers in the CRTC which control the horizontal and vertical scans. Let's look at an example for EGA mode 10h on a 256K adapter (EGA is simpler than VGA, which has additional bits scattered throughout the CRTC registers). You can reference the registers (and values for other EGA modes) in Chapter 9.

First, the register settings:

Horizontal

Total (Index 0)	5bh
Display Enable (Index 1)	4fh
Start Blanking (Index 2)	53h
End Blanking (Index 3)	37h (17h count, 1 delay)
Start Retrace Pulse (Index 4)	52h
End Retrace (Index 5)	00 (0 count, 0 delay)

Vertical

Total (Index 6)	6ch
Overflow (Index 7)	1fh (1 overflow for Total, Display Enable End, Retrace Start, Start Blanking)
Retrace Start (Index 10h)	5eh
Retrace End (Index 11h)	2bh (11 retrace end)
Display Enable (Index 12h)	5dh
Start Blanking (Index 15h)	5fh
End Blanking (Index 16h)	0ah

The horizontal values are all in character (byte) counts. So, the counting starts at 0 and ends with the total plus one, 92 (5bh+1), for a total of 93 character clocks. Note that the VGA uses the total plus four. The display is enabled from 0 to 79 for a total of 80 characters (and 8 bits per character for 640 pixels). Next, we start the retrace at 82, 3 characters after the display area. The blanking (the end the overscan) begins one character later at 83. The end of the retrace and blanking use only the low bits of the character count. When the low 5 bits match 17h at count 87 (57h) the blanking ends and the left overscan begins. When the low 5 bits are next 0 at 96 (60h) the horizontal retrace ends. But, the count never reaches 96 — the total is 92 and then rolls over to 0, matching the Retrace End. Thus, the retrace ends when the next interval begins. But, this isn't enough time for the EGA to get ready for the next scan, so it sets a one count delay through the End Horizontal Blanking Register.

We can check these values against the monitor timing. The high resolution ECD horizontal scan rate is 21.85 KHz. This means one scan takes 45.8 μ s. This is divided into 93 character clocks of .49 μ s. The retrace interval is 10 clocks or 4.9 μ s, which matches the specifications (imagine that!). Note that the blanking interval is only 4 clocks or 2.0 μ s which occur during the retrace interval.

The vertical retrace works similarly. However, the counting unit is lines rather than characters. The overflow register contains high bits for the other registers since 8 bits has an upper limit of 256, and we need 350 lines. So, I will simply add the overflow onto each example. The counting starts with 0 and ends with 364 (16ch) for a total 365 lines. The display enable runs from 0 to 349 for a total of 350 lines. The retrace begins on the next count (350), and is immediately followed by the blanking interval (351). When the low bits match 0ah at 362 (16ah) the blanking interval ends, and the top overscan begins. When the low 4 bits of the retrace match 11 at 363 (16bh) the retrace ends. Finally, after reaching 364, the cycle begins again.

The vertical scan rate for the ECD is 60 Hz. Each scan thus takes 16.7 ms. For 365 lines, this is .0458 ms per line. The retrace interval lasts 13 lines for a total of .595 ms. The blanking interval, which includes the retrace, lasts 11 lines for a total of .504 ms. Programmers usually refer to the entire non-display

interval (including the overscan, blanking, and retrace) as the vertical retrace: in this case, 14 lines or .641 ms.

The CPU is usually given access to the display memory during the retrace and blanking periods, and the CRT is given access during the actual scan. If the CPU writes memory while the CRT is reading, snow will appear on the screen. The EGA's Sequencer registers control CRT and CPU memory access to prevent such conflicts from occurring. In fact, the Sequencer will even allow the CPU to write during the scan when the CRT is not accessing memory. During a scan in the high-resolution modes, the CRT has access to memory for four of every five cycles, and the CPU has access during the remaining cycle. This scheme prevents the CPU from writing at its fastest speed, but it is faster and more efficient than waiting for the retrace.

When selecting a color monitor, you should first decide whether you need an analog or digital. Then you should select between a multisynchronous or fixed scan rate monitor. If you have an IBM VGA, a fixed rate will be cheaper. But, if you want to use Super VGA modes, you should look at a multisynchronous model. You will find variations between multisynchronous scan rates, too. Namely, the maximum scan rate (and hence maximum resolution). You should also look at the screen size and make sure it is not too small for your needs. Usually, size increases with the scan rate.

At the highest resolutions, 1024 x 768 and above, you must decide whether an interlaced display is acceptable. Interlaced displays are cheaper, but the flicker can be very annoying to some people. Note that interlaced displays require matching adapters, since not all adapters support interlaced operations.

After selecting the type of monitor, it is important to examine the quality — especially if you will be using the monitor for extended periods. How clearly are the characters formed at your typical viewing distance (and are they large enough for you)? Do room and window lights glare off the screen (many screens have an etched surface to prevent glare)? Are the colors true? Colors are perhaps the trickiest aspect, since individual tastes vary widely. Try experimenting with different settings. You should also use your software to examine the colors in both text and graphics modes, since they are sometimes different (especially if some of your programs change the palette).

Programming Tricks and Traps

Those Nasty Write-only EGA Registers

Remember that most EGA Registers are write-only. The most common question I get asked is, "Why isn't this program returning the right value when I read the register?" If the program is running on an EGA (or an early extended EGA emulating a VGA), most of the registers return garbage. The best you can do is track the current values in your program, or read the defaults from the parameter table (see Chapter 13). If you use BIOS calls to set the palette, you can use the Palette Save Area to store the current settings (also in Chapter 13).

Monochrome VGA's

Monochrome VGA's also cause some confusion — especially to programmers familiar with the MDA, CGA, and EGA. Unlike the earlier adapters, monochrome VGA's can use color modes (and color VGA's can use monochrome modes). Hardware, such as the display memory and I/O addresses, follow the mode number rather than the display type. Thus, a monochrome VGA in mode 3 will use 3d? port addresses and the display memory address starting at b800h.

Modifying the EGA BIOS Interrupt

Portions of the EGA BIOS make use of recursive calls — some of these recursions only occur in rare circumstances. One example of this is the alternate

font-loading routine. When an alternate font is loaded, a mode reset is performed via a function call to INT 10h. When writing programs that add functions to such routines, it may be important to trace these iterations (especially if your routines must run after the original call; e.g., to fix bugs in the ROM). One method for doing this follows: create a memory variable with an initial value of 0, increment the variable before calling the original ROM routines, and decrement the variable each time the routine is exited. Call your routine only if the variable is 0 (unless it is important to make your call every time, in which case you should build an internal stack).

```

        add     recur,1
        pushf
        call   old_int10
        sub     recur,1
        cmp     recur,0
        jne    skip_new
        call   new_routine
skip_new:
        iret

```

Using Write Modes 0 and 2

When programming graphics for direct memory access, it is often more efficient to use Write Mode 2, which is not supported by BIOS (see the description of the Mode register for more information). However, it is important to switch back to Write Mode 0 after the plotting routines have finished, because BIOS will not write to the screen correctly while in mode one or two. It is also important to restore any other adapter registers that may have been modified (such as the Bit Mask Register).

Debugging mode one or two graphics routines can be very difficult on a single monitor system. Therefore, it is often convenient to develop your routines using Write Mode 0 and modify the routines to use Write Mode 2 after the major portions of the routines have been debugged. Because of this, it is useful to place the plotting and mode setting routines in macros or subroutines for easy and complete modification of all affected code.

Debuggers

Several of the newer debuggers allow debugging from an external terminal. The terminal is attached through the RS-232 interface, and the debugging information is displayed on the terminal display. This leaves the graphics display unmodified. If you are writing many graphics programs, a second terminal (or computer) is well worth the extra investment.

You should also consider a hardware debugger. I've been using a board from Periscope. Atron is another major producer of hardware debuggers. Hardware debuggers are available in several models. The cheapest simply have an external break switch which stops the program and returns you to the debugging screen. This can be a great help when it's needed as long as the program hasn't gone off into the wild blue yonder. It works best for breaking into loops which don't make DOS or BIOS calls.

The next level up includes protected RAM. The debugging program is loaded above the 640K DOS area (the RAM is included on the adapter) and the memory is protected from overwrites. This allows the program to run in a full 640K as if the debugger weren't present. If the computer crashes, the debugger can still run, and you *might* be able to discover the cause of the crash. These debuggers are priced in the \$500 to \$800 range, and are probably the best value for most programmers.

The best of the hardware debuggers, which cost several thousand dollars, place themselves between the CPU and the machine. The debugger can keep an execution history, and can trace code in real-time without disturbing critical timing loops. You can also set real-time hardware breakpoints on memory, instruction, or port accesses. Many software debuggers allow such breakpoints, but slow the code to step through the program, although 80386 systems have some limited hardware breakpoints available.

Store and Restore Modified States

Your programs should always set the cursor and underline locations in order to deal with some peculiarities on the EGA (see the discussion of alternate font tables below). It's a good practice to store the original settings at the beginning of your program and then restore the settings at the end (this is especially important for programs which may be run from within another application, such as a word processor or database). This should be done with all programs (not just EGA applications), since it affects software written for the CGA or monochrome adapter which is running on the EGA.

Restoring Modes — Make Sure to Clear the High Bit

In addition to saving and restoring the cursor and underline locations, you should also save and restore the display mode. This is especially important if you will be setting the mode during your program (this is also a good practice, as I have seen several programs that assume that the display is in text mode when they are started, and write garbage to the screen if another application has switched the display to graphics mode). The main thing to watch is the high bit of the mode number.

When setting the mode on the VGA, some programs set bit 7 in order to leave the display memory undisturbed (for example, a memory resident program can leave the graphics memory intact while switching to text mode, or change the character set without redrawing the screen). If your program stores the original mode and the original mode had the high bit set, strange things may happen when you restore the mode (sometimes the display will completely blank out or garbage characters will appear). Because of this, you should clear the high bit before restoring the original mode (AND mode, 7fh will do this).

Saving the state of the EGA when switching modes can be complicated by two factors. First, each time the mode is switched to text mode, the font tables are loaded into bit plane 3. When switching back to graphics mode, bit plane 3 may be filled with seemingly random dots (which usually appear as red against a black background). This could be avoided by using an unused display page or by saving the contents of bit plane 3 (which would be slow and wasteful of memory). Second, the contents of the latch registers will be lost. This is of special importance when one program may interrupt another. The latch registers should be saved to an unused area just beyond the last displayable address (this can be done using Write Mode 1; see the description of the Graphics Controller Mode Register).

Presence Test

There are several ways to detect the presence of an EGA. Perhaps the easiest test is to check the ROM latch at C000:0000h (the location of the EGA ROM). The BIOS searches for extensions to the existing ROM by checking for the value aa55h in the sections of memory reserved for ROM, and your programs can do the same thing. However, the PS/2 BIOS does not use C000:0000h, and this method should be avoided.

A much better method requests BIOS functions which are unique to VGA or EGA configurations. First, set BX to 0, and use BIOS call 1ah to return the active (and installed but inactive) adapter type. If BL is 7, a monochrome VGA is active, and if BL is 8, a color VGA is active (other values may be returned; see the description of function call 1ah). If BIOS call 1ah is not supported by the system, BX will remain set to 0.

If function 1ah is not supported, move down to a BIOS call supported by the EGA. Since function call 12h is unique to the EGA (at this stage), and it returns information about the EGA that may be useful to your program, it is usually the ideal choice. BL must be set to 10h to return the EGA information — it will return a code for installed memory if the EGA is installed. Therefore, if BL remains set to 10h, an EGA is not installed (if installed, the value will be between 0 and 3).

The BIOS may report the wrong monitor type for the VGA. The monitor is checked during the POST (Power On Self Test). If the display is turned off or

disconnected, it will be reported as monochrome. For example, an 8514/A with a color display (and no monitor attached to the VGA) will report a primary VGA with a monochrome monitor, even though the display data is passed through to the 8514's color display. And the 8514/A does not get reported at all because it does not use the BIOS, and cannot be used as a primary display. So, when your programs use automatic equipment detection, you should always provide a manual override through an initialization file or command line switch.

The following program demonstrates the basic approach for a presence test (the program will print the active EGA or VGA configuration). Note that if a VGA were installed as a secondary adapter, it would not be reported — this could be checked through register BH after function call 1ah.

```

cr      equ      13

lf      equ      10

B_RAM  segment at 40h
org     87h
info   db      ?

B_RAM  ends

data    segment public
no_support db    'The required EGA or VGA'
          db    ' is not active',cr,lf
clr_ega  db    'You have an active '
          db    'color EGA',cr,lf
clr_vga  db    'You have an active '
          db    'color VGA',cr,lf
mono_ega db    'You have an active '
          db    'monochrome EGA',cr,lf
mono_vga db    'You have an active '
          db    'monochrome VGA',cr,lf

data    ends

code    segment public
        assume CS:code

main    proc     far

start:  push    DS
        sub     AX,AX
        push   AX

        mov     AX,data

```

```

mov     DS,AX
assume DS:data

mov     AX,1a00h ;function 1a return
                    ;display code
int     10h      ;AL will return as 1a
                    ;if supported

cmp     AL,1ah
jne     no_dc

cmp     BL,7      ;is it a monochrome VGA?
je      mono_v

cmp     BL,8      ;is it a color VGA?
je      color_v

mov     BL,4      ;is it a color EGA?
je      color_e

mov     BL,5      ;is it a monochrome EGA
je      mono_e

no_dc:
mov     AH,12h    ;Get information
mov     BL,10h    ;about the EGA
int     10h
cmp     BL,10h    ;did it come back as
                    ;10h (no EGA)?
je      invalid  ;yes, skip next test

push    DS
mov     AX,B_RAM
                    ;BIOS RAM area

mov     DS,AX
assume DS:B_RAM
mov     BL,info   ;get information byte

pop     DS
assume DS:DATA

test    BL,8      ;is the EGA active
jz     valid     ;bit 3 = 0 means EGA active

invalid:
mov     BX,offset no_support
jmp     finish

```

```

valid:
    cmp     BH,1      ;is monitor type
                    ;monochrome?
    je     mono_e
    jmp    color_e

mono_v:
    mov    BX,offset mono_vga
    jmp    finish

color_v:
    mov    BX,offset clr_vga
    jmp    finish

color_e:
    mov    BX,offset clr_ega
    jmp    finish

mono_e:
    mov    BX,offset mono_ega
    jmp    finish

finish:
    call   print_msg

    ret

main    endp

print_msgproc    near

next_char:
    mov    dl,[bx]    ;put it in dl
    mov    ah,2      ;write to screen
    int    21h       ;DOS call

    inc    bx
    cmp    dl,10     ;line feed?
    jne    next_char ;no, get next character

    ret

print_msg endp

code    ends

end     start

```

Problems With Using Alternate Font Tables

Using alternate loadable font tables disables the underline attribute in mode 7, and makes the cursor disappear on the ECD in modes 0-3. Unfortunately, this causes problems for word processors that work with alternate characters and show underlining on the monochrome monitor. These complications trace back to the EGA BIOS.

When alternate fonts are used in monochrome mode, the BIOS tries to set the underline to the bottom line of the character box. However, it uses the length of the box (l) as the location, rather than the l-1 (keep in mind that line numbers begin with 0). Thus, a character 14 dots high gets an underline on line 14, when it should really be on line 13. The problem can be solved by setting the underline location register to the correct value after every mode reset. Note that this is not a problem with the parameter table — the Alphanumeric Auxiliary Mode Pointer overrides the Parameter Table setting.

The disappearance of the cursor on the ECD is also a result of the BIOS programming. In order to maintain compatibility with the CGA, BIOS operations in modes 0-3 always behave as if the character box is eight lines long (even though it is 14 lines on the ECD). As in the monochrome alternate character routines, the location of the cursor line is based on the length of the character box (but correctly accounts for the l-1 numbering system). However, during a mode reset this routine does not account for the apparent “shortening” of the character box, and sets the cursor location to lines 12-13, rather than lines 7-8. Note that the set cursor BIOS call (function call 1) still accounts for the shortened box — it is only the internal routine during the mode reset that does not.

To deal with these problems, you should always set the cursor and underline locations in your programs (including programs not specifically designed for the EGA). And it would also be advisable to store the original values at the beginning of your programs, so that you can restore them at the end.

Vertical Interrupts

Most standard EGA operations may take place at any time, unlike some adapters, which require all I/O be done during retrace intervals. However, there are some operations, such as those which deal with attributes, which should be done only during a vertical retrace. Also, some screen writing functions will look much better if called during the vertical retrace. For example, the screen may flicker during animation if objects are erased and rewritten while the electron beam is scanning the object. Writing the object to memory during the retrace ensures that the CRT will not be accessing the same memory locations. Note that this flickering effect is not the same as “snow” produced on some adapter cards when the CRT and CPU access the same data area. A final

advantage of using the vertical interrupt deals with display timing. Since the CRT's timing is roughly the same for all PC's (50–70 Hz), the vertical retrace provides a built-in “clock” for screen updates. You can make the screen scroll or move objects at a fairly fixed rate from one type of machine to another.

There are two methods for determining the vertical retrace status: Use IRQ2 to inform the program of the vertical interrupt, or use a loop to check the status. The AT and PS/2's hardware actually uses IRQ9 (rather than IRQ2), but it is redirected to IRQ2 for software compatibility. The primary advantages of using IRQ2 are that it provides a routine that is independent of the main program (the program does not need to stop and wait for the vertical retrace), and execution always begins at the start of the vertical retrace (assuming the EGA routine is the first in the chain). However, using IRQ2 is very awkward and you may find it is not worth the extra trouble. Also, a few EGA compatibles do not implement IRQ2 correctly, and the IBM VGA adapter for PC's and AT's does not support hardware interrupts (some VGA compatibles do support IRQ2, some do not, and others are switch selectable). Writing a program that waits for the vertical retrace is much easier, but the retrace status indicates only that the vertical retrace is in progress; it may be almost finished when you first check. You can get around this by first waiting for a display interval and then waiting for the vertical retrace.

What makes using an interrupt routine so awkward? You must provide the interrupt routine with status information; e.g., whether to scroll the display one pixel. And, you must make sure the IRQ2 was generated by the graphics adapter, since other adapters may also use IRQ2. The Vertical Retrace End Register, which enables IRQ2 checking, also controls the timing of the end of the vertical retrace. Since the Vertical Retrace End Register is a write-only register on the EGA (fortunately, the VGA can read its contents), the program must retrieve the correct value from the Parameter Table, unless you can guarantee the mode will not change. The interrupt being processed must be cleared and re-enabled through the Vertical Retrace End Register, and the interrupt controller must be told to allow further interrupts when the routine is finished (this is called the EOI, End of Interrupt, and is sent by writing the value 20h to port 20h — it is not required on the PS/2 family). Finally, the routine usually needs to complete its operation(s) before the end of the vertical retrace. You might also want to disable interrupts while the vertical retrace routine is in effect. Otherwise, another interrupt request might delay the processing of the current interrupt.

As I mentioned, a few of the EGA compatibles have problems with their IRQ2 implementation. These adapters have the status bit reversed (see bit 7 of Input Status Register Zero). Other cards do not correctly implement the Clear Vertical Interrupt (bit 4 of the Vertical Retrace End Register). Normally, the current interrupt is cleared by writing 0, and then re-enabled by writing 1 (this is not really necessary for edge-triggered interrupts used by the PC and AT, but is required for the level sensing interrupts used by the Micro Channel).

The example program, VERTIRQ2.ASM, demonstrates the use of IRQ2 for detecting the vertical interrupt. The program alternately places a line of spaces and then a line of V's on the upper two lines of the screen. The first line is printed only during the vertical retrace; the second line is printed as fast as the computer can loop through the routine. If you run this program, notice how the first line appears as a steady image, while the second flickers.

This program is quite simple, and it demonstrates several notable points. First, if you are not familiar with hardware interrupt handlers, the IRQ2 routine occupies INT 0ah of the interrupt vector table (IRQ0-IRQ7 use INT 8-INT 0fh, respectively). Second, this program will not work reliably without its own stack. VERTIRQ2 chains to the DOS-based EOI routine, which sets a stack segment if the application does not provide one, and the stack DOS creates may conflict with the application's code and data segments (the DOS EOI routine is not the same as the BIOS routine listed in the Technical Reference, since DOS must provide a latch at each interrupt for device drivers). Third, when the program finishes, the final clearing of the interrupt (via the BIOS mode set) causes an interrupt. You should make sure the program can handle this last request.

Fourth, note the overhead required to process the hardware interrupt. Of course, some overhead could be reduced by requiring the program to run only in certain modes, branching out of the routine if the mode number was not legal or omitting the mode check under the assumption that the mode will not change. Overhead could be further reduced by ignoring other IRQ2 routines (not a very good practice, since some hardware may be disabled — especially on the AT, which chains eight additional interrupts, including the hard disk, onto IRQ2). If you choose to ignore other IRQ2 routines, be sure to restore INT 0ah to its original value when the program ends. Fourth, the program enables IRQ2 at the programmable interrupt controller (port 21h) and saves the previous setting for restoration at the end.

Despite the complications of using IRQ2, you can implement functions that would be extremely difficult to emulate without true hardware interrupts. This is especially true of TSR applications — for example, IRQ2 would be handy for creating a flashing, graphics mode cursor. Or you could also write a real-time clock to update the time in the corner of the screen on every vertical retrace. TSR applications may interfere with programs which check the status of the vertical retrace via Status Register One, since the status bit indicates every IRQ2, even those from other devices, when the EGA IRQ2 is enable (see the description of Input Status Register One, bit 3).

Standard applications may also benefit from the use of Interrupt routines. An IRQ2 animation routine could share a data area with the main program, updating the screen during every vertical retrace. This would free the application to handle calculations and keyboard input without having to wait for the vertical retrace during every loop (potentially improving the routine's performance if the screen is constantly changing). If you are really ambitious, you could also write a keyboard interrupt handler (IRQ1/INT 9). Or a flashing graphics cursor

or real-time clock could be programmed for your application only (eliminating the problem of interference with other standard applications).

The period from the end of the vertical display to the end of the vertical total for the highest resolution modes is very short (.64 milliseconds) compared to the 200-line modes (3.9 ms) and does not allow enough time to perform much graphics manipulation on 4.77-MHz PC's. However, it is possible to work around some problems. For example, the vertical retrace routine could be further divided into multiple routines, which would run every *n*th vertical interrupt. Or draw images that always appear near the bottom screen last. This gives a little extra time after the end of the vertical interrupt and before the electron beam reaches the bottom of the display area (make sure operations that must be done during the retrace interval, such as changing the palette, are done at the beginning of the routine).

As you can see, writing an interrupt routine can be very complicated, and debugging interrupt routines can be extremely difficult. The routines are nearly impossible to trace because they may be invoked at any time. It is extremely important that all registers that are modified by the interrupt handler are returned to their initial values at the end of the routine. If you are doing much interrupt programming, you should consider purchasing a good hardware-assisted debugger.

If possible, you should first write and debug the routine outside the interrupt handler, and then place the finished routine within the interrupt handler. You could also write the routine as a soft interrupt routine at a different interrupt vector (INT 60h — INT 67h are reserved for user applications such as this) and later change the vector to ah and implement the hardware interrupt features. Remember that some VGA's do not support interrupt routines. By beginning the development without interrupts, you will have a version for problem adapters.

A typical development cycle may look like this:

Write the program as a continuous loop, including a call to the screen handler. The screen handling subroutine should wait for the vertical retrace, checking first for the display interval and then the retrace so as to get the beginning of the interval (see the VERTRET.ASM program). The subroutine should restore all registers to their original contents. Although this is not strictly necessary, it will help with the conversion later. Finally, limit the subroutine to functions necessary for the display. Unrelated functions (such as calculating an object's position, keyboard input, etc.) should be left in the main program. You may discover that your program works without the IRQ2 routine. If so, you certainly save a lot of work and frustration.

When the screen handling routine is working properly, set it up as a software interrupt at 60h. Now you can confirm that the interrupt call and return has been implemented properly. You might want to write a second INT 60h rou-

tine, which would be installed first to test chaining from your routine to the "original" routine. You can also make sure the "original" routine is restored properly. At this stage, you will still be able to trace through the interrupt with a software debugger.

Finally, change the interrupt to 0ah — remember to program the interrupt controller to respond to IRQ2 (and restore it to its original state at the end of the program). Everything should work now, and you will probably not discover any further bugs — at least nothing difficult to trace.

There are a few things worth noting in the VERTRET program. VERTRET has many fewer program loops than VERTIRQ2 (the outer loop has been entirely eliminated). VERTRET will run the same speed on all computers, because it is limited to one loop per vertical retrace. On my AT, both VERTRET and VERTIRQ2 end after about 16 seconds. However, VERTIRQ2 will take much longer on a standard PC and will finish earlier on a faster machine, since the looping routine is not limited by the vertical retrace. Also, note that only the very end of the second line of V's flashes in VERTRET (on a fast enough computer); the retrace routine does not use the entire vertical retrace interval, so most of the second line, which prints almost immediately after the first, is also written during the vertical interrupt.

A program's performance for either vertical retrace method can be greatly increased by limiting updates to areas which have changed. If an area of the display has not changed, there is no point in rewriting it. You could also develop an algorithm that updates as many changed areas as possible in one retrace, and finishes the remaining areas during later retraces, but the overhead and difficulty of programming such a routine would probably make it impractical for most situations.

Smooth Scrolling

Vertical retrace detection is also useful for smooth scrolling applications. In addition to Input Status Register One, the EGA provides several registers to support smooth scrolling. However, the application program must assume a great deal of the overhead associated with smooth scrolling, and the method varies slightly between graphics and text applications. The following registers are all useful for implementing pixel scrolling, and you may want to refer back to their descriptions:

CRTC registers

- Start Address registers

- Preset Row Scan register

- Offset register

- End Horizontal Retrace register (EGA only)

Graphics Controller
Mode Register
Attribute Register
Horizontal PEL PanRegister

The program SMOOTH.ASM is an example of smooth scrolling in text mode (graphics mode scrolling is slightly easier). Note that some VGA compatibles do not use the scrolling registers correctly, causing the image to "jump" on the ninth pixel. To effectively implement smooth scrolling, the adapter must create a logical display page which is larger than the actual display. This is easily accomplished by setting the Offset Register, which directly controls the virtual width. The Start Address Register is then set to the first displayable character, usually below and to the right of the first character on the virtual page. The bottom of the virtual page is at the end of the adapter's addressable memory, unless you will be using multiple pages, in which case it would be the row before the start of the next page.

Scrolling left and right works the same in both text and graphics modes. To scroll the display right, the Horizontal Pel Pan Register starts at 0 (except for 9-dot text modes, which start at 8 and goes to 0 on the next scroll), and increments by one on each vertical retrace. To scroll faster, you could scroll more than one pixel per retrace; to go slower, wait for multiple retraces before scrolling. Upon reaching 7 (3 for 256-color mode), the Start Address Register is incremented by one, and the Pel Pan Register is set back to 0 (or 8 for 9-dot modes). The procedure is reversed to scroll left: first the Start Address is decremented, and the Pel Pan Register is set to 7 (or 3). The Pel Pan Register is then decremented until the full character width has been finished.

The procedure must be modified slightly if the memory is chained. The only chained BIOS video modes 7 and 10h on EGA's with less than 64K, but you could create your own chained modes on either the EGA or VGA (in fact, the VGA can chain up to four planes to act as one). Since the shift registers load 16 pixels (or possibly 32 on the VGA) instead of 8, all 16 bits must be shifted before changing the Start Address. The Pel Pan Register does not support such operation, so the EGA provides an extra bit in the End Horizontal Retrace Register, and the VGA provides two extra bits in the Preset Row Scan Register. The Pel Pan Register continues an eight-pixel cycle, but instead of incrementing the Start Address after the first cycle, the End Horizontal Retrace Register is changed.

Vertical scrolling is almost identical to horizontal scrolling. In text modes, the Preset Row Scan Register is incremented (or decremented) in place of the Horizontal PEL Pan Register. The Start Address changes are made at the limits of the Preset Row Scan Register (usually 0 and 7, 13, or 15). Also, the Start Address is changed by twice the value of the Offset Register setting (to get to the next line, rather than the next character). Graphics modes can skip setting the Preset Row Scan Register, since each "line" of memory is only one pixel

high. You simply add (or subtract) twice the value of the Offset Register to scroll to the next row of pixels.

While the scrolling sequence is fairly simple, proper timing is essential, and can be a bit tricky. Using the Horizontal Pel Pan Register is fairly easy; you need only wait for the vertical retrace, and then change the setting. However, the Start Address Register should be changed only during the display interval (it will not take effect until the start of the following vertical retrace interval). When the Pel Pan Register's limit is reached, the Start Address should be changed first (during the display interval), and then the Horizontal Pel Panning Register (during the vertical retrace).

The Preset Row Scan Register can be set during the retrace. However, the Technical Reference recommends that the Preset Row Scan be changed during the display interval. Essentially, it may be programmed at any time since it takes effect only at the beginning of the display interval. However, a new Preset Row Scan value may take effect any time during the display of the *first* scan line, and the display will jump one line if it is changed during this time. If you choose to program the Preset Row Scan Register during the display interval, wait for a *horizontal* retrace (see bit 0 of Input Status Register One, port 3?ah).

16

Algorithms

Graphics Routines

Graphics applications usually require four fundamental operations — writing characters to the screen, plotting individual points, drawing lines, and drawing ellipses. Writing characters and plotting points are trivial, and drawing lines is not too difficult because the equations are linear (many people use the well-known Bresenham's algorithm for drawing lines). Drawing circles or ellipses requires more computation because of the squared terms, hence the equations are more difficult to implement and take longer to solve than those for lines. At first glance, it would seem real number operations are required for evaluating square roots. However, an integer technique similar to Bresenham's line algorithm can be used.

Bresenham's algorithm exploits the grid arrangement of pixels, which are always represented as integer coordinates. By avoiding floating point computations, the microprocessor's integer routines can be used to create a high-speed plotting routine. Given a line (or curve) lying on a grid, the algorithm chooses which point lies closest to the line. First, you choose a starting point and a direction of movement (up, down, left, or right). Each time the cursor moves one unit in the chosen direction, the algorithm determines whether to adjust the position one unit in the perpendicular direction. Note that this method can move a maximum of one step in the perpendicular direction for each step in the selected direction — the slope is limited to 45 degrees. Let's see how this works for Bresenham's line algorithm.

The Line Algorithm

Start with the equation for a line, $y = mx + b$. Note that the slope, m , is simply the change in the y direction divided by the change in the x direction,

$$m = \frac{\Delta y}{\Delta x}$$

Both Δy and Δx are easily obtained from the endpoints of the line, (x_a, y_a) and (x_b, y_b) ; $\Delta y = y_b - y_a$ and $\Delta x = x_b - x_a$. For this derivation, we will assume the slope lies between 0 and 1 in the first quadrant. We will start with an arbitrary point on the line, (x_n, y_n) , and move to the right one pixel at a time until we reach the last point, (x_m, y_m) . The pixel resolution of the display forces us to integer values for x_n , but the actual y_n value usually is not an integer. We will choose y_n so that the value is either exact, or the closest integer less than the exact value. Since we are moving up the y axis, we know that y_n will either be the same as the value we selected ($y_n = y_n$) or one larger ($y_n = y_n + 1$). By selecting consecutive, relative pixel locations, the line will be made as smooth as possible, and the final algorithm will be independent of the display resolution. The y coordinate may not be the exact position of the "true" line, since we are limited to the pixel resolution of the physical display, so we will call the actual value y and express the difference between the "true" and two trial locations as:

$$d_1 = y_n - y, \text{ and}$$

$$d_2 = y - (y_n + 1).$$

The difference (d_1 or d_2) will be smallest for the point (y_n+1 or y_n) which lies closest to the actual point, y . We will use the difference of the differences as a test parameter; i.e., $t = d_1 - d_2$. The sign of the test parameter is used to select the appropriate case. Note that there are four possibilities (shown graphically in Figure 16-1):

case	d_1	d_2	t	choose
1) $y_n \geq y$ and $y_n + 1 > y$	+s	-g	+	y_n
2) $y_n < y$ and $y_n + 1 > y$	-s	-g	+	y_n
3) $y_n < y$ and $y_n + 1 \leq y$	-g	-s	-	$y_n + 1$
4) $y_n < y$ and $y_n + 1 > y$	-g	+s	-	$y_n + 1$

g = greater absolute value, s = smaller absolute value.

When the sign of the test parameter is positive we choose y_n , and when negative, y_n+1 .

Now, express the test equation in terms of y

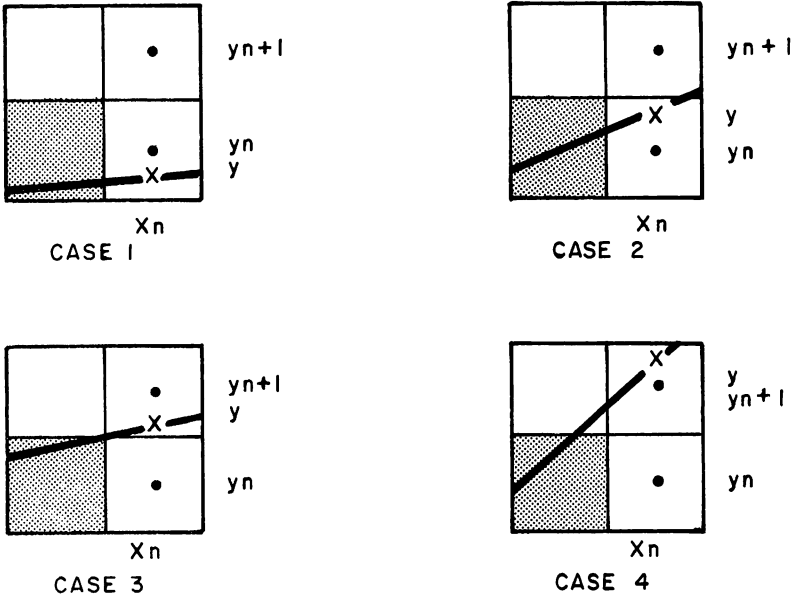


Figure 16-1 Four closest fit possibilities for a line.

$$\begin{aligned}
 t_n &= \\
 d_1 - d_2 &= \\
 y_n - y - [y - (y_n + 1)] &= \\
 y_n - y - y + y_n + 1 &= \\
 2y_n - 2y + 1 &=
 \end{aligned}$$

and substitute the line equation $y = x \frac{\Delta y}{\Delta x} + b$ into the test equation. Note that x_n is always known.

$$t_n = 2y_n - 2x_n \frac{\Delta y}{\Delta x} - 2b + 1.$$

This gives t for any point, and we will apply it to the starting point to get t_1 ; i.e.,

$$t_1 = 2y_1 - 2 \frac{\Delta y}{\Delta x} x_1 - 2b + 1,$$

where

$$b = y_1 - \frac{\Delta y}{\Delta x} x_1.$$

This obviously reduces to $t_1 = 1$. It is a positive value, so we place it at (x_1, y_1) , which makes sense. However, the equation is not too useful, since it gives us the location of a point we have already placed. What we really need is t for the next point, t_{n+1} .

$$\begin{aligned} t_{n+1} &= \\ 2y_{n+1} - 2\frac{\Delta y}{\Delta x}x_{n+1} - 2b + 1 &= \\ 2y_{n+1} - 2\frac{\Delta y}{\Delta x}(x_n + 1) - 2b + 1 & \end{aligned}$$

Rather than computing the next test value in terms of x and y , which makes the equations more complex and no more useful than the original, we will express the new test value in terms of the previous test value. So, subtracting the previous result, t_n from t_{n+1} , we get:

$$\begin{aligned} t_{n+1} - t_n &= \\ 2y_{n+1} - 2\frac{\Delta y}{\Delta x}(x_n + 1) - 2b + 1 - [2y_n - 2\frac{\Delta y}{\Delta x}x_n - 2b + 1] &= \\ 2y_{n+1} - 2y_n - 2\frac{\Delta y}{\Delta x}(x_n + 1) + 2\frac{\Delta y}{\Delta x}x_n - 2b + 2b + 1 - 1 &= \\ 2y_{n+1} - 2y_n + 2\frac{\Delta y}{\Delta x}(-x_n - 1 + x_n) &= \\ 2y_{n+1} - 2y_n - 2\frac{\Delta y}{\Delta x} & \end{aligned}$$

We now have a factor which can be added to the current test value to get the next test value, i.e., $t_n + (t_{n+1} - t_n) = t_{n+1}$. The term y_{n+1} may take one of two values, either y_n (for $t_{n+1} > 0$) or $y_n + 1$ (for $t_{n+1} < 0$).

For $y_{n+1} = y_n$:

$$\begin{aligned} t_{n+1} - t_n &= \\ 2y_n - 2y_n - 2\frac{\Delta y}{\Delta x} &= \\ -2\frac{\Delta y}{\Delta x} & \end{aligned}$$

thus

$$t_{n+1} = t_n - 2\frac{\Delta y}{\Delta x}$$

For $y_{n+1} = y_n + 1$:

$$t_{n+1} - t_n =$$

$$2y_n + 2 - 2y_n - 2\frac{\Delta y}{\Delta x} =$$

$$2 - 2\frac{\Delta y}{\Delta x}$$

thus

$$t_{n+1} = t_n + 2 - 2\frac{\Delta y}{\Delta x}$$

One final simplification may be made to remove the division operation (eliminating the fractional part and leaving the equation as pure integer math). Multiply through by Δx to get $\Delta x t_{n+1} = \Delta x t_n - 2\Delta y$ for $y_{n+1} = y_n$, and $\Delta x t_{n+1} = \Delta x t_n + 2\Delta x - 2\Delta y$ for $y_{n+1} = y_n + 1$. If you always compute $\Delta x t_n$ and $\Delta x t_{n+1}$, the next value is always found from the current value by either subtracting $2\Delta y$ (for positive or zero values), or adding $2\Delta x - 2\Delta y$ (for negative values). Don't forget that the initial t value, $t_1 = 1$, must also be multiplied by Δx : $\Delta x t_1 = \Delta x$. Also note that we already know the location of the first point and that Δx is positive, so we can find $\Delta x t_2 = \Delta x - 2\Delta y$.

We now have a complete algorithm for finding a line which starts from the left and goes right with a slope less than 1 (up on Cartesian coordinates, and down the display):

Start with the two endpoints of a line, (x_a, y_a) and (x_b, y_b) . Select the leftmost point (smallest x coordinate) as the starting point; we will assume (x_a, y_a) is the leftmost point.

Find $\Delta x = x_b - x_a$ and $\Delta y = y_b - y_a$. Use them to calculate the test value for the second point: $\Delta x - 2\Delta y$. Also calculate the two possible adjustments to the test value, $p = 2\Delta y$ and $n = 2\Delta x - 2\Delta y$.

Plot the first point, and repeat the next three steps until the last point has been plotted.

1. If the test value is zero or positive, subtract p and do not change the y coordinate. If it is negative, add n and increment the y coordinate by 1.
2. Increment the x coordinate by 1.
3. Plot the new (x, y) .

Note that when working with actual endpoints, all initial values are integers. And since only addition and subtraction are involved, all results are integers also.

Now, we just need a method for the remaining three cases (up and down will refer to up and down the face of the display): starting from the left, moving mostly right and up; starting from the top moving mostly down and right; and starting from the top, moving mostly down and left.

While still moving mostly right, the constants based on the y axis will switch sign, and the y coordinate will be decremented rather than incremented. Thus $p = -2\Delta y$ and $n = 2\Delta x + 2\Delta y$

To move mostly down and right, the x and y terms should be swapped (in the original derivation). Thus, y would always be incremented, the x coordinate incremented when the test value is negative, $p = 2\Delta x$ and $n = 2\Delta y - 2\Delta x$. To move mostly down and to the left, the sign of the x coordinate constants will change, giving $p = -2\Delta x$ and $n = 2\Delta y + 2\Delta x$, and, of course, the x coordinate would be decremented for a positive test value.

The Ellipse Algorithm

The derivation for the elliptical algorithm is similar to that of the line algorithm. We can arbitrarily start with any point on the circumference of the ellipse, move one pixel in the x (or y) direction, and then decide whether to also move one pixel in the y (or x) direction. As with Bresenham's line algorithm, we can choose either the same y value or change the value by one, based on a comparison to the "true" value. Thus, the algorithm is based on a series of additions and subtractions rather than evaluating square roots.

Start with the equation for an ellipse centered at 0,0:

$$y^2 = r_2^2 - \frac{r_2^2 x^2}{r_1^2}$$

Then let $e = \frac{r_2}{r_1}$:

$$y^2 = r_2^2 - e^2 x^2 \quad \text{Eq. 1}$$

Imagine starting near the top right center of the ellipse, moving to the right one pixel (to x_n), and choosing the next y (y_n). Note that x_n is known, and y_n will be close to a value which we will call y_n or $y_n - 1$ since y_n is probably not an integer. Note that we use $y_n - 1$ instead of $y_n + 1$ because we are moving down. Since each location must be represented by an integer, the new position may not be the true y value. We can express this as a difference (one for each of our test cases y_n and $y_n - 1$):

$$d_1 = y_n^2 - y^2$$

$$d_2 = y^2 - (y_n - 1)^2$$

We want to choose the value (y_n or $y_n - 1$) which is closer to the correct y : in other words the y associated with the smaller of the two d 's. We can devise a test parameter, t , which chooses between the two on the basis of the sign (positive or negative). To do this:

$$t_n = d_1 - d_2$$

$$t_n = y_n^2 - 2y^2 + (y_n - 1)^2 \quad \text{Eq. 2}$$

which gives four possibilities (shown graphically in Figure 16-2):

case	d_1	d_2	t_n	choose
1) $y_n > y$ and $y_n - 1 \geq y$	+g	-s	+	$y_n - 1$
2) $y_n > y$ and $y_n - 1 < y$	+g	+s	+	$y_n - 1$
3) $y_n > y$ and $y_n - 1 < y$	+s	+g	-	y_n
4) $y_n \leq y$ and $y_n - 1 < y$	-s	+g	-	y_n

g = greater absolute value, s = smaller absolute value.

Note that it would be impossible for $y_n < y$ while $y_n - 1 > 1$ since $y_n > y_n - 1$, so this case was not included in the possibilities.

Now substitute Eq. 1 into Eq. 2:

$$t_n =$$

$$y_n^2 - 2(r_2^2 - e^2 x_n^2) + (y_n - 1)^2 =$$

$$y_n^2 - 2r_2^2 + 2e^2 x_n^2 + y_n^2 - 2y_n + 1 =$$

$$2y_n^2 - 2r_2^2 + 2e^2 x_n^2 - 2y_n + 1 \quad \text{Eq. 3}$$

and find the next test point by substituting y_{n+1} and $x_n + 1$ into Eq. 3:

$$t_{n+1} = 2y_{n+1}^2 - 2r_2^2 + 2e^2(x_n + 1)^2 - 2y_{n+1} + 1$$

$$= 2y_{n+1}^2 - 2r_2^2 + 2e^2(x_n^2 + 2x_n + 1) - 2y_{n+1} + 1$$

$$= 2y_{n+1}^2 - 2r_2^2 + 2e^2 x_n^2 + 4e^2 x_n + 2e^2 - 2y_{n+1} + 1 \quad \text{Eq. 4}$$

expressed in terms of t_n (by adding t_n to Eq. 3 and subtracting Eq. 4):

$$t_{n+1} = t_n + 2y_{n+1}^2 - 2y_n^2 + 4e^2 x_n + 2e^2 + 2y_n - 2y_{n+1}$$

$$= t_n + 2y_{n+1}^2 - 2y_n^2 + 2y_n - 2y_{n+1} + 4e^2 x_n + 2e^2$$

Now, the equation for t_{n+1} can take either of two forms, depending on the value of y_{n+1} :

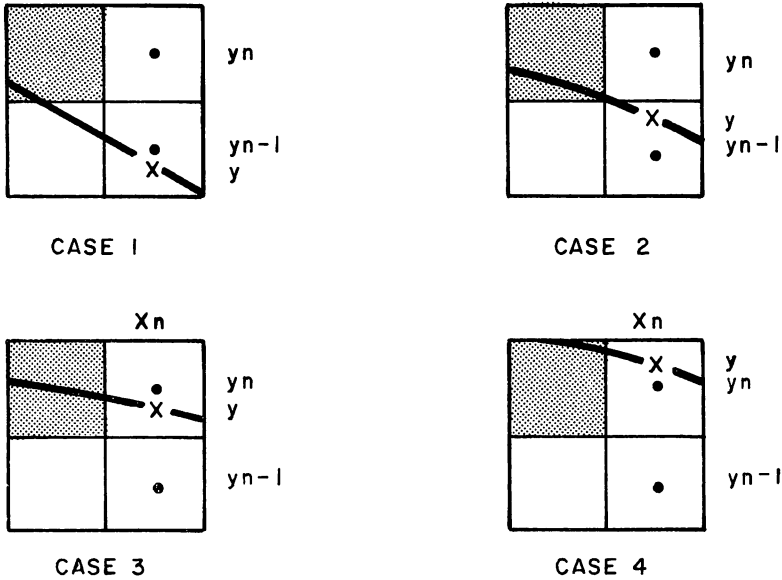


Figure 16-2 Four closest fit possibilities for an ellipse.

for $y_{n+1} = y_n$:

the y_{n+1} and y_n terms cancel each other, leaving

$$t_{n+1} = t_n + 4e^2x_n + 2e^2$$

for $y_{n+1} = y_n - 1$

$$t_{n+1} = t_n + 2[(y_n - 1)^2 - y_n^2] + 2[y_n - (y_n - 1)] + 4e^2x_n + 2e^2$$

$$t_{n+1} = t_n + 2[y_n^2 - 2y_n + 1 - y_n^2] + 2 + 4e^2x_n + 2e^2$$

$$t_{n+1} = t_n - 4y_n + 2 + 2 + 4e^2x_n + 2e^2$$

$$t_{n+1} = t_n - 4y_n + 4 + 4e^2x_n + 2e^2$$

The two forms of t_n given above are used to determine whether y remains the same or is decremented by one. Also, it is used to find the next t_n . The algorithm starts at coordinates to $(0, r_2)$, increments x , calculates each successive t_n from the two equations above, and decides whether or not to decrement y .

Set $x = 0$ and $y = r_2$ and find the initial value of t . By substituting 0 and r_2 for x and y in Eq. 3, this can be simplified to $t_n = -2r_2 + 1$. Because we want to

avoid division (remember that $e = \frac{r_2}{r_1}$), all of the equations should be multiplied by r_1^2 . Since t_n is relative (it depends on previous values), we will continue to use t_n even though it is really $t_n r_1^2$. This gives $t_n = -2r_2 r_1^2 + r_1^2$. The t_{n+1} equations become $t_n + 4r_2^2 x_n + 2r_2^2$, and $t_n - 4r_1^2 y_n + 4r_1^2 + 4r_2^2 x_n + 2r_2^2$. Note that there are two recurring parameters: $4r_2^2 x_n + 2r_2^2$ (initially $2r_2^2$, and increased by $4r_2^2$ with each iteration), and $4r_1^2 - 4r_1^2 y_n$ (initially $4r_1^2 - 4r_1^2 y_n$, and increased by $4r_1^2$ each time y is decremented). Also note that these values apply to t_n , which describes the first point (which we already know). We must adjust to t_{n+1} before plotting the point.

So, we start with $t_n = -2r_2 r_1^2 + r_1^2$. We could also call this $t_n = -2y_i r_1^2 + r_1^2$, where y_i is the radius along the y axis (the initial y value).

Now use the following procedure to plot the curve:

1. Plot (x,y) .
2. If $t_n \geq 0$ add $4r_1^2 - 4r_1^2 y_n$ to t_n and decrement y . Add $4r_1^2$ to $4r_1^2 - 4r_1^2 y_n$ for the next usage.
3. Add $4r_2^2 x_n + 2r_2^2$ to t_n and increment x . Add $4r_2^2$ to $4r_2^2 x_n + 2r_2^2$ for the next iteration.

Note that by definition, these equations assume that the slope is no more than 45 degrees, since an increment of 1 in the x direction can be countered by nothing greater than a change of 1 in the y direction. Thus, the algorithm presented can only be used until the slope reaches 45 degrees. If you are familiar with calculus, you know that the equation for the slope of a curve can be found by taking the derivative of the curve's equation. Going back to our first equation, the derivative is calculated as follows:

$$\frac{d}{dx} \left(y^2 = r_2^2 - \frac{r_2^2 x^2}{r_1^2} \right)$$

$$2y \frac{dy}{dx} = \frac{-2r_2^2 x}{r_1^2} \frac{dx}{dx}$$

Setting the slope, $\frac{dy}{dx}$, to -1, we get:

$$-2y = \frac{-2r_2^2 x}{r_1^2}$$

$$2y r_1^2 = 2r_2^2 x$$

$$4yr_1^2 = 4r_2^2x$$

In the last step, I have multiplied through by two. Notice that the terms on each side of the slope equation are similar to the terms we calculate during the algorithm. We can get the above terms by subtracting $2r_2^2$ from the x-based parameter and adding $4r_1^2$ to the y-based parameter. Now, in our algorithm, the y-based parameter is negative. We can simply add the modified y-based parameter to the x-based parameter — when the result is 0, we are at the terminating point:

$$0 = 4r_2^2x - 2r_2^2 - (-4yr_1^2 + 4r_1^2)$$

$$0 = 4r_2^2x - 2r_2^2 + 4yr_1^2 - 4r_1^2$$

However, we may not reach 0 exactly. But, we know that the magnitude x-based parameter (positive) starts small ($x=0$) and is constantly increasing. The magnitude of the y-based parameter (negative) starts large and is decreasing. Therefore, the test value starts at a negative value. When it becomes 0 or positive, the algorithm should switch octants.

The octant switch can be handled in several ways. We could swap r_1 and r_2 and adjust the parameters accordingly. But, we can simplify the algorithm by setting $y=0$ and plotting back toward the transition point where it left off. The process remains similar: the r_1 and r_2 values are swapped, and the (x,y) is plotted as (y,x) . When I began the derivations, I noted that y would use a negative step. When we start at $y=0$ in the same quadrant, x will decrease. The x/y swap works without requiring a sign change in the step.

We have calculated only one quadrant of the ellipse (the lower right section if we use screen coordinates). Fortunately, we can rely on the symmetry of the ellipse to plot the other points. Given an ellipse centered at (i,j) , the four points would be:

$(i+x, j+y)$
 $(i-x, j+y)$
 $(i-x, j-y)$
 $(i+x, j-y)$

The algorithm will not work for very narrow ellipses. If y nears 0 while moving predominantly in the x direction, the test parameter reaches its limit and the algorithm stops. Therefore, very flat ellipses may not plot all the way to the end. If the routine reaches $y=1$ and terminates, you could add a routine to extend the ellipse to $(r_1-1,1)$.

Notes About the Ellipse Program Listing

I have written the program as outlined above with octants started separately at $x=0$ and $y=0$. Some applications work better by plotting sequentially around the entire circumference. For example, the 8514/A adapter cannot draw ellipses and can fill an area only if it is defined as a single, continuous polygon. The terms often exceed 16-bit limits, so the routine must use at least 32-bit arithmetic. You could also use the larger integers provided on the 8087 or the 80386, to increase the execution speed. If you write a version for the 8087, be sure to use the stack for the iterative portions of the code.

I have made extensive use of register storage to improve speed. However, such heavy reliance on registers makes changes more difficult. When I revised the routines for the second edition, I wrote a parallel program in BASIC. This allowed me to make changes without accidentally trashing registers and crashing the system. For example, I could name a variable $AxDx$ and later use something like $BxDx$. Where the assembler might choke on the redefined Dx , BASIC sees two distinct variables. Thus, I confirmed that my logistic changes would work before I spent time reworking the assembler code and thereby cut several hours off the revision process. I also stored intermediate results in arrays for recall after the routine had finished (or crashed).

If you want to modify the code, I would strongly recommend writing a prototype in a higher level language such as BASIC, Pascal, or C. This is also one of the very few instances where I would discourage the use of structured code. GOTO statements will make the high level code resemble the resulting assembler code much more closely.

Pixel plotting, ellipses, and lines form a solid foundation for most graphics applications. Of course, many other issues may be relevant to your applications, such as filling, three-dimensional drawing, rotation, spline curves, and scaling. With a solid understanding of hardware considerations, you should be able to write efficient routines for these functions. Many books are available which cover these topics in general terms, usually giving high-level language algorithms. An excellent book full of such algorithms is *Computer Graphics*, by Donald Hearn and M. Pauline Baker.

Bresenham's derivation may be applied to equations other than linear and elliptical equations. M.L.V. Pitteway gives a rigorous derivation for a generalized conic section (including rotations) in an article titled "Algorithm for Drawing Ellipses or Hyperbolae with a Digital Plotter", *Computer Journal*, Volume 10, Issue 3, pages 282-289. You may also find that you are regularly plotting another equation which would benefit from these techniques.

The Appendix contains programs (including the ellipse and line algorithms) which have been optimized for particular functions. In some cases, such as the stand-alone plotting algorithm, the optimization assumes certain screen dimensions. You may find that mixing methods from various programs will increase the efficiency; if you will be plotting circles only in 640 x 350 mode, you may

want to try using the stand-alone plot routine in the ellipse program. You should also look for additional ways to optimize the programs.

Appendix

FPLLOT.ASM draws a line of colored dots across row 10 of the display. The resulting screen is identical to the program under BIOS function 0 in Chapter 2. However, **FPLLOT** skips the BIOS plot routine and writes directly to the adapter hardware. Note that the plot routine is hard coded for an 80-column screen — the sequence of shifts and adds to multiply by 80 is fast, but not very flexible. Furthermore, the shift and add sequence is slightly more efficient than a register **MUL** on an 8088, but on any other processor (including the 80286, 80386, and NEC V20), the **MUL** instruction is faster by about the same factor. The difference either way is almost insignificant, but it shows how a different approach may make a difference, and that the results may be hardware dependent.

```
ega    segment at 0a000h

ega    ends

data   segment public

        clr  db          16          ;color initially set to 16

data   ends

code   segment public
        assume CS:code

main   proc far

start: push DS
        sub  AX,AX
        push AX

        mov  AX,data
        mov  DS,AX
        assume DS:data
```

```

mov AX,ega
mov ES,AX
assume ES:ega

mov AH,0      ;select function 0 -- set mode
mov AL,10h    ;select mode 10h
int 10h       ;BIOS video call

lp:  mov CX,639 ;this will be the column
     mov AL,clr ;set color
     dec AX    ;subtract one from the color
     mov clr,AL ;store the new color
     jnz skip  ;if the color is not 0
                     ; then continue to skip
skip: mov clr,16 ;set the color back to 16
      mov DX,10 ;set the row to 10
      push AX   ;preserve last color
      push CX   ;preserve last column
      call plot ;plot the point
      pop CX    ;restore last column
      pop AX    ;restore last color
      loop lp   ;decrement CX (next column)

mov AX,0ff08h ;bit mask register,
              ;enable all bits
mov DX,3ceh   ;graphics 1 and 2 address
              ;register
out DX,AX     ;write to both graphics &
              ;bit mask
mov AX,0f02h  ;map mask register, enable
              ;all maps
mov DX,3c4h   ;sequencer address register
out DX,AX     ;write to both the add. &
              ;mask regs

ret

main endp

plot proc near

push AX      ;save the color for later

;the following section multiplies row # by 80 640 / 8)
;640 bits/row / 8 bits/byte = 80 bytes/row
;the shift and add sequence is faster than a MUL

mov BX,DX    ;put the row in BX
push CX      ;save col (restore in BX)

```

```

and  CX,7                ;get bit offset
                          ;(remainder of /8)

mov  AH,80h
shr  AH,CL                ;make bit mask
mov  AL,8                 ;index for bit mask
                          ;register
mov  DX,3ceh              ;graphics 1 and 2 address
                          ;register
out  DX,AX                ;write to graphics & bit mask
mov  AX,BX                ;row ...
shl  AX,1                 ; * 2
shl  AX,1                 ; * 4
add  AX,BX                ; * 5
shl  AX,1                 ; * 10
shl  AX,1                 ; * 20
shl  AX,1                 ; * 40
shl  AX,1                 ; * 80

;now add the col # / 8
pop  BX                   ;column # (pushed as CX)
shr  BX,1
shr  BX,1
shr  BX,1
add  BX,AX

mov  AL,ES:[BX]          ;load the latch registers

mov  DX,3c4h              ;Sequencer address
                          ;register
mov  AX,0f02h            ;all planes, index 2 (Map
                          ;Mask reg.)
out  DX,AX                ;write to both the Add.
                          ;Mask regs

mov  byte ptr ES:[BX],0  ;clear any current
                          ;colors

pop  AX                   ;restore the color
inc  DX                   ;point to just the Map Mask
out  DX,AL                ;set the color
mov  byte ptr ES:[BX],0ffh ;plot the point

ret

plot  endp
code  ends
end   start

```

SMOOTH.ASM creates a virtual screen 104 characters wide and 73 lines long. The screen is filled with the letters of the alphabet with varying attributes. It then smoothly scrolls down and right from the upper left corner in a stair-step manner. Upon reaching the right edge, the right scroll switches to a left scroll. The scrolling is done in alphanumeric mode; graphics mode scrolling is very similar (and a bit simpler). The process is described in Chapter 15.

```

clr_flg equ 1
ecd_flg equ 2
g64_flg equ 4
vga_flg equ 8
c_wide equ 104 ;width of the
                ;virtual screen

lines equ (c_wide-80)*2+25
ATC_add equ 3c0h ;Attribute Controller
                ;address

lc_a equ 'a'
```

```

word_out macro
;;
;;most adapter/computer combinations accept a word OUT
;;instruction; however, a few combinations balk at
;;this. A good way to handle this is with a macro
;;for all OUT instructions. If someone has a problem
;;with your program, you can recompile it with byte
;;out routines simply by changing the macro to the
;;commented section.
```

```

;;
    out    DX,AX
;;
;;    out    DX,AL
;;    xchg   AL,AH
;;    inc    DX
;;    out    DX,AL
;;    xchg   AL,AH
;;    dec    DX
;;
    endm
```

```

byte_out macro
;;
    out    DX,AL
    xchg   AL,AH
    out    DX,AL
    xchg   AL,AH
;;
    endm
```

```

disp      macro
          local rt
;;This macro drops through only during a display interval
;;DX must be already set to 3c0h (used in DISPLAY and
;;WAIT_D macros)
;;
rt:       in      AL,DX      ;;test vertical retrace
          ;;status bit
          test    AL,1000b  ;;is it in a vertical retrace?
          jnz     rt        ;; yes, keep looking for non-
          ;; retrace (display) interval
;;
          endm

display   macro
;;
          mov     DX,st_add ;;Input Status Register One
          disp
;;
          endm

retr      macro
          local n_rt
;;macro which drops through only during a vertical
;;retrace
;;DX must be already set to 3c0h (used in RETRACE and
;;WAIT_R macros)
;;
n_rt:    in      AL,DX      ;;check for the beginning
          ;;of the vertical retrace.
          test    AL,1000b  ;;Is it in a vertical retrace?
          jz      n_rt      ;; no, try again.
;;
          endm

retrace   macro
;;
          mov     DX,st_add ;;Input Status Register One
          retr
;;
          endm

wait_r    macro
;;
;;This macro will drop through only at the beginning
;;of a vertical retrace -- it first waits for a
;;display interval, and only then looks for a retrace

```

```

;;
        display
        retr
;;
        endm

wait_d  macro
;;
        retrace
        disp
;;
        endm

fill_alpha  macro
        local keep,lp
;;
;; This macro fills the data area with the letters of
;; the alphabet and a cycle attribute bytes
;;
lp:      mov     [BX],AX
        add     AX,101h    ;;next letter
        add     BX,2      ;;next memory address
        cmp     AH,14     ;;is the attribute now 14?
        jne     keep      ;; no, keep it
        mov     AH,18     ;;skip cyan on cyan
keep:    loop    lp
;;
        endm

data    segment public

        ltrsb db  c_wide*2+25*2 dup (?)
                                ;letters A...Z...
                                ;and attributes

;
;The area above will be filled by the program to save
;typing and will look like:
;
;        ltrsb db  'a.b.c.d.e.f.g.h.i.j.k.l.m.n.o.
;                db  'p.q.r.s.t.u.v.w.x.y.z.'
;                db  'a.b.c.d.e.f.g.h.i.j.k.l.m.n.o.
;                db  'p.q.r.s.t.u.v.w.x.y.z.'
;                etc.
;where "." represents an attribute byte. It is long
;enough to fill a full 104 char line starting with
;any letter of the alphabet (offset 0-25).

```

```

hdwre db ?

even
    strt_add labelbyte
    strt_addw dw 2 dup (0) ;adapter (internal)
                ;memory address
    CRT_add dw 3b4h ;CRTC port
    st_add dw ? ;input status register
                ;one address
    al_seg dw 0b000h ;alpha mode segment
    ch_hi dw 13 ;character height minus 1
    ch_wi dw 8 ;character width minus 1

    al_mode db 7 ;alpha mode

data ends

code segment public
    assume CS:code

main proc far

start: push DS
        sub AX,AX
        push AX

        mov AX,data
        mov DS,AX
        assume DS:data

        mov BX,offset ltrs ;address of letters

; fill the character/attribute data area

lp: mov CX,c_wide/26
    push CX
    mov CX,26 ;all 26 letters of the alphabet
    mov AL,lc_a ;start with a lowercase 'a'
    mov AH,1 ;start with attribute 1
                ;(don't use black on black)

    fill_alpha
    pop CX
    loop lp

    mov AL,lc_a ;start with 'a' again
    mov AH,1 ;add attribute 1
    mov CX,25 ;but only go to 'y'
    fill_alpha

```

```

mov     AX,1a00h ;read display combination
int     10h      ;BIOS video call

cmp     AL,1ah   ;the VGA (or Model 30) will
                    ;return 1ah
jne     not_vga

cmp     BL,7     ;is it a monochrome VGA?
je      yes_vga
cmp     BL,8     ;is it a color VGA?
je      yes_vga
jmp     not_vga  ;could check for EGA for
                    ;completeness

yes_vga: or      hwre,vga_flg

not_vga: mov     BL,10h ;get EGA information
mov     AH,12h  ;alternate functions
int     10h    ;BIOS call

cmp     BH,1    ;Is it a monochrome
je      mono   ;yes, defaults already set for
                    ;monochrome, skip setup

cmp     CL,1001b ;Check switch settings.
                    ;Is it an enhanced display?
je      ecd
cmp     CL,0011b ; in hi-res alpha mode
je      ecd
                    ;must be a normal color display
                    ;(or ECD in emulation mode)

mov     ch_hi,7
jmp     cd

ecd:    or      hwre,ecd_flg;set the ECD flag

;the following section is common between standard
;color and ECD

cd:     or      hwre,clr_flg ;set the color flag
mov     ch_wi,7 ;character width is 8
                    ;for non-VGA, or VGA in
                    ;8 dot mode
mov     al_seg,0b800h ;alpha mode address
                    ;for all color modes
mov     al_mode,3 ;mode 3 for alpha mode

```



```

        wait_r                ;wait for the vertical retrace
        mov     DX,CRT_add
        mov     AL,13h        ;offset register index
        mov     AH,c_wide/2
                                ;use the same virtual width
                                ;for all alpha modes

        word_out

;we will leave the start address at 0 (upper, left
;corner) although you may want to use a different
;initial start address in your applications

;WRITE THE TEXT TO THE SCREEN THROUGH THE MOVE STRING
;INSTRUCTION

        mov     BX,offset ltrs    ;get the starting
                                ;letter's address
        xchg    AH,AL            ;put word width in AL
        xor     AH,AH           ;0 out AH
        shl     AX,1            ;multiply by two to
                                ;include attribute
                                ;bytes

        mov     CX,lines

n_line:  push    CX              ;save outer loop value
        mov     SI,BX          ;put starting letter in SI
        mov     CX,AX          ;count for entire line width
        rep     movsw          ;move a full virtual display
                                ;line into display mem
        add     BX,2           ;start with the next letter
                                ;of the alphabet

        cmp     BX,offset ltrs+26*2
                                ;is it past z?

        jne     n_ltr         ; no, start next line with next
                                ; letter
        sub     BX,52         ; yes, start with 'a' again
n_ltr:  pop     CX            ;restore outer loop value
        loop   n_line        ;do next line

        sti                ;re-enable interrupts

;START SMOOTH SCROLLING THROUGH THE DISPLAY (DOWN ONE
;CHAR AND RIGHT ONE CHAR)

```

```

mov     CX,-80      ;CX contains width of screen
                    ;as a negative number
add     CX,c_wide  ;add virtual screen width
                    ;to get number of characters
                    ;between the right edge of
                    ;actual and virtual screen
push    CX         ;save this value for use in
                    ;second section

again:   call     down_c
         call     right_c
         loop    again

;START MOVING DOWN ONE CHAR AND LEFT ONE CHAR

pop     CX

again2:  call     down_c
         call     left_c
         loop    again2

xor     AH,AH      ;function call 0 -- set mode
mov     AL,al_mode ;end program with
                    ;alpha mode reset
int     10h       ;BIOS video call

ret

main    endp

right_c proc      near

;Move the display area one character to the right in
;text mode

push    AX
push    BX
push    CX
push    DX

mov     CX,ch_wi
mov     BX,0033h ;index of horizontal pel panning
                    ;(start at 0 for 9 bit)
                    ;bit 5 is set (palette
                    ;register remain unmodified)
cmp     ch_wi,8  ;was it a 9 bit character width
                    ;(ch_wi = width - 1)?

```

```

je      is_9      ; yes, skip next step
inc     BH        ; no, start at 1 for 8 bit
cli     ;do not allow interrupts (to
is_9:   wait_r    ;prevent register changes)
        ;wait for vertical retrace
        ;(modifies AX/DX)
        ;also provides required
        ;resetting of 3c0h

mov     DX,ATC_add ;attribute register

mov     AX,BX
byte_out ;most cards will accept
        ;OUT DX,AX to 3c0h,
        ;although undocumented

inc     BH        ;next step of horizontal scroll
loop    is_9     ;loop for one full character
        ;width

cmp     ch_wi,8   ;was it a 9 bit character width
        ;(ch_wi = width - 1)
je      is_9_2   ;yes, skip next step
is_9_2: mov     BH,0 ; no, start at 0 for 8 bit
        display  ;Start address must be set during
        ;display interval to take effect
        ;at the beginning next vertical
        ;retrace

inc     strt_addw ;point to the next
        ;character for display
        ;start address

mov     DX,CRT_add
mov     AL,0ch    ;index of start
        ;address high
mov     AH,strt_add[1] ;get the MSB
word_out
inc     AX        ;index of start
        ;address low
mov     AH,strt_add ;get the LSB
word_out

retrace ;the above code is during the
        ;display interval no need to check
        ;again with the WAIT_R macro

mov     DX,ATC_add
mov     AX,BX
byte_out

```



```

lp_lft:  wait_r          ;wait for vertical retrace
          ;(modifies AX/DX) also provides
          ;required resetting of 3c0h
          mov     DX,ATC_add
          ;attribute register
          mov     AX,BX
          byte_out      ;most cards will accept
          ;OUT DX,AX to 3c0h,
          ;although undocumented
          dec     BH      ;next step of horizontal scroll
          loop    lp_lft  ;loop for the remaining bits
          ;(unless 9 bit width)

          cmp     ch_wi,8 ;was it a 9 bit character width
          ;(ch_wi = width - 1)
          jne    not_9   ;yes, skip next step
          mov     BH,0    ; no, start at 0 for 8 bit
          wait_r
          mov     DX,ATC_add
          mov     AX,0833h ;set the Pel Pan register to
          ;8 for 9 bit width
          byte_out

not_9:   sti

          pop     DX
          pop     CX
          pop     BX
          pop     AX

          ret

left_c   endp

down_c   proc    near

; Move the display area one character to the right in text
; mode

          push   AX
          push   BX
          push   CX
          push   DX

          mov     CX,ch_hi
          mov     BX,0108h ;index of preset row scan
          ;(start at 1)

```

```

cli                                ;do not allow interrupts (to
                                ;prevent register changes)
lp_d: wait_r                       ;wait for retrace interval
                                ;(modifies AX/DX)
mov     DX,CRT_add                 ;CRTC register address

mov     AX,BX
word_out
inc     BH                         ;next step of vertical scroll
loop   lp_d                       ;loop for one full character
                                ;height

mov     BX,c_wide                 ;width of virtual screen
add     BX,strt_addw             ;BX points to the next line
mov     strt_addw,BX             ;save the new start address

wait_d                             ;wait for display interval to
                                ;change start address

mov     DX,CRT_add
mov     AL,0dh                   ;index of start address high
mov     AH,BL                     ;get the least significant byte
word_out
dec     AX                         ;index of start address low
mov     AH,BH                     ;get the most significant byte
word_out

retrace                             ;wait until retrace to modify
                                ;preset row scan

mov     DX,CRT_add
mov     AX,8                       ;set preset row scan to 0
word_out

wait_d                             ;prevents next call from
                                ;occurring in the same interval

sti

pop     DX
pop     CX
pop     BX
pop     AX

ret

down_c  endp

```

```
down_p  proc    near
```

```
; Move the display area one character to the right in
; text mode
```

```
    push    AX
    push    BX
    push    CX
    push    DX
```

```
    cli
```

```
    mov     BX,c_wide    ;width of virtual screen
    add     BX,strt_addw ;BX points to the next line
    mov     strt_addw,BX ;save the new start address
```

```
    wait_d                ;wait for display interval to
                        ;change start address
```

```
    mov     DX,CRT_add
    mov     AL,0dh      ;index of start address high
    mov     AH,BL      ;get the least significant byte
    word_out
    dec     AX          ;index of start address low
    mov     AH,BH      ;get the most significant byte
    word_out
```

```
    sti
```

```
    pop     DX
    pop     CX
    pop     BX
    pop     AX
```

```
    ret
```

```
down_p  endp
```

```
code    ends
```

```
end     start
```


LINE.ASM uses integer techniques to plot a line. Note the use of the Microsoft Calling Convention. The algorithm is derived in Chapter 16.

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COMMENT *

This program does not check the range. A range checking procedure within the plotting routine is generally a good idea unless the program itself limits the size and placement of the lines.

The `__plot` routine will work only on color EGA's with more than 64K or on any VGA.

*

```
ln_type='mv'           ;Line parameters in memory
                      ; variables.
                      ; Use 'rg' for parameters in
                      ; registers

swap      equ      1   ;flag to swap x and y coordinates
neg_dx    equ      2   ;sign flag for delta x
neg_dy    equ      4   ;sign flag for delta y
```

```
word_out macro

      out      DX,AX

endm
```

```
; THE FOLLOWING MACROS ARE FOR THE LINE PROCEDURES
; the line macro simplifies parameter passing in the
; code i.e. you don't need to push all the variables,
; but you can manually push and then call _line
; directly (see the _SetClr routine -- it doesn't use
; a macro since it's only one PUSH)
```

```
line      macro      x1,y1,xn,yn

      mov      AX,x1
      push    AX
      mov      AX,y1
      push    AX
      mov      AX,xn
      push    AX
      mov      AX,yn
```

```

    push    AX
    call    far ptr _line

    endm

```

```
rst_mode macro
```

```
;;This macro restores the EGA write mode to the
;;default (0)
```

```

    mov     DX,3ceh    ;Address of the Graphics 1 and 2 regis
    mov     AL,8      ;Index 8 (Bit map mask)
    mov     AH,0ffh   ;restore bit mask to enable all
                        ; pixels in byte

    word_out

    mov     DX,3ceh   ;graphics 1 and 2 address register
    mov     AL,5      ;set write mode
    mov     AH,0      ;mode 0 (BIOS default)
    word_out

    endm

```

```
set_mode macro
```

```
;;This macro define defines the EGA write mode, sets
;;the memory address, and other overhead needed only
;;once per call for non-BIOS operation
```

```

    mov     DX,3ceh   ;graphics 1 and 2 address register
    mov     AL,5      ;set write mode
    mov     AH,2      ;mode 2 (color n to masked bits)
    word_out

    endm

```

```
; END OF MACROS -- THE FOLLOWING CODE DEMONSTRATES
; THE USE OF THE LINE ROUTINES
```

```
gl_data segment public
```

```
    even                ;align on even address
```

```
    vid_mem dw 0a000h
```

```

bproW    dw    80          ;bytes/row (640 bits / 8)
mod_mask  dw    111b
pixpb    db    3          ;pixels per byte (in shifts)
                    ; 2^3 = 8 pixels
b_mask    db    10000000b ;bit mask (will be
                    ;rotated)

clr       db    ?

gl_data   ends

dgroup    group    data

data      segment public

x_1       dw    150
y_1       dw    175
x_n       dw    320
y_n       dw    5

o_mode    db    ?
o_curs    dw    ?

data      ends

code      segment public
          assume cs:code

main      proc    far

start:    push    DS
          sub     AX,AX
          push   AX

          mov     AX,dgroup
          mov     DS,AX
          assume  DS:dgroup

          mov     AH,0fh          ;get current mode info
          int     10h
          mov     o_mode,AL       ;save the current mode

          mov     AH,3           ;get the cursor attributes
          int     10h
          mov     o_curs,CX      ;save the cursor type

          mov     AX,10h         ;set mode hi-res graphics
          int     10h

```

```

mov     AX,5
push   AX
call   far ptr _SetClr

line   x_1,y_1,x_n,y_n

mov     AX,2
push   AX
call   far ptr _SetClr

mov     y_n,345
line   x_1,y_1,x_n,y_n

mov     x_1,320
mov     x_n,490
mov     y_n,175
mov     AX,1000

```

bmrk:

;this loop can be used for benchmarking variations in
;the code. It also gives a good demonstration of the
;drawing speed by cycling through the colors

```

push   AX

;use AX to make the color number
and    AX,1111b
push   AX
call   far ptr _SetClr

mov     y_1,5
line   x_1,y_1,x_n,y_n

mov     y_1,345
line   x_1,y_1,x_n,y_n

pop     AX
dec     AX
jz      go_on
jmp     bmrk

```

go_on:

```

mov     AH,0      ;return mode to original value
mov     AL,o_mode
int     10h

mov     AH,1      ;set cursor type
mov     CX,o_curs;restore the cursor type
int     10h

ret

```

```
main      endp
```

```
;THE LINE DRAWING ROUTINES BEGIN HERE
```

```
;The following structure definitions simplify stack  
addressing for calling the ellipse routines from  
other languages
```

```
LIN_stk  struc

        LIN_bp  dw  ?      ;BP
        LIN_ra  dd  ?      ;return address
        LIN_y2  dw  ?
        LIN_x2  dw  ?
        LIN_y1  dw  ?
        LIN_x1  dw  ?

        LIN_sb  dw  ?      ;dummy entry to calculate
                           ;stack size
```

```
LIN_stk  ends
```

```
;calculate value to pop with RET n at end of proc  
(length of parameters)
```

```
popval = LIN_sb - (LIN_ra + size LIN_ra)
```

```
COMMENT @
```

```
_line (x1,y1,x2,y2)
```

```
calling program passes:
```

```
x1      The x coordinate of line endpoint 1
y1      The y coordinate of line endpoint 1
x2      The x coordinate of line endpoint 2
y2      The y coordinate of line endpoint 2
```

```
MASM _line routine returns:
        nothing
```

```
_line  proc   far
        public _line      ;public for link to other
                           ;modules

        push  BP           ;BP must be preserved
                           ; (standard entry practice)
        mov   BP,SP       ;this will remain constant
                           ; for calculating
```

```

                                ; addresses of variables
push    SI                      ;SI must be preserved

push    DS                      ;preserve DS

mov     AX,gl_data              ;graphics library
                                ;data segment

mov     DS,AX
assume  DS:gl_data

set_mode

;GET PARAMETERS
;    AX will contain x_n
;    BX will contain y_n
;    CX will contain x_0
;    DX will contain y_0

mov     CX,LIN_x1[BP]
mov     DX,LIN_y1[BP]
mov     AX,LIN_x2[BP]
mov     BX,LIN_y2[BP]

;COMPUTE INITIAL VALUES
;    BP used for subroutine flags

sub     BP,BP                  ;clear all "flags"

mov     DI,AX                  ;put last x in DI
sub     DI,CX                  ;DI = delta x
                                ;SUB flags = CMP flags
jae     p_dx                   ;DI=CX, delta x is positive

neg     DI                     ;we need a positive value
or      BP,neg_dx              ; but we need the sign later

p_dx:   mov     SI,BX          ;put last y in DI
sub     SI,DX                  ;DX = delta y
jae     p_dy                   ;SI=DX, delta x is positive

neg     SI                     ;we need a positive value
or      BP,neg_dy              ; but we need the sign later

p_dy:   cmp     DI,SI          ;which is larger, dx or dy?
jae     g_dx                   ; delta x is larger (or equal)

;delta y is larger, so we must swap x and y values
;for the algorithm (and swap again when plotted).

```

```

        xchg    AX,BX    ;swap the x and y values
        xchg    CX,DX
        xchg    DI,SI

;swap the "flags"

        test    BP,neg_dx
        jz     no_dx
        or     BP,swap    ;use swap flag as temp
no_dx:  and     BP,not neg_dx ;clear neg_dx
        test    BP,neg_dy    ;was neg_dy set?
        jz     no_dy        ; no, skip next step
        or     BP,neg_dx    ; yes, set neg_dx
no_dy:  and     BP,not neg_dy ;clear neg_dy
        test    BP,swap    ;was neg_dx set?
        jz     no_tmp      ; no, skip next step
        or     BP,neg_dy    ; yes, set neg_dy
no_tmp: or     BP,swap    ;make sure swap is set

g_dx:  test    BP,neg_dx    ;check primary direction
        jz     r2l        ; (must be right to left)

                                ; it's right to left ...
        xchg    AX,CX    ; switch first and last x's
        xchg    BX,DX    ; switch first and last y's
        xor     BP,neg_dy ; change the sign of delta y
                                ; algorithm assumes delta x0.

r2l:   mov     BX,AX    ;put the last (max.) x in BX

;Calculate the initial test value
;(AX = delta x - 2 * delta y)

        mov     AX,DI    ;put delta x in AX
        shl    SI,1     ;SI = 2 * delta y
        sub    AX,SI    ;AX = delta x - 2 * delta y

;Calculate the recurring parameters 2 * dy (already
;done) and 2 * dx

        shl    DI,1     ;DI = 2 * delta x

;AX = test value
;BX = maximum x coordinate
;CX = current x coordinate
;DX = current y coordinate
;SI = 2 * delta y

```

```
;DI = 2 * delta x
;BP = swap and direction flags
```

```
;at this point, the four separate cases will be
;determined and run as different routine. These can
;easily be combined into a single routine, although
;performance will suffer slightly
```

```
test BP,swap ;x and y swapped? (in CX and DX)
jz no_swap ; no, use standard procedure
jmp swap_p ; yes, use x=DX and y=CX
no_swap: test BP,neg_dy;are we going "backwards"?
jnz retest2 ; yes, use the dec DX (y) routine
```

```
retest: call __plot
cmp CX,BX ;have we plotted last y?
jne @F ;no, continue
jmp l_done ;yes, finish the procedure
@@: cmp AX,0 ;is test (AX) 0?
jg @F ; yes, skip next section
```

```
add AX,DI ; no, test = test + 2*dx
inc DX ;y = y + 1
```

```
@@: sub AX,SI ;test = test - 2*dy [+ 2*dx]
inc CX ;x = x + 1
jmp retest
```

```
retest2: call __plot
cmp CX,BX ;have we plotted last y?
jne @F ;no, continue
jmp l_done ;yes, finish the procedure
@@: cmp AX,0 ;is test (AX) 0?
jg @F ; yes, skip next section
```

```
add AX,DI ; no, test = test + 2*dx
dec DX ;y = y - 1
```

```
@@: sub AX,SI ;test = test - 2*dy [+ 2*dx]
inc CX ;x = x + 1
jmp retest2
```

```
;the following two cases assume x and y are swapped
;(i.e. x is in DX and y is in CX -- the plot routine
;expects x in CX and y in DX
```

```
swap_p: test BP,neg_dy;are we going "backwards"?
jnz retest4 ;yes, use dec DX (x)
```



```

retest3:
    xchg    CX,DX    ;swap x and y for plot
    call   __plot
    xchg    CX,DX    ;restore x and y
    cmp     CX,BX    ;have we plotted last x?
    jne    @F        ;no, continue
    jmp     l_done   ;yes, finish the procedure
@@:      cmp     AX,0    ;is test (AX) 0?
    jg     @F        ; yes, skip next section

    add    AX,DI    ; no, test = test + 2*dy
    inc    DX        ;x = x + 1

@@:      sub    AX,SI    ;test = test - 2*dx [+ 2*dy]
    inc    CX        ;y = y + 1
    jmp    retest3

retest4:
    xchg    CX,DX    ;swap x and y for plot
    call   __plot
    xchg    CX,DX    ;restore x and y
    cmp     CX,BX    ;have we plotted last x?
    jne    @F        ;no, continue
    jmp     l_done   ;yes, finish the procedure
@@:      cmp     AX,0    ;is test (AX) 0?
    jg     @F        ; yes, skip next section

    add    AX,DI    ; no, test = test + 2*dy
    dec    DX        ;x = x - 1

@@:      sub    AX,SI    ;test = test - 2*dx [+ 2*dy]
    inc    CX        ;y = y + 1
    jmp    retest4

l_done:
    rst_mode

    pop    DS        ;restore DS
    assume DS:nothing

    pop    SI        ;restore SI

    pop    BP        ;restore BP
    ret    popval

_line    endp

```

COMMENT @

MASM `_SetClr` routine returns:

nothing

@

```

_SetClr  proc    far
         public  _SetClr  ;public for link to other
                               ;modules

         push   BP        ;BP must be preserved
                               ; (standard entry practice)
         mov    BP,SP     ;this will remain constant
                               ; for calculating
                               ; addresses of variables

         push   DS       ;preserve DS

         mov    AX,gl_data ;graphics library
                               ;data segment
         mov    DS,AX
         assume DS:gl_data

         mov    AX,[BP+6]
         mov    clr,AL

         pop    DS
         assume DS:nothing

         pop    BP

         ret     2

_SetClr  endp

```

```

__plot  proc    near
        assume DS:gl_data

```

```

;Assumes page is 0, but similar to INT 10 in other
;respects:
;AL = color
;CX = column
;DX = row
;DS = gl_data segment

```

```

        push   ES
        push   AX
        push   BX
        push   CX
        push   DX

```

```

push    DX

mov     AX,CX      ;put the column number in AX
mov     BX,CX      ;save the column number
and     AX,mod_mask ;find AX mod pixels per
                        ; byte

mov     CL,AL
mov     AL,b_mask ;get the bit mask template
shr     AL,CL      ;rotate the bit mask into place
mov     CX,BX      ;restore CX

mov     AH,AL      ;put the bit mask in AH
mov     AL,8        ;bit mask register index
mov     DX,3ceh    ;bit mask register
word_out

pop     DX

mov     AX,DX      ;put the row in AX
mov     BX,bprow    ;get bytes per row
mul     BX
mov     BX,CX      ;put column number in BX
mov     CL,pixpb
shr     BX,CL      ;divide by pixels / byte
add     BX,AX      ;byte offset in memory

mov     AX,vid_mem
mov     ES,AX
mov     AL,ES:[BX] ;load the latch registers
mov     AL,clr
mov     ES:[BX],AL ;write color to memory

pop     DX
pop     CX
pop     BX
pop     AX
pop     ES

ret

__plot  endp
code    ends
end     start

```

ELLIPSE.ASM uses integer techniques to plot an ellipse. Note the use of the Microsoft Calling Convention. The algorithm is derived in Chapter 16.

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COMMENT *

This program does not check the range. A range checking procedure within the plotting routine is generally a good idea unless the program itself limits the size and placement of the ellipses. You might also want to make modifications to draw arcs (perhaps by modifying placing variable limits on the x and y coordinates of the plot routine).

Also note that the algorithm will fail if the dependant variable (y) becomes zero. If your application will not constrain the radii, the program should be modified to stop adjusting y if it becomes 0.

I assumed neither radius would exceed 640 pixels -- this should be large enough for most standard applications.

The __plot routine will work only on color EGA's with more than 64K or on any VGA.

*

```
r_1      equ      00000001b;mask which designates the
                        ; right and left end arcs are
                        ; being plotted (stored in
                        ; "portion")
t_b      equ      11111110b;mask which designates the
                        ;top and bottom arcs are being
                        ; plotted (stored in "portion").
```

word_out macro

```
out      DX,AX
```

```
endm
```

rst_mode macro

```
;;This macro restores the EGA write mode to the
;;default (0)
```

```

mov     DX,3ceh    ;Address of the Graphics 1
                    ;and 2 register
mov     AL,8       ;Index 8 (Bit map mask)
mov     AH,0ffh    ;restore bit mask to enable all
                    ; pixels in byte

```

```
word_out
```

```

mov     DX,3ceh    ;graphics 1 and 2
                    ;address register
mov     AL,5       ;set write mode
mov     AH,0       ;mode 0 (BIOS default)
word_out

```

```
endm
```

```
set_mode macro
```

```

;;This macro define defines the EGA write mode, sets
;;the memory address, and other overhead needed only
;;once per call for non-BIOS operation$

```

```

mov     DX,3ceh    ;graphics 1 and 2
                    ;address register
mov     AL,5       ;set write mode
mov     AH,2       ;mode 2 (color n to masked bits)
word_out

```

```
endm
```

```

; END OF MACROS -- THE FOLLOWING CODE DEMONSTRATES
; THE USE OF THE ELLIPSE ROUTINES

```

```
stack    segment stack
```

```
db      32 dup ('01234567')
```

```
stack    ends
```

```
gl_data  segment public
```

```
even                    ;align on even address
```

```
vid_mem  dw  0a000h
```

```
bproW    dw  80          ;bytes/row (640 bits / 8)
```

```
mod_mask dw  111b
```

```
pixpb    db  3          ;pixels per byte (in shifts)
                    ; 2^3 = 8 pixels
```

```

b_mask db 10000000b;bit mask (will be
        ;rotated)

```

```

clr     db ?

```

```

; The double word labels are not used within the
; program. However, they are very useful during
; symbolic debugging

```

```

even

```

```

t_e_d  label    dword
t_e_lo dw      ?
t_e_hi dw      ?

```

```

r1_d   label    dword
r1_lo  dw      ?
r1_hi  dw      ?

```

```

r2_d   label    dword
r2_lo  dw      ?
r2_hi  dw      ?

```

```

y_p_d  label    dword
y_p_lo dw      ?
y_p_hi dw      ?

```

```

c_x    dw      ?
c_y    dw      ?

```

```

x      dw      ?
y      dw      ?

```

```

portion db ?

```

```

gl_data ends

```

```

dgroup group data

```

```

data segment public

```

```

r1      dw 100
r2      dw 150
cntr_x  dw 320
cntr_y  dw 170
color   db 5

```

```

        o_mode  db  ?
        o_curs  dw  ?

data    ends

code    segment public
        assume  cs:code

main    proc      far

start:  push     DS
        sub     AX,AX
        push   AX

        mov     AX,dgroup
        mov     DS,AX
        assume  DS:dgroup

        mov     AH,0fh          ;get current mode info
        int    10h
        mov     o_mode,AL      ;save the current mode

        mov     AH,3           ;get the cursor attributes
        int    10h
        mov     o_curs,CX     ;save the cursor type

        mov     AX,10h        ;set mode hi-res graphics
        int    10h

        ;Push the color data onto the stack

        mov     AL,color      ;AH=0 already
        push   AX             ;color only uses 1 byte
        call   far ptr _SetClr

        mov     AX,cntr_x
        push   AX
        mov     AX,cntr_y
        push   AX
        mov     AX,r1
        push   AX
        mov     AX,r2
        push   AX
        call   far ptr _ellipse

        mov     r1,100
        mov     r2,100

```

```

        mov     AX,cntr_x
        push   AX
        mov     AX,cntr_y
        push   AX
        mov     AX,r1
        push   AX
        mov     AX,r2
        push   AX
        call   far ptr _ellipse

bmrk:   mov     AX,1000

        mov     color,AL
        and     color,1111b
        push   AX

        mov     AL,color
        push   AX
        call   far ptr _SetClr

        mov     r1,50
        mov     r2,50
        mov     AX,cntr_x
        push   AX
        mov     AX,cntr_y
        push   AX
        mov     AX,r1
        push   AX
        mov     AX,r2
        push   AX
        call   far ptr _ellipse

        pop    AX
        dec    AX
        jz     go_on
        jmp    bmrk

go_on:  mov     AH,0           ;return mode to original value
        mov     AL,o_mode
        int    10h

        mov     AH,1         ;set cursor type
        mov     CX,o_curs    ;restore the cursor type
        int    10h

        sub     AX,AX        ;return code 0
        ret

```



```
main      endp
```

```
;THE ELLIPSE DRAWING ROUTINES BEGIN HERE
```

```
;The following structure definitions simplify stack ;ad-  
;dressing for calling the ellipse routines from  
;other languages
```

```
ELL_stk  struc

        ELL_bp  dw  ?      ;BP
        ELL_ra  dd  ?      ;return address
        ELL_r2  dw  ?
        ELL_r1  dw  ?
        ELL_y   dw  ?
        ELL_x   dw  ?

        ELL_sb  dw  ?      ;dummy entry to calculate  
                        ;stack size
```

```
ELL_stk  ends
```

```
;calculate value to pop with RET n at end of proc  
;(length of parameters)
```

```
popval = ELL_sb - (ELL_ra + size ELL_ra)
```

```
COMMENT @  
_ellipse (x,y,r1,r2)
```

```
calling program passes:
```

```
x      The x coordinate of the center  
y      The y coordinate of the center  
r1     x-axis radius  
r2     y-axis radius
```

```
MASM _ellipse routine returns:  
      nothing
```

```
_ellipse proc      far  
      public  _ellipse ;public for link to other  
                        ;modules

      push   BP        ;BP must be preserved  
                        ; (standard entry practice)
      mov    BP,SP     ;this will remain constant  
                        ; for calculating
```

```

                                ; addresses of variables
push    SI                      ;SI must be preserved

push    DS                      ;preserve DS

mov     AX,gl_data              ;graphics library
                                ;data segment
mov     DS,AX
assume  DS:gl_data

set_mode

and     portion,t_b
mov     AX,ELL_x[BP]
mov     c_x,AX
mov     AX,ELL_y[BP]
mov     c_y,AX
sub     AX,AX                   ;x starts at 0
mov     x,AX                   ;store x
mov     BX,ELL_r2[BP]
mov     y,BX                   ;y will start at r2 (0,r2)
mov     CX,ELL_r1[BP]
push    BP
call    ellip
pop     BP

;for the right/left calculations we swap r2
;and r1 x and y are swapped just before
;plotting so the definitions are reversed
;here.
or      portion,r_l
mov     AX,ELL_x[BP]
mov     c_x,AX
mov     AX,ELL_y[BP]
mov     c_y,AX
sub     AX,AX                   ;y starts at 0
mov     x,AX                   ;store y
mov     BX,ELL_r1[BP]
mov     y,BX                   ;x will start at r1 (r1,0)
mov     CX,ELL_r2[BP]
call    ellip
rst_mode

pop     DS                      ;restore DS
assume  DS:nothing

pop     SI                      ;restore SI

```

```

    pop     BP           ;restore BP
    ret     popval      ;clean off the parameters

```

```
_ellipse endp
```

```
ellip  proc  near
```

```

; COMPUTE INITIAL VALUES
; These values are calculated only twice per ellipse
; to avoid repeating time intensive calculations.
; Optimization of these routines is not nearly as
; important as those within the plotting loop.
;
;
;     c_x is the center along the x-axis
;     c_y is the center along the y-axis
;     AX contains current x
;     x  also contains current x
;     BX contains r2
;     CX contains r1
;     DS must be pointing to gl_data (graphics
;     library data)
;

```

```
assume DS:gl_data
```

```

mov     SI,AX           ;save x in SI

mov     AX,BX
mul     BX              ;DX+AX = r2^2
mov     BP,DX
mov     BX,AX           ;BP+BX = r2^2
mov     r2_lo,AX
mov     r2_hi,DX       ;also store in memory

mov     AX,CX
mul     CX              ;DX+AX = r1^2
mov     DI,DX
mov     CX,AX           ;DI+CX = r1^2
mov     r1_lo,AX
mov     r1_hi,DX       ;also store in memory

```

```

;CX = LSW of r1^2
;DI = MSW of r1^2
;BX = LSW of r2^2
;BP = MSW of r2^2
;SI = x

```

```

;Calculate the initial test value
;(t_e = -2*r1^2*y+r1^2)

```

```

push    BX          ;save r2^2
push    BP

mov     AX,CX       ;LSW of r1^2
mul     y           ;y*r1^2 low word (two word
                    ;result)
mov     BX,AX       ;store in BX
mov     BP,DX       ;store temp in BP
mov     AX,DI       ;MSW of r1^2
mul     y           ;y*r1^2 high word (DX will be
                    ;0 since 640^3 is a practical
                    ;limit)
add     BP,AX       ;add to overflow from previous
                    ;MUL [using the distributive
                    ;property
                    ;y*(a+b) = y*a + y*b]
                    ;BP+BX contains y*r1^2

neg     BX          ;-y*r1^2 (make 2's comp low
                    ;word)
not     BP          ;-y*r1^2 (make 2's comp high
                    ;word)
shl     BX,1        ;BX = 2*BX (low word)
rcl     BP,1        ;BP = 2*BP (high word
                    ; plus high bit of low word)
                    ;BX+BP now contains -2*y*r1^2)

add     CX,BX       ;DI+CX = -2*y*r1^2 + r1^2
adc     DI,BP

mov     t_e_lo,CX ;store the LSW of t_e
mov     t_e_hi,DI ;store MSW of t_e

```

```

;calculate recurring parameters  $4*r1^2*(-y+1)$ , and
; $4*r2^2*x+2*r2^2$ 
; requiring  $4*r1^2$ ,  $4*r2^2$ , and the initial values
; $4*r1^2*(-y_i+1)=-4*r1^2*(y_i-1)$  and  $2*r2^2$ 

```

```

shl     r1_lo,1
rcl     r1_hi,1
shl     r1_lo,1
rcl     r1_hi,1      ;r1_lo=4*r1^2
mov     BX,y         ;put y_i in BX
dec     BX          ;y_i-1
mov     AX,r1_lo
mul     BX           ;low word of  $4*r1^2*(y_i-1)$ 
mov     BP,DX       ;temp. store the overflow
                    ;in BP

```

```

neg     AX           ;make 2's complement of low byte
                    ; i.e.  $AX = -4 * r1^2 * (y_i - 1)$ 

mov     y_p_lo,AX   ;store the low word
mov     AX,r1_hi
mul     BX           ;high word of  $2 * r1^2 * (2 * y_i - 1)$ 
add     AX,BP       ;add in the overflow

not     AX           ;make 2's complement of
                    ;high byte
mov     y_p_hi,AX   ;save it for later use

pop     BP           ;restore  $r2^2$ 
pop     BX

shl     BX,1        ; $2 * r2^2$ 
rcl     BP,1

push    BX           ;save temporarily
push    BP           ;save temporarily
mov     r2_lo,BX    ;save  $2 * r2^2$ 
mov     r2_hi,BP

shl     BX,1        ; $4 * r2^2$ 
rcl     BP,1

mov     CX,BX       ;change in x based term
                    ;stored in
mov     DI,BP       ; $DI + CX = 4 * r2^2$  (used each
                    ;iteration)

pop     BP           ;restore  $2 * r2^2$  (initial x term)
pop     BX           ; $BP + BX = 2 * r2^2$  (used each iteration)

mov     DX,t_e_hi ;put the test value in  $DX + AX$ 
mov     AX,t_e_lo

;initial x still in SI

```

```
retest:
```

```
; Plot the points
```

```

push    CX
push    DX
push    DI
push    SI

mov     DI,y

```

```

        test    portion,r_1
        jz     no_xchg

        xchg   SI,DI

no_xchg: mov    CX,c_x
        add    CX,SI    ;column c_x+x
        mov    DX,c_y
        add    DX,DI    ;row c_y+y
        call   __plot

        sub    CX,SI
        sub    CX,SI    ;column c_x-x (row c_y+y)
        call   __plot

        sub    DX,DI
        sub    DX,DI    ;row c_y-y (column c_x-x)
        call   __plot

        add    CX,SI
        add    CX,SI    ;column c_x+x (row c_y-y)
        call   __plot

        pop    SI
        pop    DI
        pop    DX
        pop    CX

; next test value

        cmp    DX,0    ;if the test value = 0,
                    ; add the y based term to the test
                    ; value, then reduce y and change
                    ; the y based term.
                    ; Note that only high byte
                    ; determines sign
        jl     less1    ;the value was 0 so skip this

;add the y based term, 4*(r1^2 - y*r1^2)

        push   BX        ;save the x based term
        push   BP

        mov    BX,y_p_lo ;put the y term in BP+BX
        mov    BP,y_p_hi
        add    AX,BX     ;add the y term
        adc    DX,BP     ;to the test value

        dec    y        ;y=y-1

```

```

add    BX,r1_lo    ;adjust the y based term
adc    BP,r1_hi    ; to new  $4*(r1^2 - r1^2*y)$ 
                        ; by adding  $4*r1^2$ 
                        ; (y decreased 1)

mov    y_p_lo,BX
mov    y_p_hi,BP   ;save the new value

pop    BP           ;restore x based term
pop    BX

less1: add    AX,BX    ;calculate the new test value
adc    DX,BP        ; $t_e = t_e + 4*x*r2^2 + 2*r2^2$ 
                        ; (and maybe  $+ 4*(r1^2 - y*r1^2)$ )

inc    SI           ;increment x

add    BX,CX        ;adjust the x based term
adc    BP,DI        ; by adding  $4*r2^2$ 
                        ; (x increased 1)

;Check whether we've gone beyond the limits

push   BX           ;save the x-based term
push   BP
add    BX,y_p_lo    ;add y-based term to
adc    BP,y_p_hi    ; x-based term
sub    BX,r1_lo     ;subtract  $4*r1^2$ 
sbb   BP,r1_hi
sub    BX,r2_lo     ;subtract  $2*r2^2$ 
sbb   BP,r2_hi

                        ;if the result is 0
                        ;we are done

pop    BP           ;restore x-based terms
pop    BX           ; (will not affect flags)
jz    e_cont       ;if result = 0: plot one
                        ;more point
jns   e_done       ;if result 0: we're done

e_cont:
      jmp    retest

e_done:
      ret

ellip endp

```

COMMENT @

_SetClr (color)

calling program passes:

color new color to use with drawing commands

MASM _SetClr routine returns:

nothing

@

```

_SetClr  proc    far
         public  _SetClr  ;public for link to other
                               ;modules

         push    BP        ;BP must be preserved
                               ; (standard entry practice)
         mov     BP,SP     ;this will remain constant
                               ; for calculating
                               ; addresses of variables

         push    DS       ;preserve DS

         mov     AX,gl_data ;graphics library
                               ;data segment
         mov     DS,AX
         assume  DS:gl_data

         mov     AX,[BP+6]
         mov     clr,AL

         pop     DS
         assume  DS:nothing

         pop     BP

         ret     2

_SetClr  endp

```

```

__plot  proc    near
        assume  DS:gl_data

```

;Assumes page is 0, but similar to INT 10 in other

;respects:

;AL = color

;CX = column

;DX = row

;DS = gl_data segment


```

push    ES
push    AX
push    BX
push    CX
push    DX

push    DX

mov     AX,CX          ;put the column number in AX
mov     BX,CX          ;save the column number
and     AX,mod_mask    ;find AX mod pixels per byte
mov     CL,AL
mov     AL,b_mask      ;get the bit mask template
shr     AL,CL          ;rotate the bit mask into place
mov     CX,BX          ;restore CX

mov     AH,AL          ;put the bit mask in AH
mov     AL,8           ;bit mask register index
mov     DX,3ceh        ;bit mask register
word_out

pop     DX

mov     AX,DX          ;put the row in AX
mov     BX,bprow       ;get bytes per row
mul     BX             ;multiply by bytes/row
mov     BX,CX          ;put column number in BX
mov     CL,pixpb
shr     BX,CL          ;divide by pixels / byte
add     BX,AX          ;byte offset in memory

mov     AX,vid_mem
mov     ES,AX
mov     AL,ES:[BX]     ;load the latch registers
mov     AL,clr
mov     ES:[BX],AL    ;write color to memory

pop     DX
pop     CX
pop     BX
pop     AX
pop     ES

ret

__plot  endp

```

```
plot2    proc    near
          assume DS:gl_data

; Change this to __PLOT (and __PLOT to PLOT2) to see
; how much BIOS calls slow this program.

          push   AX
          push   BX

          mov    AL,clr

          mov    AH,0ch
          mov    BH,0
          int    10h

          pop    BX
          pop    AX

          ret

plot2    endp

code     ends

end      start
```

VERTIRQ2.ASM uses the hardware interrupt to write a line of V's across the top of the screen. A second line of V's is continuously written. The first line remains steady, while the second flickers rapidly (the second line being drawn almost as fast as the computer will allow). Contrast this to VERTRET, which is similar, but can only write the second line after writing the first — thus slowing the execution of the main routine. A complete description of this process is given in Chapter 15.

```
clr_flg equ 1
ecd_flg equ 2
vga_flg equ 4
vr_bit equ 8
g64_flg equ 16
cols equ 50h
```

```
set_irq2 macro
    Local chk_disp, chk_mem, chk_done, no_vga, vga,
           skip_prm
```

;DS must be set to DATA when this macro is used

```
    push    DS

    mov     AX, BIOS
    mov     DS, AX    ;set the data segment to
                    ; the BIOS save area

    assume DS:BIOS
    xor     AH, AH
    mov     AL, mode  ;get the current video mode

    pop     DS
    assume DS:DATA

    test    hdwre, vga_flg
    jz      no_vga
    jmp     vga
no_vga:    cmp     AL, 3
    jbe     chk_disp
    cmp     AL, 0fh
    jae     chk_mem
    jmp     chk_done

chk_disp:
    test    hdwre, ecd_flg ;is the color alpha
                    ; mode set to 350 lines?
    jz      chk_done    ; no, use the standard
                    ; parameter table entry
    add     AX, 19      ;350 line alpha requires
```

```

                                ; the mode+19 entry in
                                ; the parameter table
        jmp     chk_done

chk_mem:
        test    hdwre,g64_flg ;is more than 64K mem
                                ;installed on the EGA?
        jz     chk_done      ; no, use the standard
                                ; parameter table entry
        add     AX,2         ;64K, 350 line graphics
                                ; requires the mode+2
                                ; entry in the
                                ; parameter table
        jmp     chk_done

vga:    mov     DX,CRT_add    ;the VGA can read the
                                ; current V. Ret. End
        mov     AL,11h      ;index of Vertical Retrace End
        out    DX,AL
        inc    DX
        in     AL,DX        ;get the current value
        mov    AH,AL        ;put the current setting in AH
                                ; for later use
        jmp    skip_prm

chk_done:
        push   DS

        lds    BX,prm_tbl
        assume DS:nothing
        mov    CL,6
        shl   AX,CL        ;multiply AX by bytes per mode
        add   AX,27        ;add offset of
                                ; Vertical Retrace End entry
        add   BX,AX        ;BX is now memory offset of
                                ; desired entry

        mov    AH,[BX]
        pop    DS
        assume DS:data

skip_prm: and    AH,11001111b ;enable and clear IRQ2
                                ; (other bits
                                ; unchanged)

        mov    DX,CRT_add
        mov    AL,11h
        out    DX,AL
        inc    DX

```

```

mov     AL,AH           ;put the IRQ2 settings in AL
out     DX,AL
or      AL,10000b      ;finish enabling IRQ2
out     DX,AL

endm

BIOS    segment at 40h

        org     49h
        mode    db  ?

        org 0a8h
        save_wptr label word
        save_ptr  dd  ?

BIOS    ends

stack   segment stack

        db      100 dup ('stack  ')

stack   ends

data    segment public

even

        wrd_i0a label   word
        old_i0a dd     ?
        prn_wtbl  label word
        prn_tbl  dd     ?

        CRT_add dw  3b4h ;default CRT address
                           ; register (monochrome)

        hwre   db  0    ;hardware flags (color
                           ; monitor, ecd, etc)
        int_st db  ?    ;programmable interrupt
                           ; controller mask

data    ends

code    segment public
        assume CS:code

        main proc far

```

start:

```

push DS
sub    AX,AX
push  AX

mov    AX,data
mov    DS,AX
assume DS:data

mov    AX,BIOS
mov    ES,AX
assume ES:BIOS

les    BX,ES:save_ptr      ;load ES:BX with the
                           ;address of the SAVE_PTR

assume ES:nothing
les    BX,ES:[bx]         ;load ES:BX with the
                           ;address of the parameter
                           ;table (first entry in
                           ;the SAVE_PTR table)

mov    prm_wtbl,BX
mov    prm_wtbl[2],ES

mov    BL,10h             ;get EGA information
mov    AH,12h             ;alternate functions
int    10h                ;BIOS call

cmp    BL,0               ;Is more than 64K installed
jz     lt64k              ; no, do not set g64_flg
or     hdwre,g64_flg

```

lt64k:

```

cmp    BH,1               ;Is it a monochrome
je     mono               ; yes, defaults already set for
                           ;monochrome, skip setup

cmp    CL,1001b           ;Check switch settings.
                           ;Is it an enhanced display?
je     ecd
cmp    CL,0011b           ; in hi-res alpha mode
je     ecd
jmp    cd                 ;no, it is a normal color display
                           ;(or ECD in emulation mode)

```

ecd: or hdwre,ecd_flg

cd: or hdwre,clr_flg
mov CRT_add,3d4h

```

mono:
    mov     AX,1a00h ;read display combination
    int    10h      ;BIOS video call

    cmp    AL,1ah   ;the VGA (or 30) will
                ;return 1ah
    jne    not_vga

    cmp    BL,7     ;is it a monochrome VGA?
    je     yes_vga
    cmp    BL,8     ;is it a color VGA?
    je     yes_vga
    jmp    not_vga

yes_vga: or     hdwre,vga_flg

not_vga: mov    AX,350ah ;put the current INT 0ah
                ;address in ES:BX
    int    21h      ;DOS function call

    mov    wrd_i0a,bx
    mov    wrd_i0a[2],es

    test   hdwre,vga_flg
    jz     do_test
    jmp    skip_test ;no need to test retrace
                ; polarity on VGA

do_test:
    push   DS

    mov    AX,CS
    mov    DS,AX    ;set DS same as CS in order
                ;to set the interrupt vector

    mov    DX,offset fake_i0a
                ;this is the retrace
                ;bit polarity test

    mov    AX,250ah ;change int 0ah to address
                ;in DS:DX
    int    21h      ;DOS function call

    pop    DS

    set_irq2

    push   AX        ;save interrupt value

```

```

    in      AL,21h      ;get the interrupt
                    ;controller status
    mov     int_st,AL   ;save the interrupt
                    ;controller status
    and     AL,11111011b ;make sure IRQ2 is
                    ;enabled (set to 0)
    out     21h,AL

    mov     DX,CRT_add
    mov     AL,11h
    out     DX,AL
    pop     AX          ;restore interrupt value
    or     AL,100000b  ;disable IRQ2
                    ;(force interrupt)
    inc     DX
    out     DX,AL

skip_test:
    push    DS

    mov     AX,CS
    mov     DS,AX      ;set DS same as CS in order
                    ;to set the interrupt vector
    mov     DX,offset new_i0a

    mov     AX,250ah   ;change int 0ah to address
                    ;in DS:DX
    int     21h       ;DOS function call

    pop     DS

    set_irq2

hold2:    mov     CX,3
    push   CX
    mov     CX,2000h

    mov     AX,0b800h
    test   hdwre,clr_flg
    jnz    seg_ok
    sub     AX,800h
seg_ok:   mov     ES,AX

hold:    push   CX
    mov     CX,Cols      ;number of columns to write
    mov     DI,0a0h      ;starting at byte 0a0h
    mov     AX,0720h     ;write blanks, attribute 7
    rep    stosw
    mov     CX,Cols

```



```

mov     DI,0a0h
mov     AX,0756h ;write the letter "V", attribute 7

rep     stosw
pop     CX

loop    hold
pop     CX
loop    hold2

mov     AL,int_st ;restore the interrupt
                    ;controller status
out     21h,AL

mov     AH,0fh   ;get current video mode
int     10h

and     AX,007fh ;clear high bit of AL and
                    ;set AH to 0
int     10h      ;set mode (this will
                    ;clear the IRQ2)

lds     DX,old_i0a
assume DS:nothing
mov     AX,250ah ;restore int 0ah to its original
                    ;address (in DS:DX)
int     21h      ;DOS function call

mov     AH,0fh   ;get current video mode
int     10h

and     AX,007fh ;clear high bit of AL and
                    ;set AH to 0
int     10h      ;set mode (this will
                    ;clear the IRQ2)

ret

new_i0a proc far

cli     ;disable interrupts
push    AX
push    DX
push    DI
push    DS
push    ES

```

```

    mov     AX,data
    mov     DS,AX
    assume DS:data

    mov     DX,3c2h    ;was IRQ2 from the EGA?
                    ;(Input Status Register Zero)
    in      AL,DX
    test    AL,80h     ;mask off the vertical
                    ;interrupt bit
    jnz     cnt_vr
    jmp     skp_vr

cnt_vr:  mov     AX,0b800h    ;starting address for
                    ;color alpha display
    test    hwre,clr_flg
    jnz     seg_ok2
    sub     AX,800h         ;starting address for
                    ;mono alpha display
seg_ok2: mov     ES,AX

    push    CX
    mov     CX,Cols        ;number columns to fill
    mov     DI,0           ;starting at byte 0a0h
    mov     AX,0720h       ;write blanks, attribute 7
    rep     stosw
    mov     CX,Cols
    mov     DI,0
    mov     AX,0756h       ;write the letter "v",
                    ;attribute 7
    rep     stosw
    push    BX
    set_irq2                ;clear current IRQ2
    pop     BX
    pop     CX

skp_vr:  pushf                ;required to simulate INT
    call   [old_ioa]

    pop     ES
    pop     DS
    pop     DI
    pop     DX
    pop     AX

    iret

```

;this routine assumes the old INT 0ah routine send an
;End of Interrupt (EOI)

```

;BIOS originally points to an EOI routine, and all
;other interrupt handlers should either use the BIOS
;routine or one of their own
;It also assumes the routine contains the required
;IRET instruction

```

```
new_i0a endp
```

```
fake_i0a proc far
```

```

cli ;disable interrupts
push AX
push DX
push DI
push DS
push ES

mov AX,data
mov DS,AX
assume DS:data

mov DX,3c2h ;get IRQ2 status
;(Input Status Register Zero)

in AL,DX
test AL,80h ;mask off the vertical
;interrupt bit
jnz nrm_vr ;the bit is set
;(standard EGA method)

or hwre,vr_bit ;the vertical retrace
;bit is reversed

```

```
nrm_vr:
```

```

set_irq2 ;clear current IRQ2

pushf ;required to simulate INT
call [old_i0a]

pop ES
pop DS
pop DI
pop DX
pop AX

iret

```

```

;This routine assumes the old INT 0ah routine send an
;End of Interrupt (EOI)

```

```
;BIOS originally points to an EOI routine, and all  
;other interrupt handlers should either use the BIOS  
;routine or one of their own  
;It also assumes the routine contains the required  
;IRET instruction
```

```
fake_i0a endp  
  
main      endp  
  
code      ends  
  
end       start
```

VERTRET.ASM polls the vertical retrace status bit, and writes a line of V's across the top of the screen when the retrace is detected. A second line of V's is written in the main body of the program. While the main body does not check for a vertical retrace, it may only proceed after the subroutine which writes the first line. Thus, the second line will also print during the retrace. Contrast this to VERTIRQ2.ASM, which is similar, but can write the second line as fast as the CPU will allow. VERTIRQ2's two writing routines are essentially independent, and the second line flickers. A complete description of this process is given in Chapter 15.

```

clr_flg equ 1

stack segment stack

    db 100 dup ('stack ')

stack ends

data segment public

even
    ST_add dw 3bah ;default Status Register 1
            ; address (monochrome)

    hwre db 0 ;hardware flags
            ; (color monitor, ecd)

data ends

code segment public
    assume CS:code

    main proc far

start:
    push DS
    sub AX,AX
    push AX

    mov AX,data
    mov DS,AX
    assume DS:data

    mov BL,10h ;get EGA information
    mov AH,12h ;alternate functions
    int 10h ;BIOS call

```

```

1t64k:
    cmp     BH,1      ;Is it a monochrome
    je      mono     ;yes, defaults already set
                                ; for monochrome, skip setup

    or      hdwre,clr_flg
    mov     ST_add,3dah

mono:
    mov     CX,400h

    mov     AX,0b800h
    test    hdwre,clr_flg
    jnz     seg_ok
    sub     AX,800h
seg_ok:  mov     ES,AX

hold:    push    CX
    mov     CX,50h
    mov     DI,0a0h
    mov     AX,0720h
    rep     stosw
    mov     CX,50h
    mov     DI,0a0h
    mov     AX,0756h
    rep     stosw
    pop     CX

    call    int_v

    loop   hold

    ret

int_v    proc    near

    push    AX
    push    BX
    push    CX
    push    DX
    push    DI
    push    DS
    push    ES

    mov     AX,data
    mov     DS,AX
    assume DS:data

```

```

no_rt:  mov     DX,ST_add ;Status Register One
        in     AL,DX    ;test the vertical retrace
                        ;status bit
        test   AL,1000b ;is it in a vertical retrace?
        jnz   no_rt    ; yes, keep looking for
                        ; non-retrace (display) interval

n_rt:   in     AL,DX    ;now, it is displaying so we
                        ; can check for the beginning
        test   AL,1000b ; of the vertical retrace. Is it
                        ; in a vertical retrace?
        jz    n_rt     ; no, try again.

        mov   AX,0b800h ;starting address for
                        ; color alpha display

        test  hdwre,clr_flg
        jnz  seg_ok2
        sub  AX,800h    ;starting address for
                        ; mono alpha display

seg_ok2: mov    ES,AX
        mov    DI,0
        mov    CX,50h
        mov    AX,0720h
        rep   stosw
        mov    CX,50h
        mov    DI,0
        mov    AX,0756h
        rep   stosw

        pop   ES
        pop   DS
        pop   DI
        pop   DX
        pop   CX
        pop   BX
        pop   AX

        ret

int_v   endp

main    endp

code    ends

end     start

```

STORE.ASM alternates between Read Modes 0 and 1 to copy screen memory to disk. The save file uses a fixed name of SCREEN.DMP. Initially, STORE determines the current color through Read Mode 0. It then counts successive matching colors using Read Mode 1. By storing both a color and count, STORE acts as a simple data compression program. The screen may be restored with RESTORE.ASM.

COMMENT @

This program reads register values. It requires a VGA adapter to run correctly.

@

```

buffer    segment word 'BUFFER'

          vid_data    db    0100h dup (0)

buffer    ends

data      segment word public  'DATA'

          VidSeg  dw  ?
          Mode    dw  ?
          ScrSize dw  ?
          handle  dw  ?
          ptrRead dw  ?      ;pointer to the read routine

          filename db    'SCREEN.DMP',0

data      ends

_TEXT     segment word public 'CODE'
          assume CS:_TEXT

main      proc      far

          push     DS
          sub      AX,AX
          push     AX

          mov      AX,data
          mov      DS,AX
          assume   DS:data

          call     far ptr SaveScreen

          ret
          assume   DS:nothing,ES:nothing

main      endp

```



```

SaveScreen      proc      far
;must be entered with DS set to the data area
      assume DS:data

      call      GetMode
      jc        @F          ;error, leave procedure

      call      FileCreate
      jc        @F          ;error, leave procedure

      call      [ptrRead]

      assume DS:nothing
@@:      ret

SaveScreen      endp

Header          proc      near
      assume DS:data
      assume ES:buffer
;Creates a File Header with Video Mode and
;Scree Size (in bytes)
; Return:
;   DS = global data area
;   ES = file buffer
;   DI = current location of buffer pointer
;   CX = number of bytes in display area

      mov      AX,buffer
      mov      ES,AX
      assume ES:buffer

      mov      CX,ScrSize
      mov      DI,offset vid_data
      mov      AX,Mode
      mov      ES:[DI],AX
      add      DI,2
      mov      ES:[DI],CX
      add      DI,2

      ret

Header          endp

RdPlanes        proc      near
;reads data from bit plane modes

      push     DS
      push     ES

```

```

    call    Header
    assume DS:data
    assume ES:buffer

    mov     BL,80h    ;Bit mask (start at left)
    mov     AX,VidSeg
    mov     DS,AX     ;Put Video Segment in DS
    assume DS:nothing
    sub     SI,SI     ;Start at video offset 0

    mov     DX,3ceh  ;Graphics Controller
    mov     AX,0f07h ;Color Don't Care = 0f
    out     DX,AX    ;(all planes used in compare)

;READ THE COLOR BY COMBINING BITS

new_clr:  mov     AL,5            ;Mode Register
          out     DX,AL
          inc     DX
          in      AL,DX          ;get current Mode
          and     AL,11110111b  ;Read Mode 0
          out     DX,AL        ;set Read Mode
          dec     DX

          mov     AX,0004h      ;select plane 0
          out     DX,AX
          sub     AX,AX         ;AH=0 & AL=0
          mov     BH,[SI]      ;get the video data
          test    BH,BL        ;was the masked bit set?
          jz     @F            ; no, don't add to color
          inc     AH           ; yes, add 1 to color
          ; (color 1+?)

@@:      push    AX
          mov     DX,3ceh      ;Graphics Controller
          mov     AX,0104h     ;select plane 1
          out     DX,AX
          pop     AX
          mov     BH,[SI]     ;get the video data
          test    BH,BL        ;was the masked bit set?
          jz     @F            ; no, don't add to color
          add     AH,2         ; yes, add 2 to color
          ; (color 2+?)

@@:      push    AX
          mov     DX,3ceh      ;Graphics Controller
          mov     AX,0204h     ;select plane 2
          out     DX,AX
          pop     AX

```

```

mov     BH,[SI]   ;get the video data
test    BH,BL     ;was the masked bit set?
jz      @F        ; no, don't add to color
add     AH,4      ; yes, add 4 to color
                        ; (color 4+?)

```

```

@@:     push     AX
mov     DX,3ceh   ;Graphics Controller
mov     AX,0304h ;select plane 3
out     DX,AX
pop     AX
mov     BH,[SI]   ;get the video data
test    BH,BL     ;was the masked bit set?
jz      @F        ; no, don't add to color
add     AH,8      ; yes, add 8 to color
                        ; (color 8+?)

```

```

@@:     ;NOW DATA FROM ALL 4 BIT PLANES HAS BEE
        ;COMBINED TO FORM A SINGLE COLOR NUMBER.
        ;WE'LL USE A SIMPLE DATA COMPRESSION METHOD --
        ;A COLOR NUMBER AND THE NUMBER OF SEQUENTIAL
        ;MATCHING PIXELS.

```

```

inc     AL        ;one pixel of this color
                        ;AH=color, AL=# of pixels

```

```

;SWITCH TO COLOR COMPARE FOR READING PIXEL COLOR
;SINCE WE WANT TO KNOW THE NUMBER OF MATCHING
;PIXELS. I.E. KEEP COUNTING MATCHES UNTIL THE
;COLOR CHANGES (THEN GO BACK AND READ THE FOUR
;BIT PLANES AGAIN

```

```

push    AX
mov     AL,5      ;Mode Register
out     DX,AL
inc     DX
in      AL,DX     ;get current Mode
or      AL,00001000b ;Read Mode 1 (color compare)
out     DX,AL     ;set Read Mode
dec     DX

mov     AL,2      ;Color compare (AH already color)
out     DX,AX
pop     AX

mov     BH,[SI]   ;get video data using
                        ;color compare

```

```

;THE NEXT LINE IS THE START OF THE MATCHING
;BIT LOOP
nxt_bit: shr    BL,1          ;Mask the next bit
         jnz    same_byte    ;Skip next if still in byte

;VIDEO SOURCE BYTE CHANGE
inc     SI          ;select next byte
dec     CX          ;decrement byte count
cmp     CX,-1      ;last byte?
jne     @F          ; no, continue
jmp     rdp_done

@@:     mov     BL,80h      ;reset Mask to high bit
         mov     BH,[SI]    ;get the new data byte

same_byte:
         test   BH,BL      ;Does the color match?
         jz     next_clr    ; no, get ready for next color
         inc    AL          ; yes, add 1 pixel to count
         jnz   @F          ;continue if no overflow

;OVERFLOW -- SAVE 255 AND SET BACK TO 1
dec     AL          ;set back to 255
call    SaveClrCnt
mov     AL,1        ;set to 1 (the overflow pixel)

@@:     jmp     nxt_bit    ;Check next bit for a match

next_clr:
;no match
call    SaveClrCnt  ;add color/count to buffer
jmp     new_clr     ;get new color number

rdp_done:
call    SaveClrCnt
cmp     DI,offset vid_data ;Is there data
;in the buffer
je     @F          ; no, skip save
call    FlushBuf

@@:     call    FileClose

pop     ES
pop     DS

assume DS:nothing
assume ES:nothing
ret

RdPlanes endp

```

```

RdSeq    proc    near
          ;reads data from sequential (linear)
          ;data modes

          push   DS
          push   ES

          call   Header
          assume DS:data
          assume ES:buffer

          mov    AX,VidSeg
          mov    DS,AX      ;Put Video Segment in DS
          assume DS:nothing
          sub    SI,SI      ;Start at video offset 0

          ;INITIALIZE AH (color, char, or attr)
          ;AND AL (count)
new_attr:
          mov    AH,[SI]   ;get the color
          mov    AL,1      ;one pixel
          inc    SI
          dec    CX
          jz     lin_done

next_byte:
          cmp    AH,[SI]   ;is it the same color?
          je     @F        ; yes, continue counting

          call   SaveLin   ; no, save it and
          jmp    new_attr  ; get next color

@@:      inc    AL        ;increase the count
          jnz   @F

          dec    AL
          call   SaveLin
          mov    AL,1

@@:      inc    SI        ;next video byte
          dec    CX
          jz     lin_done
          jmp    short next_byte

lin_done:
          call   SaveLin
          cmp    DI,offset vid_data ;Is there data in
          ;the buffer

```

```

        je      @F                ; no, skip buffer flush
        call   FlushBuf

@@:    call   FileClose

        pop    ES
        pop    DS
        assume DS:nothing,ES:nothing

        ret

RdSeq  endp

SaveClrCnt    proc    near

        mov    word ptr ES:[DI],AX    ;save the
                                        ;color/count
        add    DI,2
        cmp    DI,size vid_data+offset vid_data
        jb     @F                ;continue if no buffer overflow

        call   FlushBuf

@@:    ret

SaveClrCnt    endp

FlushBuf proc    near
;writes buffer to file
; Entry
; ES = buffer segment address
assume ES:buffer

        push   DS

        push   AX
        push   BX
        push   CX
        push   DX

        mov    AX,data
        mov    DS,AX
        assume DS:data

        mov    AH,40h            ;write buffer to file
        mov    BX,handle
        mov    CX,DI
        sub    CX,offset vid_data
        push   ES

```

```

    pop     DS
    assume DS:buffer
    mov     DX,offset vid_data
    int     21h                ;DOS call

;NOTE: NO ERROR CHECKING DONE HERE

    mov     DI,offset vid_data ;set Buffer ptr
                                ;to 0

    pop     DX
    pop     CX
    pop     BX
    pop     AX

    pop     DS
    assume DS:nothing
    ret

FlushBuf endp

SaveLin  proc    near

    mov     word ptr ES:[DI],AX        ;save the
                                        ;color/count

    add     DI,2
    cmp     DI,size vid_data+offset vid_data
    jb     @F                ;continue if no buffer overflow

    call    FlushBuf

@@:      ret

SaveLin  endp

GetMode  proc    near
;Entry
; DS = data area
    assume DS:data

    mov     AH,0fh
    int     10h
    and     AX,007fh ;clear AH and the
                    ;screen save bit

    mov     Mode,AX

    cmp     AX,0ch ;check for unsupported modes
    jbe     ill_md

```

```

;Set for VGA bit plane modes
mov     ptrRead,offset RdPlanes
mov     VidSeg,0a000h
mov     ScrSize,8000
cmp     AX,0dh
je      gm_done

mov     ScrSize,16000
cmp     AX,0eh
je      gm_done

mov     ScrSize,28000
cmp     AX,10h
jbe     gm_done

mov     ScrSize,38400
cmp     AX,12h
jbe     gm_done

;Set for 256 color VGA
mov     ptrRead,offset RdSeq
mov     ScrSize,64000
cmp     AX,13h
je      gm_done

ill_md: stc                                ;illegal mode/set carry
        jmp     short @F

gm_done: clc                                ;clear carry flag

        assume DS:nothing
@@:     ret

GetMode endp

FileCreate    proc    near
;must be entered with DS set to the data area
        assume DS:data

        mov     AH,3ch                    ;Create File
        mov     DX,offset filename
        sub     CX,CX                      ;no attributes
        int     21h

        mov     handle,AX

        ret

FileCreate    endp

```


FileClose proc

```
    push    DS

    mov     AX,data
    mov     DS,AX
    assume  DS:data

    mov     BX,handle
    mov     AH,3eh
    int     21h

    pop     DS
    assume  DS:nothing
    ret
```

FileClose endp

```
_TEXT    ends

stack    segment stack 'STACK'

         db      64 dup ('stack***')

stack    ends
end      main
```

RESTORE.ASM restores files saved with **STORE.ASM** to the display. **STORE** records the mode number so that **RESTORE** may restore the proper mode as well as the data. **RESTORE** reads a file named **SCREEN.DMP**.

COMMENT @

This program reads register values. It requires a VGA adapter to run correctly.

@

```

buffer    segment word 'BUFFER'

          vid_data    db    0100h dup (0)

buffer    ends

data      segment word public  'DATA'

          VidSeg     dw    ?
          Mode       dw    ?
          ScrSize    dw    ?
          handle     dw    ?
          ptrRest    dw    ?      ;pointer to the restore routine

          filename   db    'SCREEN.DMP',0

data      ends

_TEXT     segment word public 'CODE'
          assume CS:_TEXT

main      proc      far

          push       DS
          sub        AX,AX
          push       AX

          mov        AX,data
          mov        DS,AX
          assume     DS:data

          call       far ptr DrawScreen

          ret
          assume     DS:nothing,ES:nothing

main      endp

```

```

DrawScreen      proc      far
;must be entered with DS set to the data area
      assume DS:data

      push     BP          ;BP will be used
                          ;unconventionally, so
                          ;save it

      call    FileOpen
      jc     @F           ;error, leave procedure

      call    SetMode
      jc     @F           ;error, leave procedure

      call    [ptrRest]

      pop     BP

      assume  DS:nothing
@@:      ret

DrawScreen      endp

Header  proc      near
;Reads a File Header (Video Mode and Screen
;Size [in bytes])
; Exit:
;   ES = global data area
;   DS = buffer
mov     AX,data
mov     ES,AX
assume  ES:data

mov     AX,buffer
mov     DS,AX
assume  DS:buffer

mov     SI,offset vid_data
mov     AX,[SI]          ;get mode
add     SI,2
mov     ES:Mode,AX

mov     AX,[SI]
add     SI,2             ;get screen size
mov     ES:ScrSize,AX

      ret

Header  endp

```

```

RsPlanes proc    near
    ;Restores data to bit plane modes

    push    DS
    push    ES

    call    Header
    assume  ES:data
    assume  DS:buffer

    mov     BL,80h        ;bit mask
    sub     BH,BH         ;current bit position (0)
    mov     AX,ES:VidSeg
    mov     ES,AX        ;Put Video Segment in ES
    assume  ES:nothing
    sub     DI,DI        ;Start at video offset 0

    mov     DX,3ceh      ;Graphics Controller
    mov     AL,5         ;Mode Register
    out     DX,AL
    inc     DX
    in      AL,DX        ;get current Mode
    or      AL,10b       ;Write Mode 2
    and     AL,11111110b ;(write color)
    out     DX,AL        ;set Write Mode
    dec     DX

    ;the next line is a bit obscure, but it will
    ;jump to the next line (new_blk) when
    ;finished. Why not a subroutine? To simplify
    ;error handling when the file has been
    ;completely read.
    jmp     get_dta

    ;WRITE THE COLOR
    ;We're going to pull a few tricks here, so
    ;watch closely! Since we know there may be
    ;several sequential colors, we can build a
    ;bit mask several bits long. Up to 8 pixels
    ;may be written at once, so we can save time
    ;writing to video memory.

new_blk: dec     DL        ;we will plot at least one
            ;bit so reduce count by 1.
    mov     CL,DL        ;get count
    and     CL,111b      ;mask all but 7 of additional
            ;count
    mov     BL,80h       ;use at least 1 bit in mask
    sar     BL,CL        ;fill up to 7 more bits

```

```

                                ;in mask
xchg    BH,CL    ;get position (save count)
shr     BL,CL    ;shift mask into place
xchg    BH,CL    ;restore position and count
xchg    AH,BL    ;put mask in AH
mov     AL,8     ;map mask register
push    DX
mov     DX,3ceh
out     DX,AX    ;write map mask
pop     DX
xchg    AH,BL    ;restore BL
mov     AL,ES:[DI] ;latch data
mov     ES:[DI],DH ;write pixel(s), color DH

;ADJUST BIT POSITION AND REMAINING COUNT
add     BH,CL    ;add the number of bits-1 to
                                ;the current position (BH is
                                ;now new position)
cmp     BH,7     ;was there an overflow?
jb     nov      ; no overflow

;bits completely fill remaining positions
;in byte
sub     BH,CL    ;restore the position
neg     BH       ;make it negative
add     BH,7     ;and add max additional bits
                                ;BH is now # of bits used
sub     DL,BH    ;subtract extra bits from count
sub     BH,BH    ;back to bit position 0
inc     DI       ;and move to next video byte
cmp     DL,0
je     get_dta  ;if no data left, get more

jmp     new_blk ;write next block of pixels

nov:    ;more room for bits than bits used
inc     BH       ;compensate for CL=bits-1
                                ;by shifting position up one
sub     DL,CL    ;subtract extra bits from DL
jz     get_dta  ;if no data left, get more

jmp     new_blk

get_dta: ;no bits left in DL, get new data from buffer
mov     DX,[SI]
add     SI,2
cmp     SI,BP    ;Have we overrun the buffer?
jb     @F       ; no, skip next

```

```

        call    LoadBuf
        jc     FC                ;CF - file done, leave

@@:     jmp     new_blk

FC:     call    FileClose

        mov    DX,3ceh          ;Graphics Controller
        mov    AX,0ff08h       ;bit mask
        out   DX,AX

        mov    AL,5            ;Mode Register
        out   DX,AL
        inc   DX
        in    AL,DX            ;get current Mode
        and   AL,11111100b     ;Write Mode 0
        out   DX,AL           ;set Write Mode

        pop   ES
        pop   DS

        assume DS:nothing
        assume ES:nothing
        ret

RsPlanes endp

RsSeq   proc    near
        ;restores data to sequential (linear) video
        ;memory

        push  DS
        push  ES

        call  Header
        assume ES:data
        assume DS:buffer

        ;INITIALIZE
        cld
        mov   AX,ES:VidSeg
        mov   ES,AX            ;Put Video Segment in ES
        assume ES:nothing
        sub   DI,DI            ;set video offset to 0
        sub   CX,CX            ;CX = 0

next_byte:
        mov   CL,[SI]

```

```

inc     SI
mov     AL,[SI]
inc     SI
rep     stosb      ;mov CX bytes of Color AH
                    ;to video buffer (ES:DI)

cmp     SI,BP      ;Have we overrun the buffer?
jb     @F          ; no, skip next

call    LoadBuf
jc     FC1

@@:     jmp     next_byte

FC1:    Call    FileClose

pop     ES
pop     DS
assume  DS:nothing,ES:nothing

ret

RsSeq   endp

LoadBuf proc   near
        ;read file into buffer

        push   DS

        push   AX
        push   BX
        push   CX
        push   DX

        mov    AX,data
        mov    DS,AX
        assume DS:data

        mov    BX,handle
        mov    AX,buffer
        mov    DS,AX
        assume DS:buffer
        mov    AH,3fh      ;read file to buffer
        mov    CX,length vid_data
        mov    DX,offset vid_data
        sub    CX,DX
        int    21h        ;DOS call

        ;NOTE: NO ERROR CHECKING DONE HERE

```

```

        mov     BP,AX           ;use BP as Buffer Size limit
        mov     SI,offset vid_data
                                   ;set Buffer ptr to 0

        jc     @F             ;if CF set (error), leave
        cmp     AX,0          ;if no data left, set CF
        jne    @F
        stc

@@:     pop     DX
        pop     CX
        pop     BX
        pop     AX

        pop     DS
        assume  DS:nothing
        ret

LoadBuf endp

SetMode proc    near

        push   DS

        mov    AX,data
        mov    DS,AX
        assume DS:data

        push   ES
        mov    AX,buffer
        mov    ES,AX
        assume ES:buffer

        call   LoadBuf
        jnc   @F             ;if no error, continue
        jmp   SMout         ; error, get outta here

@@:     call   Header
        assume ES:data
        assume DS:buffer

        mov    AX,ES:Mode

                                   ;Insert check for VESA here
        cmp    AX,0ch       ;check for unsupported modes
        jbe   ill_md
        sub    AH,AH        ;clear AH (BIOS Set Mode)
        int    10h         ;video call

        mov    AX,ES:Mode   ;restore full mode number

```



```

;Set for VGA bit plane modes
mov     ptrRest,offset RsPlanes
mov     ES:VidSeg,0a000h
cmp     AX,0dh
je      gm_done

      cmp     AX,0eh
      je      gm_done

      cmp     AX,10h
      jbe     gm_done

      cmp     AX,12h
      jbe     gm_done

;Set for 256 color VGA
mov     ptrRest,offset RsSeq
cmp     AX,13h
je      gm_done

ill_md: stc                                     ;illegal mode/set carry
        jmp     short @F

gm_done: clc                                    ;clear carry flag

SMout:
@@:     pop     ES
        assume  ES:nothing
        pop     DS
        assume  DS:nothing
        ret

SetMode endp

FileOpen proc    near
;must be entered with DS set to the data area
        assume  DS:data

        mov     AX,3d00h                       ;Open for read
        mov     DX,offset filename
        int     21h

        mov     handle,AX

        ret

FileOpen endp

FileCloseproc

```

```
    push    DS

    mov     AX,data
    mov     DS,AX
    assume  DS:data

    mov     BX,handle
    mov     AH,3eh
    int     21h

    pop     DS
    assume  DS:nothing
    ret
```

```
FileClose endp
```

```
_TEXT    ends
```

```
stack    segment stack 'STACK'
```

```
        db    64 dup ('stack***')
```

```
stack    ends
```

```
end      main
```

WHEEL.ASM uses an AND/OR driver for an animation sequence. An animated wheel rolls across the letters of the alphabet, which are printed along the bottom of the screen. **WHEEL** demonstrates several interesting features of the VGA (it will not run on an EGA). Among them is the use of palette cycling in a Marquee light effect to make the wheel appear as if it is rolling.

```

reg_base equ    3d0h

wait_r      macro
    local rt, n_rt
;;
    mov      DX,reg_base
    add      DX,0ah    ;;Input Status 1
rt:         in      AL,DX
    test     AL,1000b ;;Are we in a retrace?
    jnz     rt        ;;If so, look for non-retrace
n_rt:       in      AL,DX    ;; no, now look for next
                                ;; retrace
    test     AL,1000b
    jz      n_rt
;;
    endm

movsbDec    macro

    movsb
    dec     SI
    dec     DI

    endm

Wheel       Struc

    r0      db    11111000b,00011111b
    r1      db    11100000b,00000111b
    r2      db    11000000b,00000011b
    r3      db    10000000b,00000001b
    r4      db    10000011b,11000001b
    r5      db    00000111b,11100000b
    r6      db    00001111b,11110000b
    r7      db    00001111b,11110000b
    r8      db    00001111b,11110000b
    r9      db    00001111b,11110000b
    r10     db    00000111b,11100000b
    r11     db    10000011b,11000001b
    r12     db    10000000b,00000001b
    r13     db    11000000b,00000011b
    r14     db    11100000b,00000111b
    r15     db    11111000b,00011111b

```

```
Wheel ends
```

```
obj_data segment word public 'DATA'
```

```
WheelMask Wheel
WheelM0 db 00000001b,00100000b
         db 00000111b,11100000b
         db 00111111b,1111100b
         db 00111111b,1111100b
         db 00111100b,00111100b
         db 11111000b,00011111b
         db 01110000b,00001110b
         db 01110000b,00001110b
         db 11110000b,00001111b
         db 01110000b,00001110b
         db 01111000b,00011110b
         db 0111100b,00111110b
         db 00111111b,11111100b
         db 00011111b,11111000b
         db 00010111b,11101000b
         db 00000010b,01000000b

WheelM1 db 00000000b,00000000b
         db 00000111b,11100000b
         db 00011111b,11111000b
         db 00111111b,11111100b
         db 00111100b,00111100b
         db 01111000b,00011110b
         db 01110000b,00001110b
         db 01110000b,00001110b
         db 01110000b,00001110b
         db 01110000b,00001110b
         db 01110000b,00001110b
         db 01111000b,00011110b
         db 00111100b,00111100b
         db 00111111b,11111100b
         db 00011111b,11111000b
         db 00000111b,11100000b
         db 00000000b,00000000b

WheelM2 db 00000011b,01100000b
         db 00001111b,11101000b
         db 00111111b,11111100b
         db 01111111b,11111100b
         db 00111100b,00111110b
         db 11111000b,00011111b
         db 11110000b,00001110b
         db 01110000b,00001111b
         db 11110000b,00001111b
         db 11110000b,00001110b
```

```

db 01111000b,00011111b
db 01111100b,00111110b
db 01111111b,11111100b
db 00011111b,11111100b
db 00011111b,11101000b
db 00000011b,01100000b

```

```

WheelM3 db 00000111b,11100000b
db 00010000b,00001000b
db 00100000b,00000100b
db 01000000b,00000010b
db 01000000b,00000010b
db 10000000b,00000001b
db 10000000b,00000001b
db 10000000b,00000001b
db 10000000b,00000001b
db 10000000b,00000001b
db 10000000b,00000001b
db 10000000b,00000001b
db 01000000b,00000010b
db 01000000b,00000010b
db 00100000b,00000100b
db 00010000b,00001000b
db 00000111b,11100000b

```

```

even
VidSeg dw ?
ScrapSeg dw ?
LastOff dw ?

```

```
obj_data ends
```

```

_TEXT segment word public 'CODE'
assume CS:_TEXT

```

```

main proc far

push DS
sub AX,AX
push AX

mov AX,obj_data
mov DS,AX
assume DS:obj_data

call SetMode
call SetDAC
call SetBack
call Wheelies
call RestMode

```

```

        ret
        assume DS:nothing,ES:nothing

main    endp

SetMode proc    near
        ;DS must be set to obj_data upon entry
        assume DS:obj_data

        mov     AX,12h    ;640x480 color
        int     10h

        mov     VidSeg,0a000h
        mov     ScrapSeg,0aea6h

        ret
        assume DS:nothing

SetMode endp

RestMode proc    near

        mov     AX,3      ;return to alpha mode
        int     10h
        ret

RestMode endp

SetBack  proc    near
        ;Set the background (letters across bottom)

        sub     BH,BH     ;page 0
        mov     DX,1d00h ;Row 29, column 0

        mov     BL,1
        mov     AL,'a'

SB11:   push    AX
        push    BX
        mov     AH,2      ;set cursor position
        int     10h
        pop     BX
        pop     AX

        push    AX
        mov     AH,9      ;Write character
        mov     CX,1      ;one character
        int     10h
        pop     AX

```

```

        inc     AL
        cmp     AL,'z'   ;are we past 'z'?
        jbe     @F       ; no, continue
        mov     AL,'a'   ; yes, set to 'a'

@@:     inc     BL       ;next color
        cmp     BL,8     ;skip color 8
        jne     @F
        inc     BL
@@:     cmp     BL,12    ;skip colors 12 & 13
        jne     @F
        add     BL,2
@@:     cmp     BL,15    ;is color past Max?
        jbe     @F       ; no, continue
        mov     BL,1     ; yes, set color to 1

@@:     inc     DL
        cmp     DL,79    ;are we past last col?
        ja     @F       ; yes, finish up
        jmp     SB11     ; no, write new char

@@:     mov     AH,2     ;set cursor position
        sub     BH,BH    ;page 0
        sub     DX,DX    ;0,0
        int     10h
        ret

SetBack endp

Wheelies proc near

        push   DS
        push   ES

        mov    AX,obj_data
        mov    DS,AX
        assume DS:obj_data

        mov    DI,900eh
        mov    LastOff,DI
        sub    BX,BX

        mov    CX,640-8*(WheelMask.r1 - WheelMask.r0)
        mov    DX,-1
moveW:     push  CX

        push   DI

```

```

;Push Parameters and Draw the Wheel
mov     AX,VidSeg
push   AX
push   DI
mov     AX,LastOff
push   AX
mov     AX,obj_data
push   AX
mov     AX,offset WheelMask
push   AX
mov     AX,ScrapSeg
push   AX
sub     AX,AX           ;offset in Scrap
push   AX
push   BX
mov     AX,WheelMask.r1 - WheelMask.r0
push   AX
mov     AX,(size WheelMask/(WheelMask.r1-
           WheelMask.r0))
push   AX
push   DX
call   far ptr DrawObj
pop    DI
mov    LastOff,DI
call  RotPal

;Move the wheel left one pixel
cmp    BL,0           ;do we need to
jne    @F             ; shift the byte?
mov    BL,8           ;yes, move
dec    DI             ; one byte left
@@:    dec    BL       ;one bit left

sub    DX,DX         ;not first iteration
pop    CX
loop  moveW

pop    ES
pop    DS
assume DS:nothing,ES:nothing

ret

Wheelies endp

Dostk  struc

rbp    dw    ?           ;BP
ra     dd    ?           ;return address

```



```

Setup    dw  ?
Height   dw  ?
Wide     dw  ?
PelOff   dw  ?
BackBuf  dd  ?
Obj       dd  ?
RestOff  dw  ?
Vid      dd  ?

```

```
DOSTK     ends
```

```

;calculate value to pop with RET n at end of
;proc (length of parameters)

```

```
popval = size DOSTK - (Setup)
```

```
COMMENT @
```

```
DrawObj (Vid,RestOff,Obj,PelOff,Wide,Height,Setup)
```

```
calling program passes:
```

```

Vid      Address of the upper left display buffer
RestOff  Offset to which to restore background
Obj      Address of the upper left object area
BackBuf  Background buffer area for object
PelOff   Pixel offset in the display buffer
Wide     object width in bytes
Height   object height in pixels
Setup    -1 for the first iteration of an object
@

```

```

DrawObj  proc    far

        push    BP          ;save BP
        mov     BP,SP      ;for addressing stack
        sub     SP,2       ;reserve local space
        push    DI
        push    SI
        push    DS

        cmp     Setup[BP],-1
        je     NoRest
        call    RestBack

NoRest:  call    SaveBack

        ;ES:DI -- Destination (upper, left)
        les     DI,Vid[BP]
        ;DS:SI -- Mask Source (upper, left)
        lds     SI,Obj[BP]

```

```

    mov     AX,Height[BP]      ;find bytes in object
    mul     Wide[BP]          ; height * width
    mov     [BP-2],AX         ;put size in BP-2

    ;make the mask for first byte
    mov     AH,-1             ;all bits set
    mov     BX,PelOff[BP]
    mov     CX,BX             ;set the shift
    shr     AH,CL             ;shift the mask
    mov     AL,8              ;bit mask index
    push    AX                ;save the bit mask
    mov     DX,3ceh           ;graphics controller
    out     DX,AX

    push    SI
    push    DI

@@:     mov     CX,Height[BP]
    call    d_end             ;draw the left end
    add     SI,Wide[BP]       ;next object row
    add     DI,80              ;next screen row
    loop   @B                 ;repeat for each row

    pop     DI
    pop     SI

    ;make the mask for last byte
    pop     AX                ;restore first byte mask
    not     AX                ;invert the mask

    push    SI                ;save offset of
    push    DI                ;first bytes

    cmp     BL,0
    je     skp_end
    mov     AL,8              ;bit mask index
    mov     DX,3ceh           ;graphics controller
    out     DX,AX

    mov     DX,Wide[BP]
    add     SI,DX             ;point to last byte
    dec     SI                ; in the row
    add     DI,DX             ;point to last
                                ; display col

@@:     mov     CX,Height[BP]
    call    d_end             ;draw the right end
    add     SI,Wide[BP]       ;next object row

```

```

        add     DI,80          ;next screen row
        loop   @B            ;repeat for each row

skp_end: mov     AX,0ff08h    ;bit mask (unmask all)
        mov     DX,3ceh      ;graphics controller
        out     DX,AX

        pop     DI           ;restore offsets
        pop     SI           ;of first bytes

        mov     CX,Wide[BP]  ;repeat for each col
        dec     CX           ;except first
        jz     d_done

NewCol:  inc     DI           ;point to next dest

        push    SI
        push    CX
        mov     CX,Height[BP]

@@:      call    d_mid
        add     SI,Wide[BP]  ;next object row
        add     DI,80        ;next screen row
        loop   @B

        pop     CX
        pop     SI
        inc     SI           ;point to next source
        loop   NewCol

d_done:  pop     DS
        assume  DS:nothing
        pop     SI
        pop     DI
        add     SP,2
        pop     BP
        ret     popval

DrawObj  endp

d_mid    proc     near
        ;DS should already be set to obj_data
        assume  DS:obj_data

        push    CX
        push    SI

```

```

;set AND mode for mask (no rotation)
mov     AX,0803h      ;data rotate index
mov     DX,3ceh      ;graphics controller
out     DX,AX

;write all planes with mask
mov     AX,0f02h      ;Map mask (write all planes)
mov     DX,3c4h      ;sequencer
out     DX,AX

mov     AL,ES:[DI]    ;latch the data

sub     AL,AL         ;clear AL
mov     AH,[SI]       ;get object
mov     CL,BL         ;shift remaining pixels
shr     AX,CL         ; from 1st byte into AL

mov     AH,[SI+1]     ;get next byte
mov     CL,BL
shr     AH,CL         ;shift it into position
or      AL,AH         ;combine the partials
mov     ES:[DI],AL    ;write mask

;change to OR mode
mov     AX,1003h      ;data rotate index
mov     DX,3ceh      ;graphics controller
out     DX,AX

;WRITE PLANE 0
add     SI,[BP-2]     ;bit plane 0 data source
mov     AX,0102h      ;Map mask (write plane 0)
mov     DX,3c4h      ;sequencer
out     DX,AX

mov     AL,ES:[DI]    ;latch the data

sub     AL,AL         ;clear AL
mov     AH,[SI]       ;get object
mov     CL,BL         ;shift remaining pixels
shr     AX,CL         ; from 1st byte into AL

mov     AH,[SI+1]     ;get next byte
mov     CL,BL
shr     AH,CL         ;shift it into position
or      AL,AH         ;combine the partials
mov     ES:[DI],AL    ;write plane 0

;WRITE PLANE 1
add     SI,[BP-2]     ;bit plane 1 data source

```

```

mov     AX,0202h      ;Map mask (write plane 1)
mov     DX,3c4h      ;sequencer
out     DX,AX

sub     AL,AL        ;clear AL
mov     AH,[SI]      ;get object
mov     CL,BL        ;shift remaining pixels
shr     AX,CL        ; from 1st byte into AL

mov     AH,[SI+1]    ;get next byte
mov     CL,BL
shr     AH,CL        ;shift it into position
or      AL,AH        ;combine the partials
mov     ES:[DI],AL   ;write plane 1

;WRITE PLANE 2
add     SI,[BP-2]    ;bit plane 1 data source
mov     AX,0402h     ;Map mask (write plane 2)
mov     DX,3c4h     ;sequencer
out     DX,AX

sub     AL,AL        ;clear AL
mov     AH,[SI]      ;get object
mov     CL,BL        ;shift remaining pixels
shr     AX,CL        ; from 1st byte into AL

mov     AH,[SI+1]    ;get next byte
mov     CL,BL
shr     AH,CL        ;shift it into position
or      AL,AH        ;combine the partials
mov     ES:[DI],AL   ;write plane 2

;WRITE PLANE 3
add     SI,[BP-2]    ;bit plane 1 data source
mov     AX,0802h     ;Map mask (write plane 3)
mov     DX,3c4h     ;sequencer
out     DX,AX

sub     AL,AL        ;clear AL
mov     AH,[SI]      ;get object
mov     CL,BL        ;shift remaining pixels
shr     AX,CL        ; from 1st byte into AL

mov     AH,[SI+1]    ;get next byte
mov     CL,BL
shr     AH,CL        ;shift it into position
or      AL,AH        ;combine the partials
mov     ES:[DI],AL   ;write plane 3

```

```

        pop     SI
        pop     CX

        ret

d_mid   endp

d_end   proc    near

        push   CX
        push   SI

        mov    CX,[BP-2] ;object bit map size

        ;set the data rotate
        ;this will save time by having the hardware
        ;rotate each bit plane of both objects --
        ;AND mask and OR data (save 8 shifts)
        mov    AH,BL
        or     AH,1000b    ;data AND latch
        mov    AL,3        ;data rotate index
        mov    DX,3ceh     ;graphics controller
        out    DX,AX

        mov    AL,ES:[DI]  ;latch the data

                                ;[SI] set to mask source
        mov    AX,0f02h    ;Map mask (write all planes)
        mov    DX,3c4h    ;sequencer
        out    DX,AX
        movsbDec

        mov    AL,ES:[DI]  ;latch the data

        ;set rotate again, change to OR
        mov    AH,BL
        or     AH,10000b   ;data OR latch
        mov    AL,3        ;data rotate index
        mov    DX,3ceh     ;graphics controller
        out    DX,AX

        add    SI,CX       ;bit plane 0 data source
        mov    AX,0102h    ;Map mask (write plane 0)
        mov    DX,3c4h    ;sequencer
        out    DX,AX
        movsbDec

        add    SI,CX       ;bit plane 1 source
        mov    AX,0202h    ;Map mask (write plane 1)

```

```

mov     DX,3c4h      ;sequencer
out     DX,AX
movsbDec

add     SI,CX        ;bit plane 2 source
mov     AX,0402h     ;Map mask (write plane 2)
mov     DX,3c4h     ;sequencer
out     DX,AX
movsbDec

add     SI,CX        ;bit plane 3 source
mov     AX,0802h     ;Map mask (write plane 3)
mov     DX,3c4h     ;sequencer
out     DX,AX
movsbDec

pop     SI
pop     CX

ret

d_end   endp

SetDAC  proc
;Copy the first 64 DAC settings into the next
;two sets of 64. Then, swap the three colors
;used for cycling (7, 3bh, and 3fh)

@@:    mov     CX,64
mov     AL,CL
dec     AL           ;Select the index number
mov     DX,3c7h     ;DAC Pel Address Read Mode
out     DX,AL       ;Select the color
inc     DX
inc     DX           ;PEL data register

in     AL,DX        ;read Red
mov     AH,AL       ; in AH
in     AL,DX        ;read Green
mov     BL,AL       ; in BL
in     AL,DX        ;read Blue
mov     BH,AL       ; in BH

push   AX           ;save Red

dec     DX           ;point to Write Mode
mov     AL,CL       ;Index number (red in AH)
add     AL,63       ; next set of 64

```

```

out    DX,AX      ;select color and write Red
inc    DX         ;PEL data register

mov    AL,BL
out    DX,AL      ;write Green
mov    AL,BH
out    DX,AL      ;write Blue

;COPY SET 2
pop    AX         ;restore Red

dec    DX
mov    AL,CL      ;Index number (red in AH)
add    AL,127     ; next set of 64
out    DX,AX      ;select color and write Red
inc    DX         ;PEL data register

mov    AL,BL
out    DX,AL      ;write Green
mov    AL,BH
out    DX,AL      ;write Blue

loop   @B

;Move 3ch of 1st into 38h of 2nd and 3dh
;of 3rd
mov    DX,3c7h
mov    AL,3ch
out    DX,AL
inc    DX
inc    DX

in     AL,DX      ;read Red
mov    AH,AL
in     AL,DX      ;read Green
mov    BL,AL
in     AL,DX      ;read Blue
mov    BH,AL

push   AX         ;save Red

dec    DX
mov    AL,64+38h
out    DX,AX      ;write Red
inc    DX

mov    AL,BL
out    DX,AL      ;write Green

```



```

mov     AL,BH
out     DX,AL           ;write Blue

pop     AX              ;restore Red

dec     DX
mov     AL,128+3dh
out     DX,AX          ;write Red
inc     DX

mov     AL,BL
out     DX,AL          ;write Green
mov     AL,BH
out     DX,AL          ;write Blue

;Move 3dh of 1st into 3ch of 2nd and
;38h of 3rd
mov     DX,3c7h
mov     AL,3dh
out     DX,AL
inc     DX
inc     DX

in      AL,DX           ;read Red
mov     AH,AL
in      AL,DX           ;read Green
mov     BL,AL
in      AL,DX           ;read Blue
mov     BH,AL

push    AX              ;save Red

dec     DX
mov     AL,64+3ch
out     DX,AX          ;write Red
inc     DX

mov     AL,BL
out     DX,AL          ;write Green
mov     AL,BH
out     DX,AL          ;write Blue

pop     AX              ;restore Red

dec     DX
mov     AL,128+38h
out     DX,AX          ;write Red
inc     DX

```

```

mov     AL,BL
out     DX,AL           ;write Green
mov     AL,BH
out     DX,AL           ;write Blue

;Move 38h of 1st into 3dh of 2nd and
;3ch of 3rd
mov     DX,3c7h
mov     AL,38h
out     DX,AL
inc     DX
inc     DX

in      AL,DX           ;read Red
mov     AH,AL
in      AL,DX           ;read Green
mov     BL,AL
in      AL,DX           ;read Blue
mov     BH,AL

push    AX              ;save Red

dec     DX
mov     AL,64+3dh
out     DX,AX           ;write Red
inc     DX

mov     AL,BL
out     DX,AL           ;write Green
mov     AL,BH
out     DX,AL           ;write Blue

pop     AX              ;restore Red

dec     DX
mov     AL,128+3ch
out     DX,AX           ;write Red
inc     DX

mov     AL,BL
out     DX,AL           ;write Green
mov     AL,BH
out     DX,AL           ;write Blue

ret

```

```
SetDAC  endp
```

```

RotPal  proc    near
        ;change the palette to give the illusion of
        ;motion (similar to the effect of marquee
        ;lights)

        push    AX
        push    DX

        push    AX
        wait_r
        wait_r
        pop     AX

rpal:   mov     AL,34h          ;Color Select
        mov     DX,3c0h
        out    DX,AL
        inc    DX
        in     AL,DX          ;get current setting

        ;Add 1 to color select 6-7 (bits 2-3)
        ;We want three states: 00b, 01b, and 10b
        ;so, add 1 and if it makes 11b, set them
        ;back to 00
        add    AL,100b
        cmp    AL,1100b
        jl     @F
        and    AL,0011b

@@:     mov     DX,3c0h
        out    DX,AL

        pop    DX
        pop    AX

        ret

RotPal  endp

SaveBack proc    near

        lds    SI,Vid[BP]
        assume DS:nothing
        les    DI,BackBuf[BP]
        assume ES:nothing

        mov    BX,Wide[BP]          ;save width in BX
        inc    BX                    ;and add a byte

```

```

    ;get the current mode
    mov     DX,3ceh
    mov     AL,5
    out     DX,AL
    inc     DX
    in      AL,DX

    push    AX                ;save mode

    ;change write mode to 2 (only latch data)
    and     AL,11111100b
    or      AL,1b
    out     DX,AL

    ;enable all bit planes
    mov     AX,0f02h
    mov     DX,3c4h
    out     DX,AX

@@:    mov     CX,Height[BP]
    push    CX

    mov     CX,BX                ;save n columns
    rep     movsb
    add     SI,80                ;next row
    sub     SI,BX                ;first column

    pop     CX
    loop   @B

    ;set mode
    pop     AX                ;restore mode
    mov     AH,AL
    mov     AL,5
    mov     DX,3ceh
    out     DX,AX

    ret

SaveBack endp

RestBack proc    near

    mov     AX,word ptr Vid[BP+2]
    mov     ES,AX
    assume  ES:nothing
    mov     DI,RestOff[BP]

```

```

lds      SI,BackBuf[BP]
assume  DS:nothing

mov      BX,Wide[BP]          ;save width in BX
inc      BX                  ;and add a byte

;get the current mode
mov      DX,3ceh
mov      AL,5
out      DX,AL
inc      DX
in       AL,DX

push     AX                  ;save mode

;change write mode to 2 (only latch data)
and      AL,11111100b
or       AL,1
out      DX,AL

;enable all bit planes
mov      AX,0f02h
mov      DX,3c4h
out      DX,AX

mov      CX,Height[BP]
@@:     push     CX

mov      CX,BX              ;save n columns
rep     movsb
add     DI,80              ;next row
sub     DI,BX              ;first column

pop      CX
loop    @B

;set mode
pop      AX                ;restore mode
mov      AH,AL
mov      AL,5
mov      DX,3ceh
out      DX,AX

ret

RestBack endp

_TEXT   ends

```

```
stack    segment stack 'STACK'  
        db      64 dup ('stack***')  
  
stack    ends  
end      main
```

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Bradley Dyck Kliewer's writings include several BYTE magazine articles dealing with graphics display technology. Besides the best-selling EGA/VGA is his Guide to Paradox 386, also published by McGraw-Hill. He is President of the Minneapolis-based DK Microconsultants.

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