



**Note: This IBM PC BIOS API call is for DOS/Win16 personality only. Use [Family API](#) for portability.**

**Note: [osFree Macro Library](#) provides macros for most of functions**

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## Int 10H

Video BIOS API. All registers saved on entry and restores on return.

### BIOS Interrupts

Function	Description	Version
<a href="#">00H</a>	Set Video Mode	1+
<a href="#">01H</a>	Set Cursor Shape Size	1+
<a href="#">02H</a>	Set Cursor Position	1+
<a href="#">03H</a>	Get Current Cursor Position	1+
<a href="#">04H</a>		1+
<a href="#">05H</a>	Set Active Video Page	1+
<a href="#">06H</a>	Scroll Screen Area Up	1+
<a href="#">07H</a>	Scroll Screen Area Down	1+
<a href="#">08H</a>	Get Character Attribute	1+
<a href="#">09H</a>	Print Char With Attribute	1+
<a href="#">0AH</a>	Print Char	1+
<a href="#">0BH</a>	Set Palette/Color	1+
<a href="#">0CH</a>	Draw Pixel	1+
<a href="#">0DH</a>	Get Pixel	1+
<a href="#">0EH</a>	Write char in TTY mode	1+
<a href="#">0FH</a>	Get Current Video Mode/State	1+

IBM PC BIOS API	
Video I/O	<a href="#">INT 10H</a> : <a href="#">00H</a> , <a href="#">01H</a> , <a href="#">02H</a> , <a href="#">03H</a> , <a href="#">05H</a> , <a href="#">06H</a> , <a href="#">07H</a> , <a href="#">08H</a> , <a href="#">09H</a> , <a href="#">0AH</a> , <a href="#">0BH</a> , <a href="#">0CH</a> , <a href="#">0DH</a> , <a href="#">0EH</a> , <a href="#">0FH</a>
Hardware info	<a href="#">INT 11H</a> , <a href="#">INT 12H</a>
Serial I/O	<a href="#">INT 14H</a> : <a href="#">00H</a> , <a href="#">01H</a> , <a href="#">02H</a> , <a href="#">03H</a>
Tape I/O	<a href="#">INT 15H</a> : <a href="#">00H</a> , <a href="#">01H</a> , <a href="#">02H</a> , <a href="#">03H</a>
Keyboard I/O	<a href="#">INT 16H</a> : <a href="#">00H</a> , <a href="#">01H</a> , <a href="#">02H</a>
Printer I/O	<a href="#">INT 17H</a> : <a href="#">00H</a> , <a href="#">01H</a> , <a href="#">02H</a>
Disk I/O	<a href="#">INT 13H</a> : <a href="#">00H</a> , <a href="#">01H</a> , <a href="#">02H</a> , <a href="#">03H</a> , <a href="#">04H</a> , <a href="#">05H</a>
Date and Time	<a href="#">INT 1AH</a> : <a href="#">00H</a> , <a href="#">01H</a>

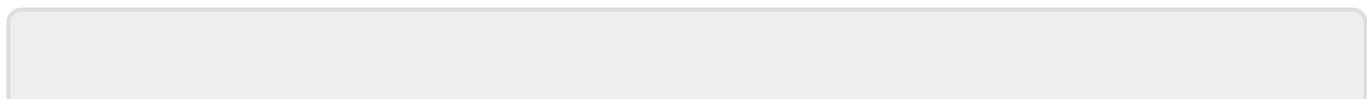
<b>osFree Macro Library</b>	
Video I/O	<a href="#">@SetMode</a> <a href="#">@SetCurSz</a> <a href="#">@SetCurPos</a> <a href="#">@GetCur</a> <a href="#">@SetPage</a> <a href="#">@ScrollUp</a> <a href="#">@ScrollDn</a> <a href="#">@Scroll</a> <a href="#">@GetChAtr</a> <a href="#">@PutChAtr</a> <a href="#">@PutCh</a> <a href="#">@SetPalet</a> <a href="#">@SetColor</a> <a href="#">@SetDot</a> <a href="#">@GetDot</a> <a href="#">@WrtTTY</a> <a href="#">@VideoState</a> <a href="#">@GetMode</a> <a href="#">@GetDisplay</a> <a href="#">@GetVideoState</a> <a href="#">@GetEGAInfo</a> <a href="#">@Cls</a>
Hardware info	<a href="#">@Equipment</a> <a href="#">@MemSize</a>
Serial I/O	<a href="#">@AuxInit</a> <a href="#">@AuxSendChar</a> <a href="#">@AuxRecieveChar</a> <a href="#">@AuxStatus</a>
Tape I/O	<a href="#">@TapeOn</a> <a href="#">@TapeOff</a> <a href="#">@TapeRead</a> <a href="#">@TapeWrite</a>
Keyboard I/O	<a href="#">@KbdStatus</a> <a href="#">@CharIn</a> <a href="#">@CharPeek</a>
Printer I/O	<a href="#">@PrnPrint</a> <a href="#">@PrnInit</a> <a href="#">@PrnStatus</a>
Disk I/O	<a href="#">@DskReset</a> <a href="#">@DskStatus</a> <a href="#">@DskRead</a> <a href="#">@DskWrite</a> <a href="#">@DskVerify</a> <a href="#">@DskFormat</a>
Date and Time	<a href="#">@SetTime</a> <a href="#">@GetTime</a>
Mouse	<a href="#">@MouInit</a> <a href="#">@MouShowPointer</a> <a href="#">@MouStatus</a> <a href="#">@MouSetPos</a> <a href="#">@MouSetMickey</a> <a href="#">@MouRegion</a>
Memory manager	<a href="#">@ModBlok</a> <a href="#">SET_BLOCK</a>

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<b>Family API</b>		
DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmdir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSinfo</a> <a href="#">DosShutdown</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOct1</a> <a href="#">DosDevIOct2</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>
KBD		<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>
VIO		<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>
Tools		<a href="#">BIND</a>
Modules		<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDSCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries		<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAPI.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

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