



**Note:** This library for DOS/Win16 personality only. Use [Family API](#) for portability.

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

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# osFree Macro Library

## Introduction

ALP/MASM compatible macro library for BIOS and DOS. Original MASM provides macros for BIOS and DOS interrupts as well as OS/2 and Windows macros. osFree Macro Library is a open source replacement of MASM macros. osFree macro library is for Microsoft MASM, IBM MASM, IBM ALP, JWASM and other MASM compatible assemblers. It has more type check and some BIOS bugs workaround. At the present time BIOS and DOS APIs are supported.

This library based on IBM 5150 Technical Reference #6322507 of Apr 1984, MACRO.DOC from MASM 5.x, Ralf Brown Interrupt list.

Functions, found in later BIOSes mostly not covered, but can be added in future. Main goal of osFree Macro Library is to provide support for Family API development. Macro names mostly constructed from MASM 5.x, MASM 6.x and ALP documentation.

## Using macros

osFree Macro Library consist of BIOS.INC, MOUSE.INC, DPMI.INC and DOS.INC. To use macros just include BIOS.INC, DOS.INC, MOUSE.INC, DPMI.INC or all. For example:

```
INCLUDE BIOS.INC

@SetPage          ; Set default video page (zero page)
```

## Files

osFree Macro Library provides four include files:

- BIOS.INC
- DOS.INC
- MOUSE.INC
- DPMI.INC

BIOS.INC contains macros for BIOS interrupts. DOS.INC contains macros for DOS interrupts.

MOUSE.INC contains macros for MOUSE interrupts. DPML.INC contains macros for DPML interrupts.

## BIOS.INC

Macro	Description
<a href="#">@SetMode</a>	Set current video mode
<a href="#">@SetCurSz/@SetCsrSize</a>	Set cursor size
<a href="#">@SetCurPos/@SetCsrPos</a>	Set cursor position
<a href="#">@GetCur/@GetCsr</a>	Get cursor shape and position
<a href="#">@SetPage</a>	Set active video page
<a href="#">@ScrollUp</a>	Scroll screen area up
<a href="#">@ScrollDn</a>	Scroll screen area down
<a href="#">@Scroll</a>	Scroll screen area up or down
<a href="#">@GetChAtr</a>	Get char and attribute from screen
<a href="#">@PutChAtr</a>	Put char and attribute to screen
<a href="#">@PutCh</a>	Put char to screen
<a href="#">@SetPalet</a>	Set palette
<a href="#">@SetColor</a>	Set border color
<a href="#">@SetDot</a>	Set pixel dot on screen
<a href="#">@GetDot</a>	Get pixel dot from screen
<a href="#">@WrtTTY</a>	Write char in TTY mode
<a href="#">@VideoState</a>	Get video state
<a href="#">@GetMode</a>	Get video mode
<a href="#">@GetDisplay</a>	Get display info
<a href="#">@GetVideoState</a>	Get extended video state
<a href="#">@GetEGAInfo</a>	Get EGA information
<a href="#">@Cls</a>	Clear screen
<a href="#">@AuxInit</a>	Initialize serial port
<a href="#">@AuxSendChar</a>	Send char to serial port
<a href="#">@AuxRecieveChar</a>	Recieve char from serial port
<a href="#">@AuxStatus</a>	Get serial port status
<a href="#">@PrnPrint</a>	Print char to printer
<a href="#">@PrnInit</a>	Initialize printer
<a href="#">@PrnStatus</a>	Get printer status
<a href="#">@KbdStatus</a>	Get keyboard status
<a href="#">@CharIn</a>	Input char from keyboard
<a href="#">@CharPeek</a>	Peek char from keyboard buffer
<a href="#">@SetTime</a>	Set time tick
<a href="#">@GetTime</a>	Get time tick
<a href="#">@TapeOn</a>	Turn tape motor on
<a href="#">@TapeOff</a>	Turn tape motor off
<a href="#">@TapeRead</a>	Read block from tape
<a href="#">@TapeWrite</a>	Write block to tape
<a href="#">@Equipment</a>	Get equipment list
<a href="#">@MemSize</a>	Get memory size
<a href="#">@DskReset</a>	Reset disk system

Macro	Description
@DskStatus	Get last disk operation status
@DskRead	Read sector
@DskWrite	Write sector
@DskVerify	Verify sector
@DskFormat	Format track

## DOS.INC

Macro	Description
TERMINATE	
FLUSH	
FILE_UNLOCK	
ABS_DISK_READ	
ABS_DISK_WRITE	
STAY_RESIDENT	
TERMINATE_PROGRAM	
READ_KBD_AND_ECHO	
DISPLAY_CHAR	
@DispCh	
AUX_INPUT	
AUX_OUTPUT	
PRINT_CHAR	
@PrtCh	
DIR_CONSOLE_IO	
DIR_CONSOLE_INPUT	
READ_KBD	
DISPLAY	
@DispStr	
GET_STRING	
@GetStr	
CHECK_KBD_STATUS	
FLUSH_AND_READ_KBD	
RESET_DISK	
LFN_RESET_DISK	
SELECT_DISK	
@SetDrv	
OPEN	
CLOSE	
SEARCH_FIRST	
SEARCH_NEXT	
DELETE	
READ_SEQ	
WRITE_SEQ	
CREATE	
RENAME	
CURRENT_DISK	

Macro	Description
@GetDrv	
SET_DTA	
@SetDTA	
DEF_DRIVE_DATA	
DRIVE_DATA	
READ_RAN	
WRITE_RAN	
FILE_SIZE	
SET_RELATIVE_RECORD	
SET_VECTOR	
@SetInt	
CREATE_PSP	
RAN_BLOCK_READ	
RAN_BLOCK_WRITE	
PARSE	
GET_DATE	
@GetDate	
SET_DATE	
@SetDate	
GET_TIME	
@GetTime	
SET_TIME	
@SetTime	
VERIFY	
GET_DTA	
@GetDTA	
GET_VERSION	
@GetVer	
KEEP_PROCESS	
@TSR	
CTRL_C_CHK	
GET_VECTOR	
@GetInt	
GET_DISK_SPACE	
@ChkDrv	
GET_COUNTRY	
GET_UPPERCASE_TABLE	
SET_COUNTRY	
MAKE_DIR	
@MkDir	
LFN_MAKE_DIR	
REM_DIR	
@RmDir	
LFN_REM_DIR	
CHANGE_DIR	

Macro	Description
@ChDir	
LFN_CHANGE_DIR	
CREATE_HANDLE	
@MakFil	
OPEN_HANDLE	
@OpenFil	
CLOSE_HANDLE	
@ClosFil	
READ_HANDLE	
@Read	
WRITE_HANDLE	
@Write	
DELETE_ENTRY	
@DeIFil	
LFN_DELETE_ENTRY	
MOVE_PTR	
@MovePtrAbs	
@MovePtrRel	
@GetFilSz	
CHANGE_MODE	
LFN_CHANGE_MODE	
IOCTL_DATA	
IOCTL_CHAR	
IOCTL_STATUS	
IOCTL_STATUS	
IOCTL_CHANGE	
IOCTL_RBLOCK	
IOCTL_RHANDLE	
IOCTL_RETRY	
GENERIC_IOCTL_HANDLES	
GENERIC_IOCTL_BLOCK	
IOCTL_GET_DRIVE_MAP	
IOCTL_SET_DRIVE_MAP	
XDUP	
XDUP2	
GET_DIR	
@GetDir	
ALLOCATE_MEMORY	
@GetBlok	
FREE_MEMORY	
@FreeBlok	
SET_BLOCK	Set memory block size
@ModBlok	Modify memory block
EXEC	
EXEC_OVL	

Macro	Description
<a href="#">@Exec</a>	
<a href="#">@Exit</a>	
<a href="#">END_PROCESS</a>	
<a href="#">RET_CODE</a>	
<a href="#">@GetRet</a>	
<a href="#">FIND_FIRST_FILE</a>	
<a href="#">@GetFirst</a>	
<a href="#">FIND_NEXT_FILE</a>	
<a href="#">@GetNext</a>	
<a href="#">GET_VERIFY</a>	
<a href="#">RENAME_FILE</a>	
<a href="#">@MoveFil</a>	
<a href="#">LFN_RENAME_FILE</a>	
<a href="#">GET_SET_DATE_TIME</a>	
<a href="#">ALLOC_STRAT</a>	
<a href="#">GET_ERROR</a>	
<a href="#">CREATE_TEMP</a>	
<a href="#">CREATE_NEW</a>	
<a href="#">LOCK_FILE</a>	
<a href="#">UNLOCK</a>	
<a href="#">GET_MACHINE_NAME</a>	
<a href="#">PRINTER_SETUP</a>	
<a href="#">GET_LIST</a>	
<a href="#">REDIR</a>	
<a href="#">CANCEL_REDIR</a>	
<a href="#">GET_PSP</a>	
<a href="#">DISPLAY_ASCIZ</a>	
<a href="#">MOVE_STRING</a>	
<a href="#">CONVERT</a>	
<a href="#">CONVERT_TO_BINARY</a>	
<a href="#">CONVERT_DATE</a>	
<a href="#">PACK_DATE</a>	
<a href="#">@GetKey</a>	

## MOUSE.INC

Macro	Description
<a href="#">@MouInit</a>	Init driver
<a href="#">@MouShowPointer</a>	Show Mouse Cursor
<a href="#">@MouStatus</a>	Mouse Cursor Status
<a href="#">@MouSetPos</a>	Set Mouse Cursor Position
<a href="#">@MouSetMickey</a>	Set Mouse Mickey/Pixel ratio
<a href="#">@MouRegion</a>	Mouse Cursor Region

DPMI.INC

Macro	Description
@DPMI_AllocDesc	
@DPMI_FreeDesc	
@DPMI_Seg2Desc	
@DPMI_GetIncValue	
@DPMI_LockSel	
@DPMI_UnlockSel	
@DPMI_GetBase	
@DPMI_SetBase	
@DPMI_SetLimit	
@DPMI_SetAccRights	
@DPMI_CreateCSAlias	
@DPMI_GetDescriptor	
@DPMI_SetDescriptor	
@DPMI_DOSALLOC	
@DPMI_DOSFREE	
@DPMI_GetRMIntVec	
@DPMI_SetRMIntVec	
@DPMI_GetExcVec	
@DPMI_SetExcVec	
@DPMI_GetPMIntVec	
@DPMI_SetPMIntVec	
@DPMI_SimRMInt	
@DPMI_CallRMFarProc	
@DPMI_CallRMIRProc	
@DPMI_AllocRMCallback	
@DPMI_FreeRMCallback	
@DPMI_GETRMSA	
@DPMI_GETVERSION	
@DPMI_GETFREEMEMINFO	
@DPMI_ALLOCMEM	
@DPMI_FREEMEM	
@DPMI_GETPAGESIZE	
@DPMI_MAPPHYS	

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

**osFree Macro Library**

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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