



DOS API

Most of DOS API calls are invoked using software interrupt INT 21H. In most cases AH register sets to function number.

DOS Interrupts

| Interrupt vector | Description | Version | Notes |
|---------------------|---------------------------------|---------|--|
| 20H | Terminate program | 1.0+ | Implemented in DOS kernel |
| 21h | Main DOS API | 1.0+ | Implemented in DOS kernel |
| 22h | Program terminate address | 1.0+ | Return address in calling program |
| 23h | Control-C handler address | 1.0+ | Default handler is in the command shell (usually COMMAND.COM) |
| 24h | Critical error handler address | 1.0+ | Default handler is in the command shell (usually COMMAND.COM) |
| 25h | Absolute disk read | 1.0+ | Implemented in DOS kernel, enhanced in DOS 3.31 to support up to 2 GB partitions |
| 26h | Absolute disk write | 1.0+ | Implemented in DOS kernel, enhanced in DOS 3.31 to support up to 2 GB partitions |
| 27h | Terminate and stay resident | 1.0+ | Implemented in COMMAND.COM in DOS 1.0, DOS kernel in DOS 2.0+ |
| 28h | Idle callout | 2.0+ | Called by DOS kernel when waiting for input |
| 29h | Fast console output | 2.0+ | Implemented by the builtin console device driver or a replacement driver like ANSI.SYS |
| 2Ah | Networking and critical section | 3.0+ | Called by DOS kernel to interface with networking software |
| 2Eh | Reload transient | 2.0+ | Implemented in COMMAND.COM |
| 2Fh | Multiplex | 3.0+ | Implemented in DOS kernel and various programs (PRINT, MSCDEX, DOSKEY, APPEND, etc.) depending on subfunction number |

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