

```

;*****;
;*          L O G O C A . A S M          *;
;*-----*
;* Task      : Creates a function for redefining existing *;
;*            characters on EGA and VGA cards.           *;
;*-----*
;* Author    : Michael Tischer                       *;
;* Developed on : 08/07/90                             *;
;* Last update  : 02/21/92                             *;
;*-----*
;* Assembly   : TASM -mx LOGOCA or MASM -mx LOGOCA; *;
;*****;

DOSSEG          ;Arrange segment
.MODEL SMALL, C  ;Link object code to a C program
                ;using SMALL memory model

;== Code =====

.CODE

;-- DEFCHAR: Specifies character pattern for EGA/VGA characters
;-- Declaration in C : void defchar( BYTE ascii, BYTE table1, BYTE height
;--                      BYTE numchar, void far * buf );
;-- Input      : ASCII   = Number of first redefinable character
;--              table1  = Number of font table1
;--              HEIGHT  = Character height in scan lines
;--              NUMCHAR = Number of characters
;--              BUF     = FAR pointer to buffer
;-- Output     : None

defchar proc ascii:byte, table1:byte, height:byte, \
        numchar:byte, buf:dword

        mov ax,1100h          ;Call function 11H, sub-function 00H
        mov bh,height         ;Load parameters into
        mov bl,table1         ;appropriate registers
        mov dl,ascii
        xor dh,dh
        mov cl,numchar
        mov ch,dh

        push bp               ;Push BP onto stack
        les bp,buf
        int 10h               ;Call BIOS video interrupt
        pop bp                ;Pop BP off of stack

        ret                  ;Return to caller

defchar endp

;== End =====

end

```