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;*****;
;*          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 table, BYTE height
;--                      BYTE numchar, void far * buf );
;-- Input              : ASCII   = Number of first redefinable character
;--                      TABLE  = Number of font table
;--                      HEIGHT  = Character height in scan lines
;--                      NUMCHAR = Number of characters
;--                      BUF     = FAR pointer to buffer
;-- Output              : None

defchar  proc  ascii:byte, table:byte, height:byte, \

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        numchar:byte, buf:dword

mov     ax,1100h           ;Call function 11H, sub-function 00H
mov     bh,height          ;Load parameters into
mov     bl,table           ;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

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