

Re: A VGA question

Source: <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2005-08/msg00999.html>

- *From:* Herbert Kleebauer <klee@xxxxxxxxxx>
 - *Date:* Sun, 14 Aug 2005 22:14:10 +0200
-

Tom wrote:

>
> wolfgang kern wrote:
>
>> You find several fixed font character sets in the VBIOS-ROM,
>> the 16*9 is usually just a 'one bit spaced' 16*8 font.
>>
>> Look at RBIL (interrupts list) and search for the two entries which
>> points to VGA-fonts rather than being INT-vectors.
>> Dump the bytes pointed to by these far-pointers and you're done.
>
> Thank you, Wolfgang. The problem is that I am no professional by any
> means, so unless the layouts are explicit and directly accessible, I
> will be unable to reach them. Please, could you still help? Anyone?

Don't know why, but I can only read the 8x8, 8x14 and 8x16 fonts
on my PC. The 9x14 font pointer (which is also wrong by 2) points
to a different 8x16 font and the 9x16 font is crap at all.

Here the program and the first four characters in 8x16, 8x14 and 8x8:

```
.....  
.....  
@=$100
```

```
; 8x14 : x=8 y=14 code=2  
; 8x8 : x=8 y=8 code=3  
; 8x8 : x=8 y=8 code=4  
; 9x14 : x=8 y=14 code=5  
; 8x16 : x=8 y=16 code=6  
; 9x16 : x=8 y=16 code=7
```

```
x=8  
y=16  
code=6
```

```
nchar=256
```

```
bclr.w #10,sr
```

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```
move.w #$1130,r0
move.b #code,m3
trap #$10
move.w r4,r5
```

```
move.w #buf,r6
move.w #nchar,r4
eor.w r3,r3
```

```
_50: move.b #y,r2
_10: move.b #x,m2
_20: dec.w r3
bpl.b _40
move.b (r5.w)+-{s1},r0
move.w #7,r3
_40: move.b #',r1
lsl.b #1,r0
bcc.b _30
move.b #'W',r1
_30: move.b r1,(r6.w)
inc.w r6
dec.b m2
bne.b _20
move.w #$0a0d,(r6.w)
addq.w #2,r6
dec.b r2
bne.b _10
```

```
move.w #$0a0d,(r6.w)
addq.w #2,r6
```

```
dec.w r4
bne.b _50
```

```
move.b #$40,m0
move.w #buf,r1
move.w r6,r2
sub.w r1,r2
move.w #1,r3
trap #$21
```

```
rts.w
buf:
```

```
.....
```

```
8x16 font:
```

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.....
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..WWWWW.
W.....W
W.W..W.W
W.....W
W.....W
W.WWWW.W
W..WW..W
W.....W
W.....W
..WWWWW.
.....
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.....
.....
..WWWWW.
WWWWWWWW
WW.WW.WW
WWWWWWWW
WWWWWWWW
WW...WW
WWW..WWW
WWWWWWWW
WWWWWWWW
..WWWWW.
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WW.WW.WW
WWWWWWWWW
WWWWWWWWW
WW...WW
WWW..WWW
WWWWWWWWW
..WWWWWWW.

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..WW.WW..
WWWWWWW.
WWWWWWW.
WWWWWWW.
WWWWWWW.
..WWWWW..
...WWW...
...W....

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.....

8x8 font:

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..WWWWWWW.
W.....W
W.W..W.W
W.....W
W.WWWW.W
W..WW..W
W.....W
..WWWWWWW.

..WWWWWWW.
WWWWWWWWW
WW.WW.WW
WWWWWWWWW
WW...WW

WWW..WWW
WWWWWWWWW
..WWWWWWW.

..WW.WW..
WWWWWWW.
WWWWWWW.
WWWWWWW.
..WWWWWW..
...WWW...
....W....
.....
.

• **Follow-Ups:**

- ◆ **Re: A VGA question**
◇ From: Tom

• **References:**

- ◆ **A VGA question**
◇ From: Tom
- ◆ **Re: A VGA question**
◇ From: wolfgang kern
- ◆ **Re: A VGA question**
◇ From: Tom

- Prev by Date: **Re: A VGA question**
- Next by Date: **Ok, as a way of taking ALA back...**
- Previous by thread: **Re: A VGA question**
- Next by thread: **Re: A VGA question**
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