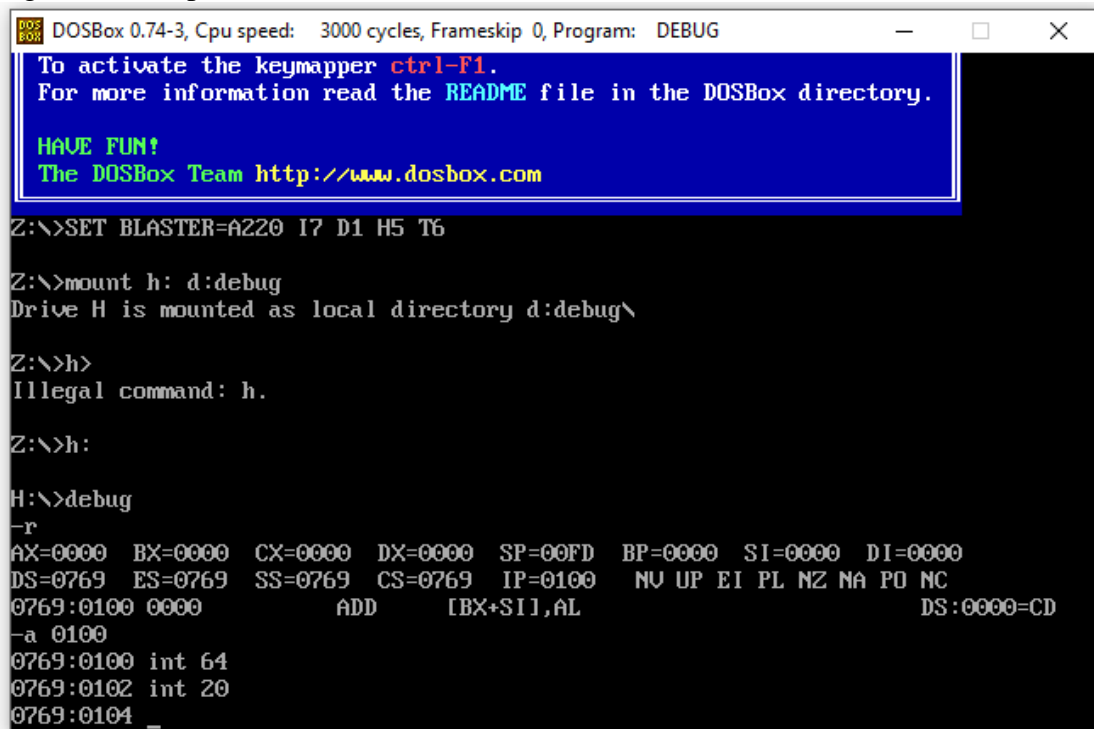


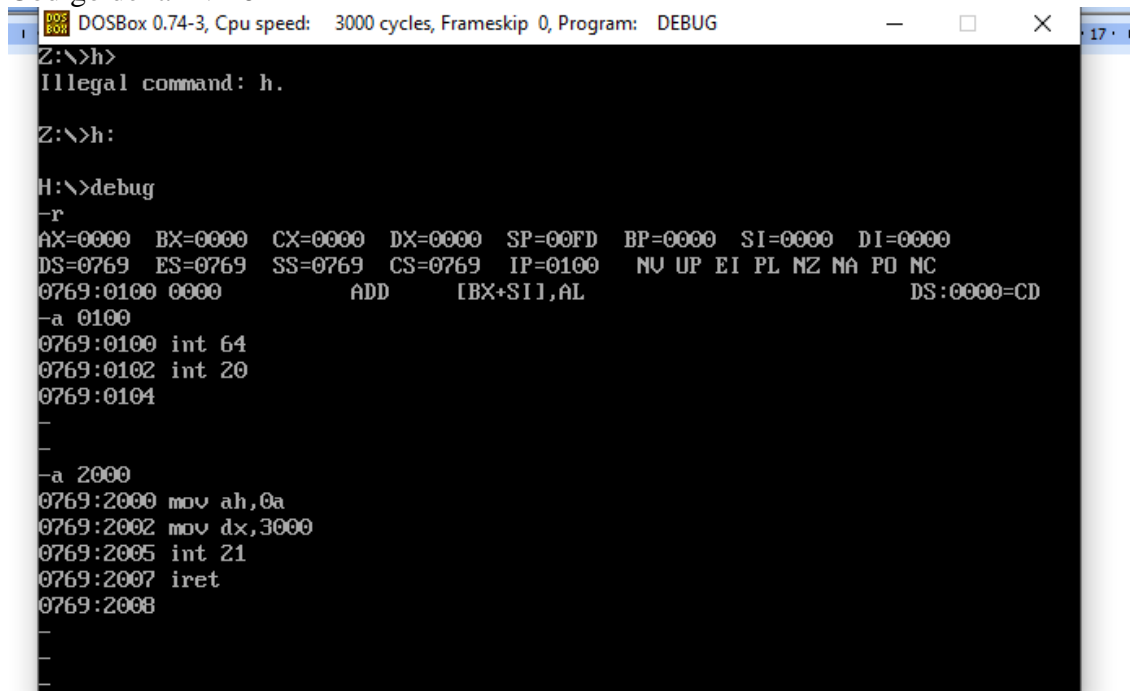
Ejemplo básico de implementación de una interrupción.

Programa Principal: Llamada a la INT 64



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
To activate the keymapper ctrl-F1.
For more information read the README file in the DOSBox directory.
HAVE FUN!
The DOSBox Team http://www.dosbox.com
Z:\>SET BLASTER=A220 I7 D1 H5 T6
Z:\>mount h: d:debug
Drive H is mounted as local directory d:debug\
Z:\>h>
Illegal command: h.
Z:\>h:
H:\>debug
-r
AX=0000 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0769 ES=0769 SS=0769 CS=0769 IP=0100 NU UP EI PL NZ NA PO NC
0769:0100 0000 ADD [BX+SI],AL DS:0000=CD
-a 0100
0769:0100 int 64
0769:0102 int 20
0769:0104 _
```

Código de la INT 64



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
Z:\>h>
Illegal command: h.
Z:\>h:
H:\>debug
-r
AX=0000 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0769 ES=0769 SS=0769 CS=0769 IP=0100 NU UP EI PL NZ NA PO NC
0769:0100 0000 ADD [BX+SI],AL DS:0000=CD
-a 0100
0769:0100 int 64
0769:0102 int 20
0769:0104
-
-a 2000
0769:2000 mov ah,0a
0769:2002 mov dx,3000
0769:2005 int 21
0769:2007 iret
0769:2008
_
```

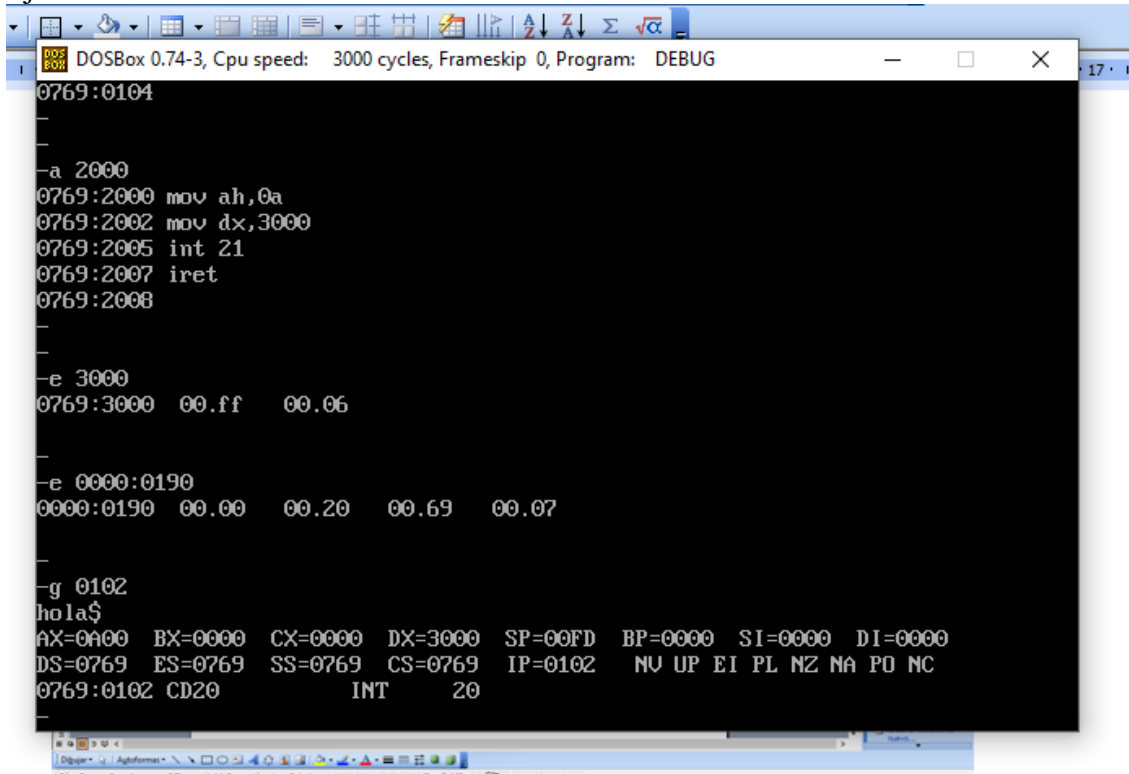
Inicialización de los dos primeros bytes del offset 3000 del segmento de datos

```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
H:\>debug
-r
AX=0000 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0769 ES=0769 SS=0769 CS=0769 IP=0100 NU UP EI PL NZ NA PO NC
0769:0100 0000          ADD     IBX+SI,AL          DS:0000=CD
-a 0100
0769:0100 int 64
0769:0102 int 20
0769:0104
-
-a 2000
0769:2000 mov ah,0a
0769:2002 mov dx,3000
0769:2005 int 21
0769:2007 iret
0769:2008
-
-e 3000
0769:3000 00.ff 00.06
```

Inicialización de la dirección de ejecución de la INT 64 en el vector de interrupciones

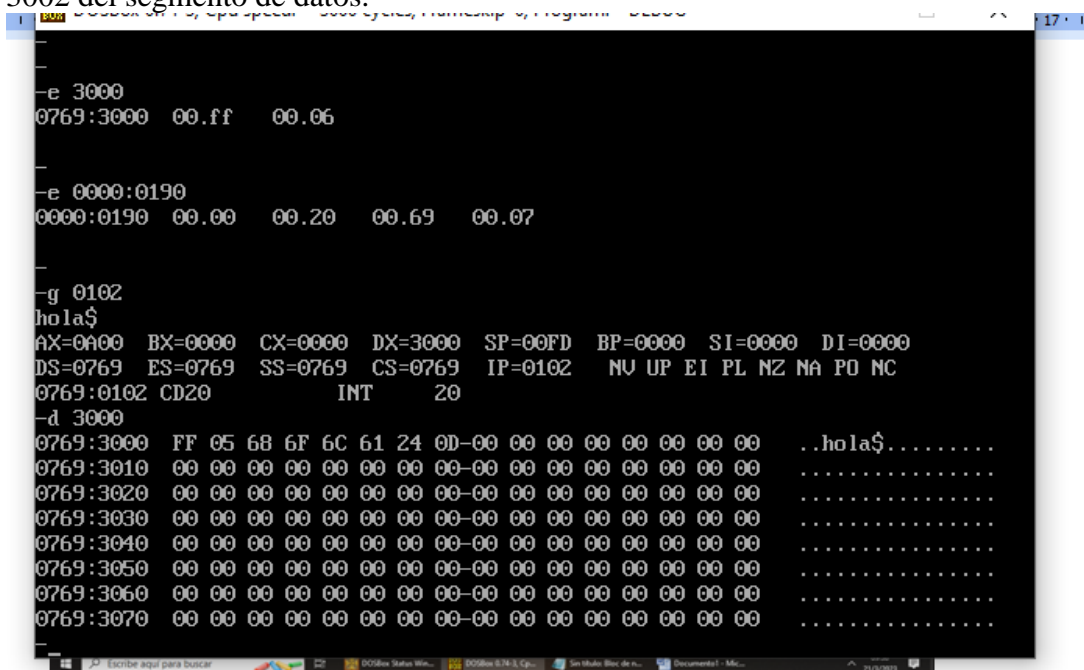
```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
DS=0769 ES=0769 SS=0769 CS=0769 IP=0100 NU UP EI PL NZ NA PO NC
0769:0100 0000          ADD     IBX+SI,AL          DS:0000=CD
-a 0100
0769:0100 int 64
0769:0102 int 20
0769:0104
-
-a 2000
0769:2000 mov ah,0a
0769:2002 mov dx,3000
0769:2005 int 21
0769:2007 iret
0769:2008
-
-e 3000
0769:3000 00.ff 00.06
-
-e 0000:0190
0000:0190 00.00 00.20 00.69 00.07
```

Ejecución



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
0769:0104
-
-a 2000
0769:2000 mov ah,0a
0769:2002 mov dx,3000
0769:2005 int 21
0769:2007 iret
0769:2008
-
-e 3000
0769:3000 00.ff 00.06
-
-e 0000:0190
0000:0190 00.00 00.20 00.69 00.07
-
-g 0102
hola$
AX=0A00 BX=0000 CX=0000 DX=3000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0769 ES=0769 SS=0769 CS=0769 IP=0102 NU UP EI PL NZ NA PO NC
0769:0102 CD20 INT 20
```

Visualización de los caracteres ASCII ingresados por teclado almacenados en el offset 3002 del segmento de datos.



```
DOSBox 0.74-3, Cpu speed: 3000 cycles, Frameskip 0, Program: DEBUG
-e 3000
0769:3000 00.ff 00.06
-
-e 0000:0190
0000:0190 00.00 00.20 00.69 00.07
-
-g 0102
hola$
AX=0A00 BX=0000 CX=0000 DX=3000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0769 ES=0769 SS=0769 CS=0769 IP=0102 NU UP EI PL NZ NA PO NC
0769:0102 CD20 INT 20
-d 3000
0769:3000 FF 05 68 6F 6C 61 24 0D-00 00 00 00 00 00 00 00 ..hola$.....
0769:3010 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
0769:3020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
0769:3030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
0769:3040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
0769:3050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
0769:3060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
0769:3070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 .....
```