



This is part of **Win16 API** which allow to create versions of program from one source code to run under OS/2 and Win16. Under OS/2 program can be running under Win-OS/2 if program is Windows NE executable, and with help on Windows Libraries for OS/2, if it is OS/2 NE executable. [Here](#) is a WLO to OS/2 API mapping draft

2021/09/01 04:23 · prokushev · [0 Comments](#)

Windows LOGO file is a raw binary with following structure

Offset	Description
0	'LOGO' signature
4	Draw logo entry point
7	Restore screen entry point

On exit of Draw logo entry point ax contains address of last required byte for restore call. All higher this address can be discarded to save memory. Format of logo data can be any (depends on Draw Logo code)

DOS 7+ Boot Logo API:

Interrupt 2Fh - Multiplex

DOS-LOGO Support	Input			Output			
	Subservice	Name	Description	Register	Value	Description	
AX=4A32h	BL	00h	DOS-LOGO Is Session & Get Logo Checksum		AX	0000h	Logo is in session (turned on).
					FFFFh	Logo is not in session (turned off).	
				DX		Checksum of the logo's pixels in video ram (A000h:8000h) from when it was first drawn. Compare this checksum against the current video ram's checksum to see if the logo can be put back into session once more.	
		01h	DOS-LOGO Resume Session		N/A		
		02h	DOS-LOGO Pause Session		N/A		
	03h	DOS-LOGO Restore Previous Video Mode		N/A			

; 04h DOS-LOGO Turn On Session The operating system calls this subservice to start the DOS-LOGO session, meaning that the boot logo will be animated and can be aborted by the user pressing the keyboard key Escape. The return value is the previous animation rotation info from when the boot logo was last in session. ; ; Note: This subservice is used in complex redisplay boot logo operations by

the operating system. It is only supported for backward compatibility. ; Use subservice 06h (DOS-LOGO Redisplay and Enter Session). AX The animation rotation info from the previous session. ; 05h DOS-LOGO Turn Off Session Turns off the DOS-LOGO session. N/A ; 06h DOS-LOGO Redisplay and Enter Session This subservice is new for the DOS-LOGO device driver. It does the hard work of redisplaying the boot logo once it has been aborted by a program or by the user. In order for a boot logo to be redisplayed, the video ram must have been untouched since the last time the boot logo was displayed. A graphics mode switch without the 7th bit turned on will cause the video buffer to be erased, thus destroying the logo's loaded pixel art. ; ; DOS-LOGO Redisplay and Enter Session does all of the work from the subservices above. Therefore use this subservice in first hand. When it comes to redisplaying the boot logo, the above subservices are left for backward compatibility only. N/A

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Last update: **2024/12/01 05:36**

