



**Note: This API call is for DOS and Win16 personality only. Use [Family API](#) for portability.**

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## DOS API

Most of DOS API calls are invoked using software interrupt INT 21H. In most cases AH register are set to function number.

### DOS Interrupts

Interrupt vector	Description	Version	Notes
<a href="#">20H</a>	Terminate program	1.0+	Implemented in DOS kernel
<a href="#">21H</a>	Main DOS API	1.0+	Implemented in DOS kernel
<a href="#">22H</a>	Program terminate address	1.0+	Return address in calling program
<a href="#">23H</a>	Control-C handler address	1.0+	Default handler is in the command shell (usually COMMAND.COM)
<a href="#">24H</a>	Critical error handler address	1.0+	Default handler is in the command shell (usually COMMAND.COM)
<a href="#">25H</a>	Absolute disk read	1.0+	Implemented in DOS kernel, enhanced in DOS 3.31 to support up to 2 GB partitions
<a href="#">26H</a>	Absolute disk write	1.0+	Implemented in DOS kernel, enhanced in DOS 3.31 to support up to 2 GB partitions
<a href="#">27H</a>	Terminate and stay resident	1.0+	Implemented in COMMAND.COM in DOS 1.0, DOS kernel in DOS 2.0+
<a href="#">28H</a>	Idle callout	2.0+	Called by DOS kernel when waiting for input
<a href="#">29H</a>	Fast console output	2.0+	Implemented by the builtin console device driver or a replacement driver like ANSI.SYS
<a href="#">2AH</a>	Networking and critical section	3.0+	Called by DOS kernel to interface with networking software
<a href="#">2EH</a>	Reload transient	2.0+	Implemented in COMMAND.COM
<a href="#">2FH</a>	Multiplex	3.0+	Implemented in DOS kernel and various programs (PRINT, MSCDEX, DOSKEY, APPEND, etc.) depending on subfunction number

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