

## Irvine Link Library Procedures

### Reg Call

=== =====

#### DumpRegs

**Example:**

```
call DumpRegs
```

Sample output:

```
EAX=00000002  EBX=00000001  ECX=00000005  EDX=BFFC94C0  
ESI=8184C544  EDI=00000000  EBP=0063FF78  ESP=0063FE3C  
EIP=00401026  EFL=00000202  CF=0  SF=0  ZF=0  OF=0  AF=0  PF=1
```

### AL ReadChar

**Example:**

```
.data  
charIn BYTE ?  
  
.code  
call ReadChar  
mov charIn,AL
```

### EAX ReadDec

**Example:**

```
.data  
decNum    DWORD ?  
prompt1  BYTE "Please enter ",0  
  
.code  
mov  edx,OFFSET prompt1  
call WriteString  
call ReadDec  
mov  decNum,eax ;store
```

## EAX ReadInt

### Example:

```
.data
intNum    DWORD ?
prompt1   BYTE "Please enter ",0

.code
    mov  edx,OFFSET prompt1
    call WriteString
    call ReadInt
    mov  intNum,eax ;store
```

## EAX ReadHex

### Example:

```
.data
hexNum    DWORD ?

.code
    call ReadHex
    mov  hexNum,eax
```

## EDX ReadString

### Example:

```
.data
MAX = 80 ;max chars to read
stringIn BYTE MAX+1 DUP (?) ;room for null

.code
    mov  edx,OFFSET stringIn
    mov  ecx,MAX ;buffer size - 1
    call ReadString
```

## EAX WriteDec

### Example:

```
mov  eax,123456
call WriteDec
```

Output: 123456

## EAX WriteInt

### Example:

```
mov  eax,216543
call WriteInt
```

Output: +216543

## EAX WriteHex

### Example:

```
mov  eax,7FFFFh
call WriteHex
```

Output: 0007FFFF

## EDX WriteString

### Example:

```
.data
prompt BYTE "Enter your name: ",0
```

```
.code
mov  edx,OFFSET prompt
call WriteString
```

## Crlf

**Example:**

```
call Crlf          ; carriage return/line feed --- move to the  
                  ; next line, at the first column position
```