



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

2018/09/07 05:04 · prokushev · [0 Comments](#)

# Int 26H

## Version

1 and higher

## Brief

ABSOLUTE DISK WRITE (except partitions > 32M)

## Family API

## Input

```
AL = drive number (00h = A:, 01h = B:, etc)
CX = number of sectors to write (not FFFFh)
DX = starting logical sector number (0000h - highest sector on drive)
DS:BX -> data to write
```

## Return

```
CF clear if successful
CF set on error
  AH = status (see #02547)
  AL = error code (same as passed to INT 24 in DI)
  AX = 0207h if more than 64K sectors on drive -- use new-style call
may destroy all other registers except segment registers
```

## Macro

# Notes

original flags are left on stack, and must be popped by caller  
 this call bypasses the DOS filesystem, though DOS 5+ invalidates any  
 disk buffers referencing sectors which are written with this call  
 examination of CPWIN386.CPL indicates that if this call fails with  
 error 0408h on an old-style (<32M) call, one should retry the  
 call with the high bit of the drive number in AL set  
 Novell DOS 7 decides whether the old-style or new-style (>32M) version  
 of INT 26 must be used solely on the basis of the partition's size,  
 thus forcing use of the new-style call even for data in the first  
 32M of the partition  
 Windows98 will display an error message and deliberately hang the  
 system on attempted write to any hard disk if neither bit 7 of the  
 Extended Drive Info byte nor bit 6 of "DOS\_FLAG" (List-of-Lists+60h)  
 is set  
 Although all registers except segment registers may be destroyed  
 some software depends on some of the registers being preserved.  
 For example some Flash disk drivers requires that DX is not trashed.  
 DR-DOS 7.03 takes care of this.  
 BUGS: DOS 3.1 through 3.3 set the word at ES:[BP+1Eh] to FFFFh if AL is an  
 invalid drive number  
 DR DOS 3.41 will return with a jump instead of RETF, leaving the  
 wrong number of bytes on the stack; use the huge-partition version  
 (INT 26/CX=FFFFh) for all partition sizes under DR DOS 3.41  
 DR DOS 6.0 original releases 05/1991 & 08/1991 reported wrong error  
 codes for "drive not ready" and "write protect". This was fixed  
 with the DR DOS BDOS patch "PAT321" (1992/02/19, XDIR /C: 947Bh)  
 and later "full" rebuilds (see INT21/AX=4452h for details).

## See Also

INT 13/AH=03h, INT 25, INT 26/CX=FFFFh, INT 21/AX=7305h, INT 21/AH=91h"PTS"

## Note

Text based on [Ralf Brown Interrupt List Release 61](#)

DOS API	
Process manager	INT 20H, <b>INT 21H</b> : 00H, 25H, 26H, 31H, 34H, 35H, 4BH, 4CH, 4DH, 50H, 51H, 52H, 55H, 62H, INT 22H, INT 27H, INT 28H
File manager	INT 25H, INT 26H, <b>INT 21H</b> : 0DH, 0EH, 0FH, 10H, 11H, 12H, 13H, 14H, 15H, 16H, 17H, 19H, 1AH, 1BH, 1CH, 21H, 22H, 23H, 24H, 27H, 28H, 29H, 2EH, 2FH, 32H, 3305H, 36H, 39H, 3AH, 3BH, 3CH, 3DH, 3EH, 3FH, 40H, 41H, 42H, 4300H, 4301H, 45H, 45H, 46H, 4EH, 4FH, 54H, 56H, 5700H, 5701H, 5AH, 5BH, 5c00H, 5c01H, 60H, 67H, 68H, 6900H, 6901H, 6AH, 6CH

<b>DOS API</b>	
Character Device I/O	<b>INT 29H, INT 21H:</b> 01H, 02H, 03H, 04H, 05H, 06H, 07H, 08H, 09H, 0AH, 0BH, 0AH, 0CH, 5D07H, 5D08H, 5D09H, 5D0AH
Signals	<b>INT 23H, INT 24H, INT 21H:</b> 3300H, 3301H, 3302H
Memory manager	<b>INT 21H:</b> 48H, 49H, 4AH, 5800H, 5801H, 5802H, 5803H
Date and Time	<b>INT 21H:</b> 2AH, 2BH, 2CH, 2DH
Misc	<b>INT 21H:</b> 30H, 3306H, 3700H, 3701H, 3702H, 3703H, 59H
NLS	<b>INT 21H:</b> 3303H, 3304H, 3800H, 3801H, 6300H, 6301H, 6301H, 6500H, 6501H, 6502H, 6503H, 6504H, 6505H, 6506H, 6507H, 6520H, 6521H, 6522H, 6523H, 65A0H, 65A1H, 65A2H, 6601H, 6602H
Devices	<b>INT 21H:</b> 4400H, 4401H, 4402H, 4403H, 4404H, 4405H, 4406H, 4407H, 4408H, 4409H, 440AH, 440BH, 440CH, 440DH, 440EH, 440FH, 4410H, 4411H, 53H
Network	<b>INT 21H:</b> 5E00H, 5E01H, 5E02H, 5E03H, 5E04H, 5E05H, 5F00H, 5F01H, 5F02H, 5F03H, 5F04H, 5F05H, 5F07H, 5F08H

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Disk I/O	<a href="#">@DskReset</a> <a href="#">@DskStatus</a> <a href="#">@DskRead</a> <a href="#">@DskWrite</a> <a href="#">@DskVerify</a> <a href="#">@DskFormat</a>
Date and Time	<a href="#">@SetTime</a> <a href="#">@GetTime</a>
Mouse	<a href="#">@MouInit</a> <a href="#">@MouShowPointer</a> <a href="#">@MouStatus</a> <a href="#">@MouSetPos</a> <a href="#">@MouSetMickey</a> <a href="#">@MouRegion</a>
Memory manager	<a href="#">@ModBlok</a> <a href="#">SET_BLOCK</a>

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### Family API

DOS	Process Manager	<a href="#">DosBeep</a> <a href="#">DosExit</a> <a href="#">DosSleep</a> <a href="#">DosExecPgm</a>
	File Manager	<a href="#">DosChDir</a> <a href="#">DosChgFilePtr</a> <a href="#">DosClose</a> <a href="#">DosDelete</a> <a href="#">DosDupHandle</a> <a href="#">DosMkDir</a> <a href="#">DosMove</a> <a href="#">DosQCurDir</a> <a href="#">DosQCurDisk</a> <a href="#">DosSetFileMode</a> <a href="#">DosOpen</a> <a href="#">DosQFileInfo</a> <a href="#">DosRead</a> <a href="#">DosQFileMode</a> <a href="#">DosQFSInfo</a> <a href="#">DosQVerify</a> <a href="#">DosRmDir</a> <a href="#">DosSelectDisk</a> <a href="#">DosFindClose</a> <a href="#">DosFindFirst</a> <a href="#">DosFindNext</a> <a href="#">DosSetFileInfo</a> <a href="#">DosSetVerify</a> <a href="#">DosWrite</a> <a href="#">DosFileLocks</a> <a href="#">DosSetFHandState</a> <a href="#">DosNewSize</a> <a href="#">DosBufReset</a> <a href="#">DosQFHandState</a> <a href="#">DosSetFSInfo</a>
	Memory Manager	<a href="#">DosFreeSeg</a> <a href="#">DosSubAlloc</a> <a href="#">DosSubFree</a> <a href="#">DosSubSet</a> <a href="#">DosAllocHuge</a> <a href="#">DosAllocSeg</a> <a href="#">DosReallocHuge</a> <a href="#">DosReallocSeg</a> <a href="#">DosGetHugeShift</a> <a href="#">DosCreateCSAlias</a>
	NLS	<a href="#">DosCaseMap</a> <a href="#">DosGetCtryInfo</a> <a href="#">DosGetDBCSEv</a> <a href="#">DosSetCtryCode</a> <a href="#">DosGetCollate</a> <a href="#">DosGetMessage</a> <a href="#">DosInsMessage</a> <a href="#">DosPutMessage</a>
	Date and Time	<a href="#">DosSetDateTime</a> <a href="#">DosGetDateTime</a>
	Devices	<a href="#">DosDevConfig</a> <a href="#">DosDevIOct1</a> <a href="#">DosDevIOct12</a>
	Signals	<a href="#">DosHoldSignal</a> <a href="#">DosSetSigHandler</a>
	Misc	<a href="#">BadDynLink</a> <a href="#">DosGetEnv</a> <a href="#">DosGetMachineMode</a> <a href="#">DosGetVersion</a> <a href="#">DosError</a> <a href="#">DosErrClass</a> <a href="#">DosSetVec</a>

<b>Family API</b>	
KBD	<a href="#">KbdCharIn</a> <a href="#">KbdFlushBuffer</a> <a href="#">KbdGetStatus</a> <a href="#">KbdSetStatus</a> <a href="#">KbdStringIn</a> <a href="#">KbdPeek</a>
VIO	<a href="#">VioGetBuf</a> <a href="#">VioGetConfig</a> <a href="#">VioGetCurPos</a> <a href="#">VioGetCurType</a> <a href="#">VioGetPhysBuf</a> <a href="#">VioReadCellStr</a> <a href="#">VioReadCharStr</a> <a href="#">VioScrollUp</a> <a href="#">VioScrollDn</a> <a href="#">VioScrollLf</a> <a href="#">VioScrollRt</a> <a href="#">VioScrUnLock</a> <a href="#">VioSetCurPos</a> <a href="#">VioSetCurType</a> <a href="#">VioSetMode</a> <a href="#">VioGetMode</a> <a href="#">VioShowBuf</a> <a href="#">VioWrtCellStr</a> <a href="#">VioWrtCharStr</a> <a href="#">VioWrtCharStrAtt</a> <a href="#">VioWrtNAttr</a> <a href="#">VioWrtNCell</a> <a href="#">VioWrtNChar</a> <a href="#">VioWrtTTY</a> <a href="#">VioScrLock</a> <a href="#">VioPopUp</a>
Tools	<a href="#">BIND</a>
Modules	<a href="#">DOSCALLS.DLL</a> <a href="#">VIOCALLS.DLL</a> <a href="#">KBDCALLS.DLL</a> <a href="#">MSG.DLL</a>
Libraries	<a href="#">API.LIB</a> <a href="#">OS2386.LIB</a> <a href="#">FAPI.LIB</a> <a href="#">DOSCALLS.LIB</a> <a href="#">SUBCALLS.LIB</a>

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