

























The bootblock code switches to protected mode. It also sets up the CS, DS, and other segment registers so that you can use the entire memory using just registers like *eax*. Do NOT modify the segment registers. You have access to the first 1MB of memory which includes the video-memory area(0xB8000). To be safe make sure your code, data, and stacks reside within the first 640KB of memory. (0x100000)

09/30/05

