```c
/* Fill in the appropriate video address */
static unsigned char far *vid = MK_FP(0xB800,0);

#define HORZ 2
#define VERT 160
void set_blink(char is_on) {
    asm {
        mov ax,1003h
        mov bl,is_on
        int 10h
    }
}
void drop_shadow(int col,int row,int width,int dir) {
    unsigned char far *p;
    unsigned char fg,bg;
    col--;  // Assuming that valid coordinate pairs run
    row--;  // from (1,1) to (80,25).
    p = vid + (col << 1) + row * 160 + 1;
    while(width) {
        bg = (*p >> 4) & 7;
        fg = (*p & 15);
        if(fg == 7)      // 7 becomes 8
            fg = 8;
        else
            if(fg < 7)    // "Normal" becomes black
                fg = 0;
            else
                fg &= 7;  // "Bright" becomes "normal"
        if(bg == fg)      // Or use whatever BG algorithm
            bg = 0;       // seems appropriate.
        *p = (bg << 4) | fg;
        p += dir;
        width--;
    }
}
```