

```
PROCEDURE vgacont;  
{ Reduces contrast of VGA display, for better photos. }
```

```
VAR r: registers;  
i: integer;  
c: ARRAY[0..255] OF RECORD r,g,b: byte END;
```

```
BEGIN  
r.ah := $10;  
r.al := $17;  
r.bx := 0;  
r.cx := 256;  
r.es := Seg(c);  
r.dx := Ofs(c);  
intr($10,r); { Get all color register values into c }
```

```
FOR i:=0 TO 255 DO { Adjust values }  
IF c[i].r + c[i].g + c[i].b > 0 THEN  
BEGIN  
c[i].r := (2*c[i].r + 50) DIV 3;  
c[i].g := (2*c[i].g + 50) DIV 3;  
c[i].b := (2*c[i].b + 50) DIV 3  
END;
```

```
r.ah := $10;  
r.al := $12;  
r.bx := 0;  
r.cx := 256;  
r.es := Seg(c);  
r.dx := Ofs(c);  
intr($10,r); { Put new values into color registers }  
END;
```