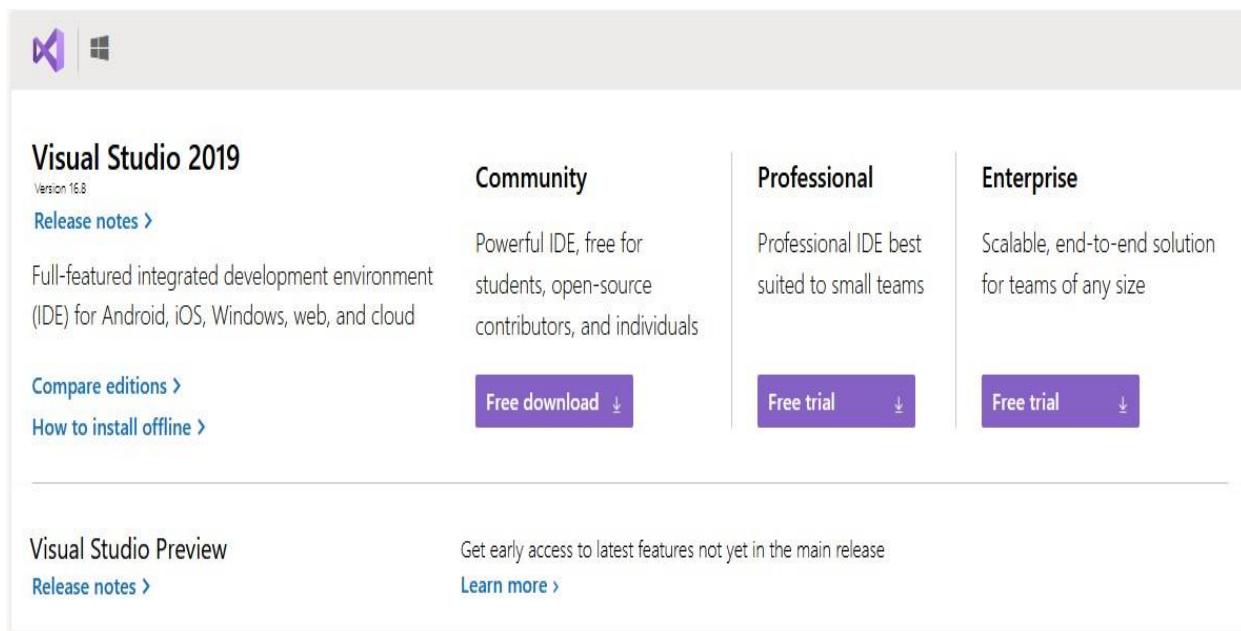


Visual Studio Setup for MASM Assembly and Irvine32 Library

1- Make sure **Irvine** folder extracted from **Irvine32.zip** library is downloaded in **C:** drive.

INSTALLATION PROCESS

Go to this link <https://visualstudio.microsoft.com/downloads/> and select VS 2019 Download for community version



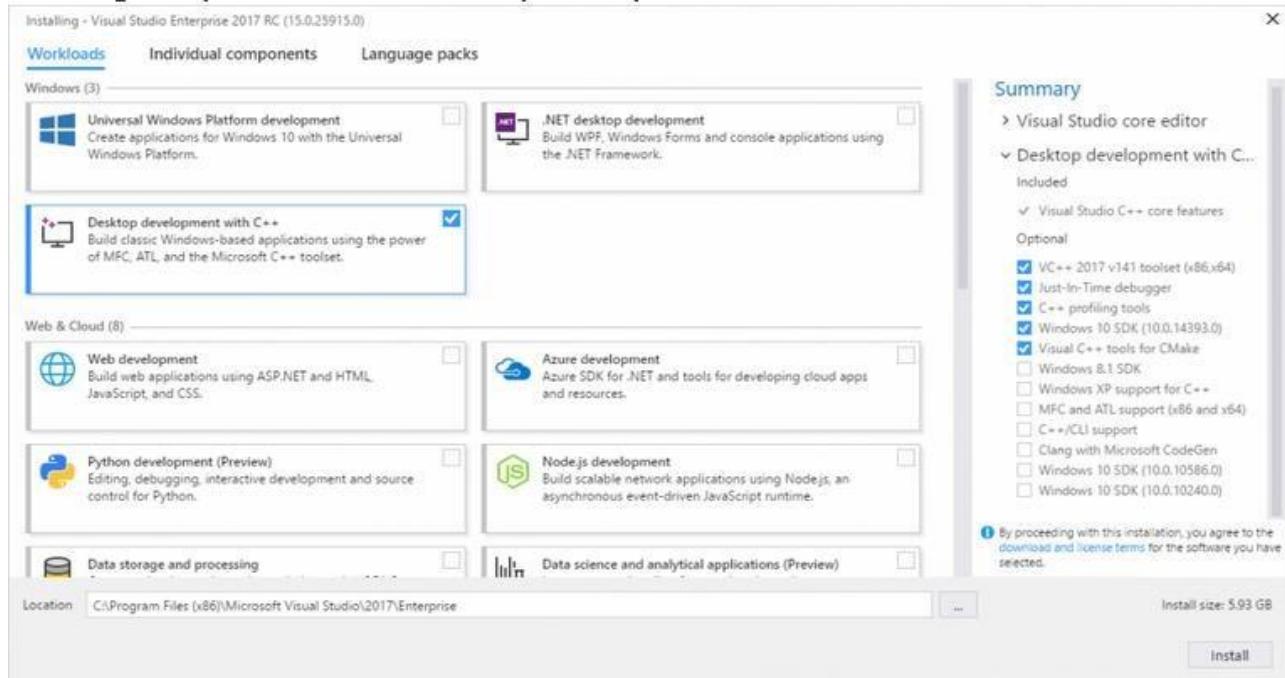
The screenshot shows the Microsoft Visual Studio 2019 download page. At the top, there are two icons: a purple 'VS' logo and a blue Windows logo. Below them, the text 'Visual Studio 2019' and 'Version 16.8' is displayed. There are three main download options shown as cards:

Edition	Description	Action
Community	Powerful IDE, free for students, open-source contributors, and individuals	Free download
Professional	Professional IDE best suited to small teams	Free trial
Enterprise	Scalable, end-to-end solution for teams of any size	Free trial

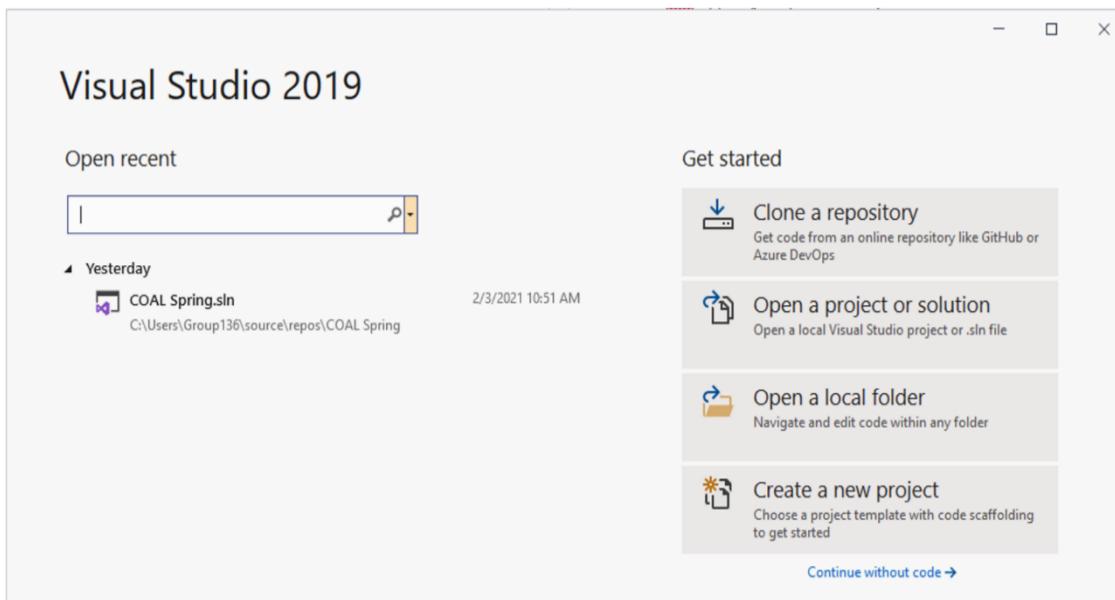
Below these cards, there is a section for 'Visual Studio Preview' with a 'Release notes' link and a 'Learn more' link.

Run that downloaded setup on your system and when it's complete, you have to download and install **Desktop Development with C++**. When it's done you are ready to go.



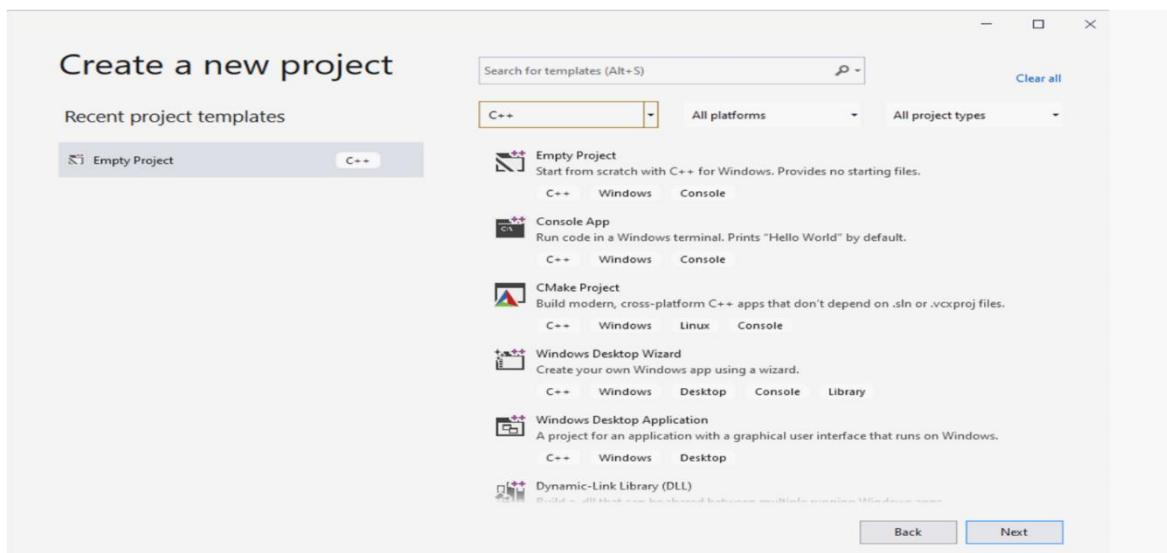


1. Start Microsoft Visual Studio 2019. If you are running it for the first time then this would be the screen you may see

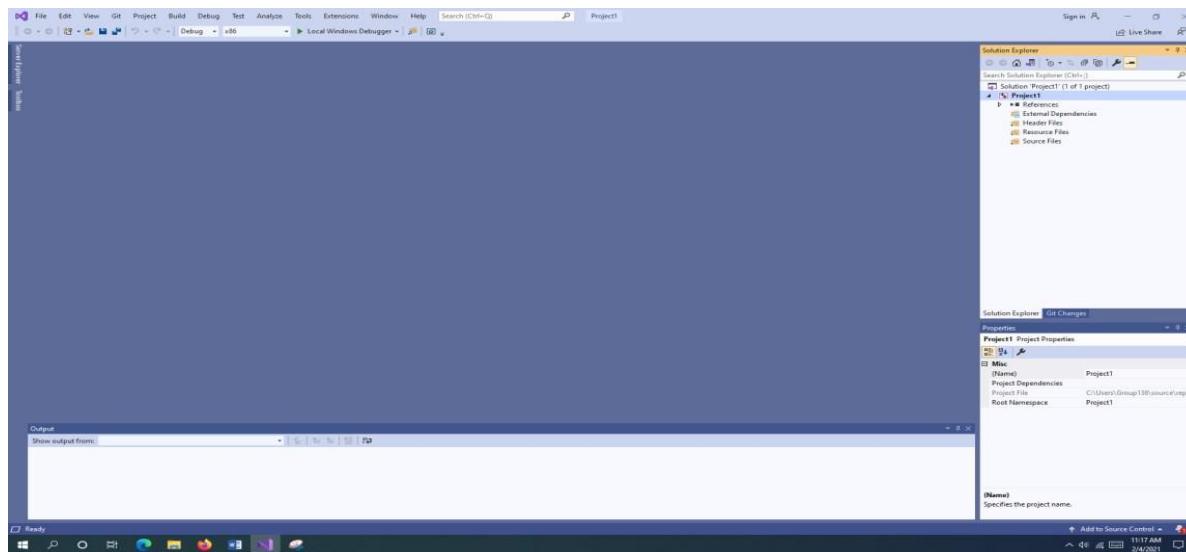


Select Create a new project.

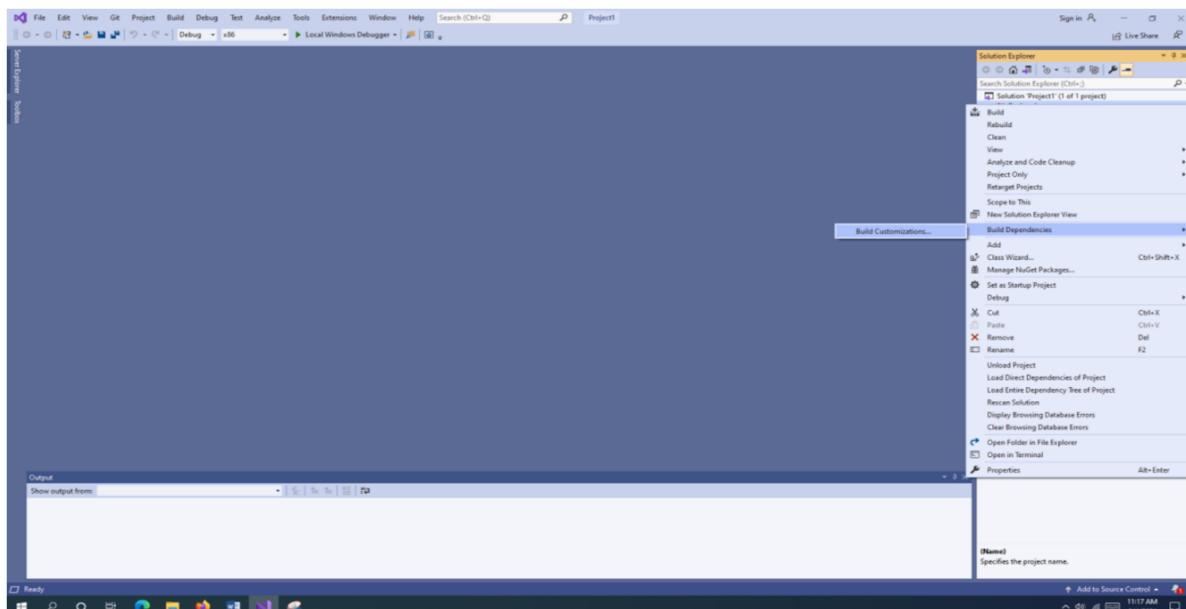
2. From languages select C++, and then create an empty project



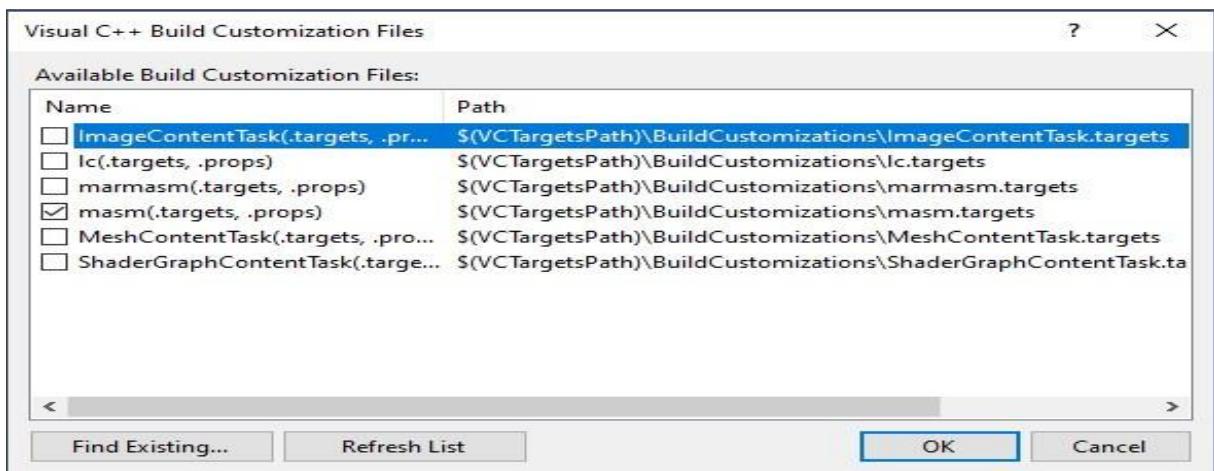
3. Once your new project is created, press **Ctrl+Alt+L** to open **Solution Explorer**. In the solution explorer window, you would see your project's file hierarchy.



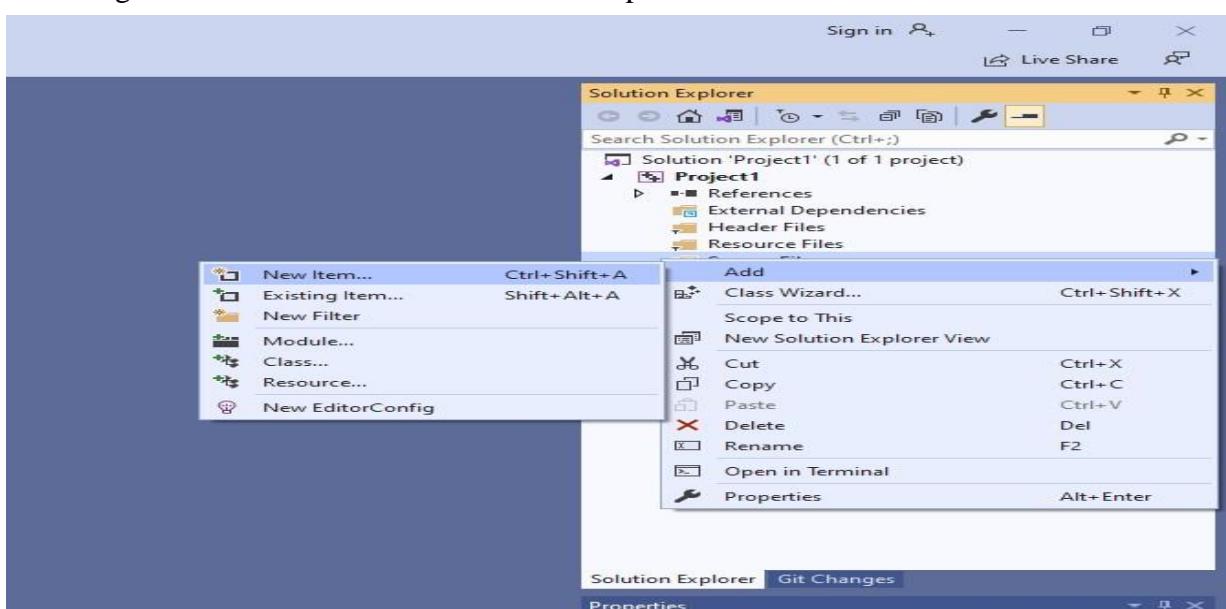
Now right click on your project. Go to **Build Dependencies** and then select **Build Customization**



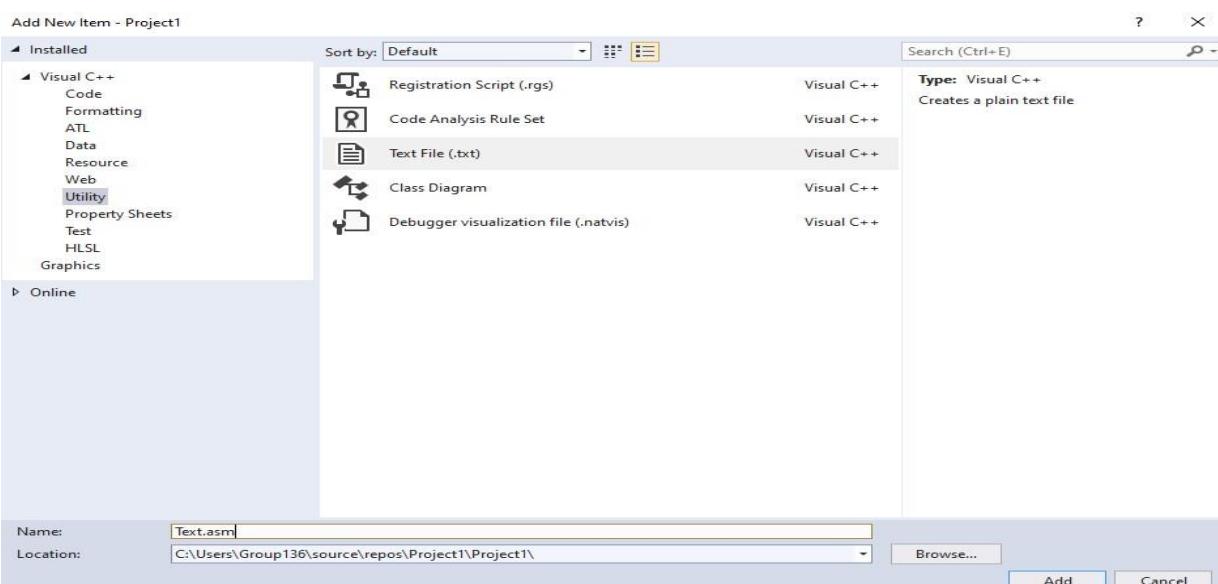
Tick the **masm** checkbox & select **OK**.



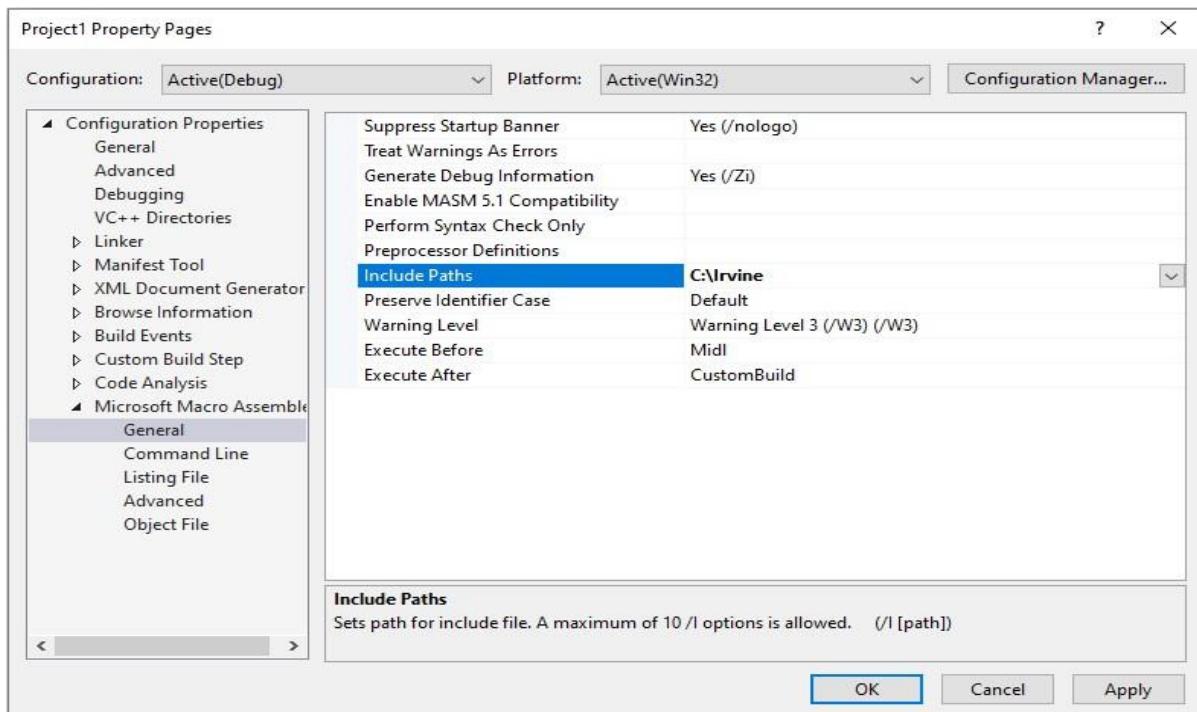
4. Right-click on **Source Files** in solution explorer & select **Add > New Item**.



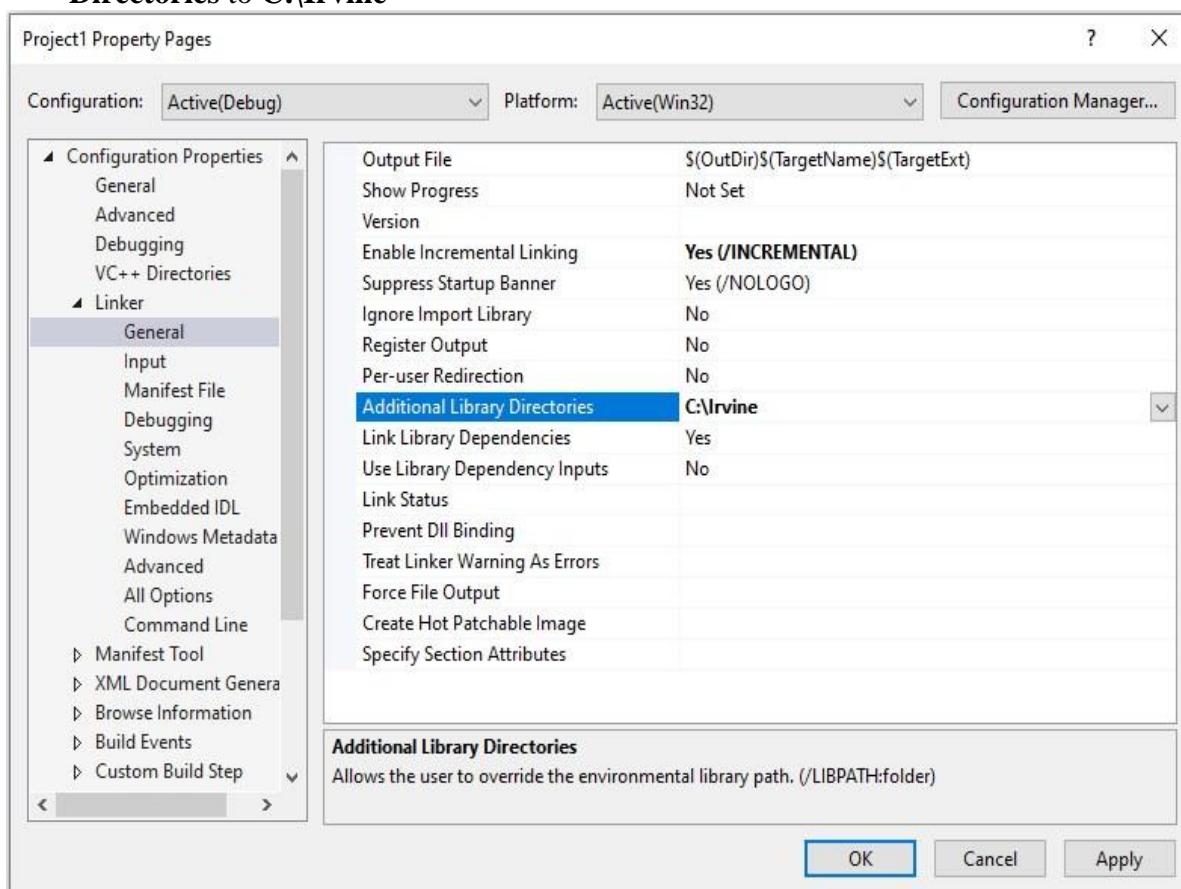
Now go to **Utility > Text File** to add a new file, but we do not want to add .txt file, instead we want to add a .asm file. So, rename your new text file as Test.asm (we can choose any other name e.g. xyz.asm but for this tutorial we will use the name Test.asm).



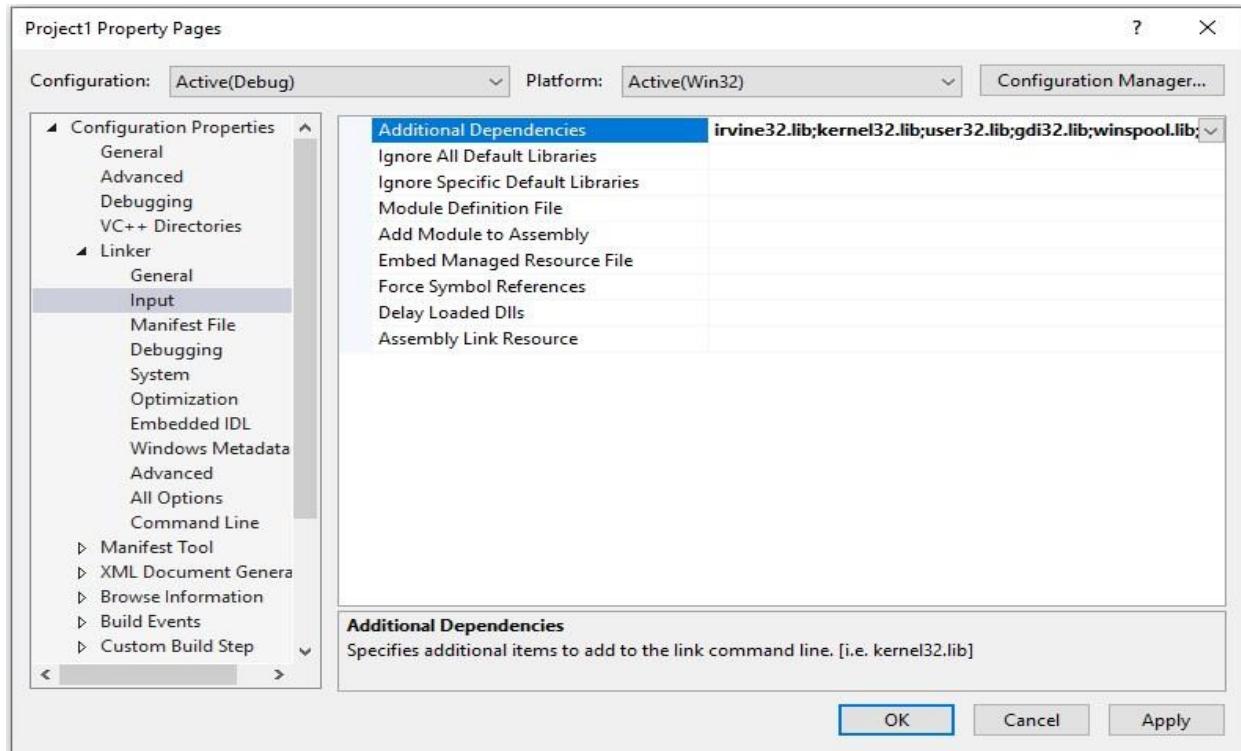
5. Now right-click your project again and click **Properties**. Now click the tiny arrow marker besides **Configuration Properties** to expand it. Now click **Microsoft Macro Assembler** and expand it.



6. Now click **General** entry under Microsoft Macro Assembler and then set the value of **Include Paths** as **C:\Irvine**. The menu should now like this.
7. Click **Linker** tab to expand it. Select **General** and set the value of **Additional Library Directories** to **C:\Irvine**



8. Click **Input**, select **Additional Dependencies**. You will see a list of different .lib file names written there, do not alter any of those. Write **irvine32.lib**; at the start of the list like this.



Setup is complete