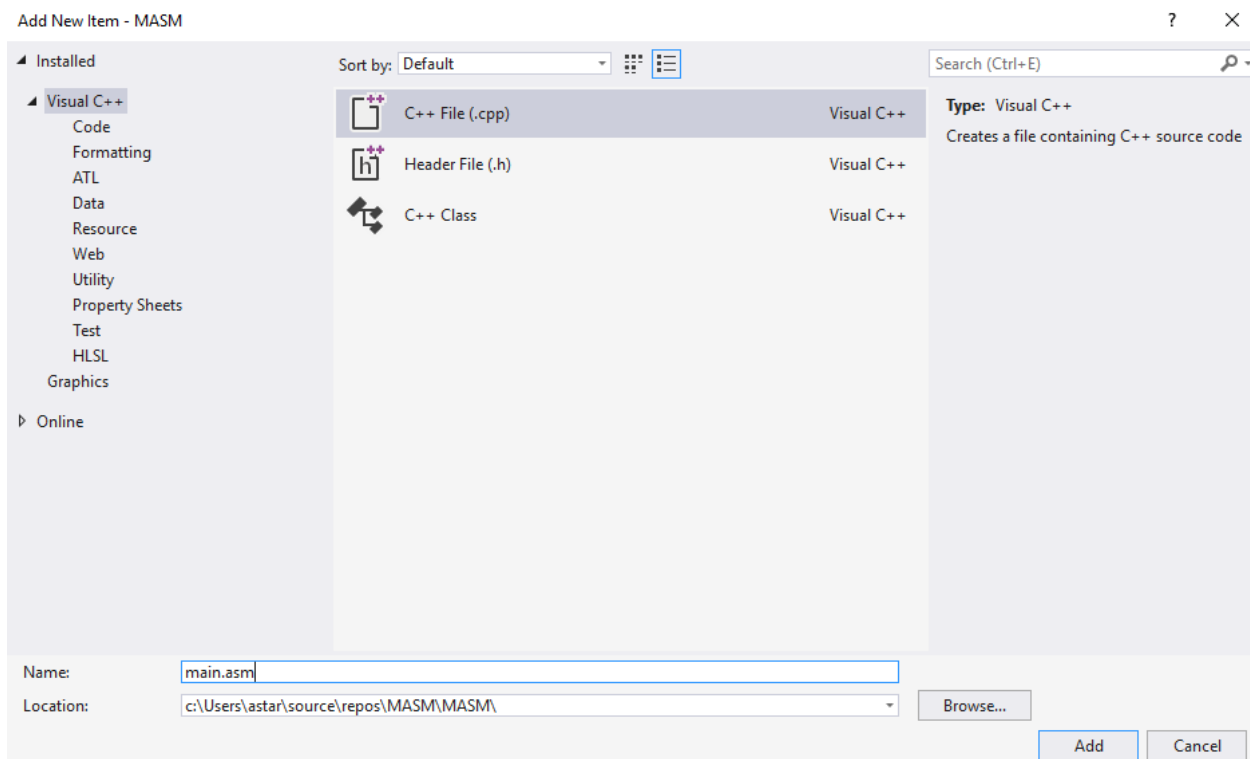
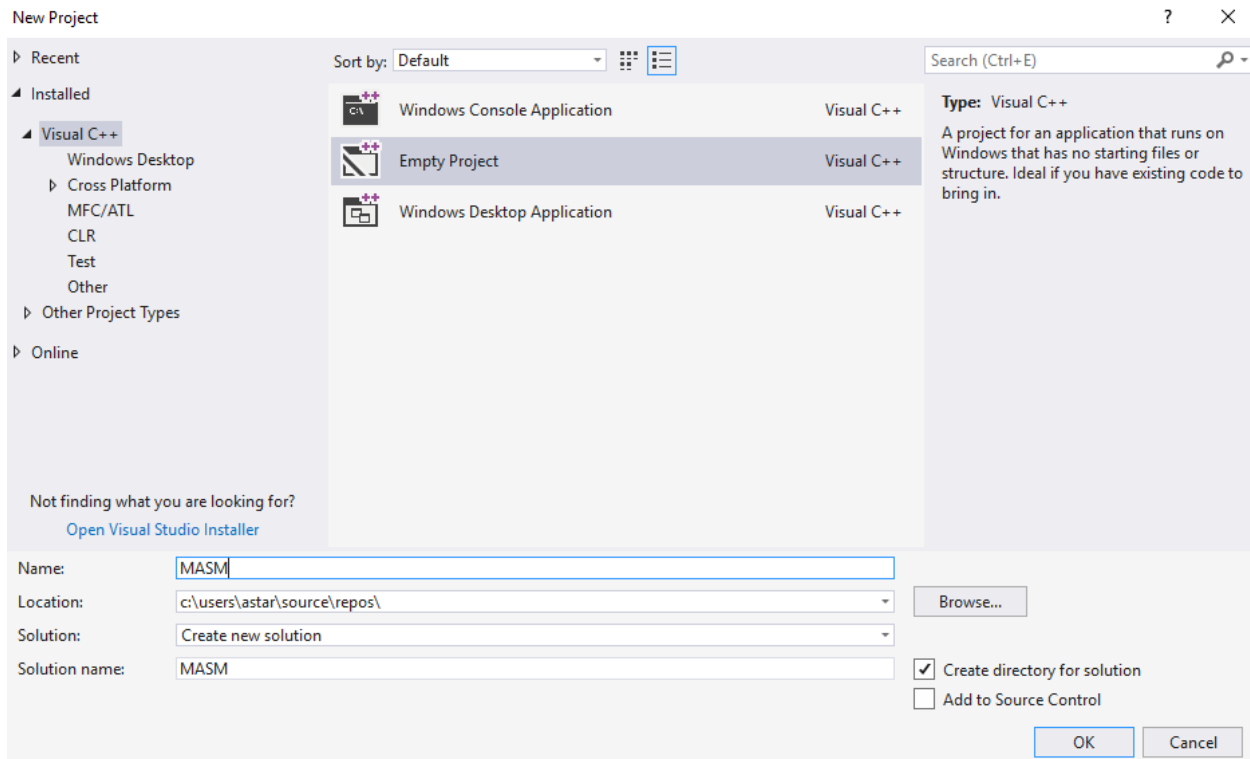
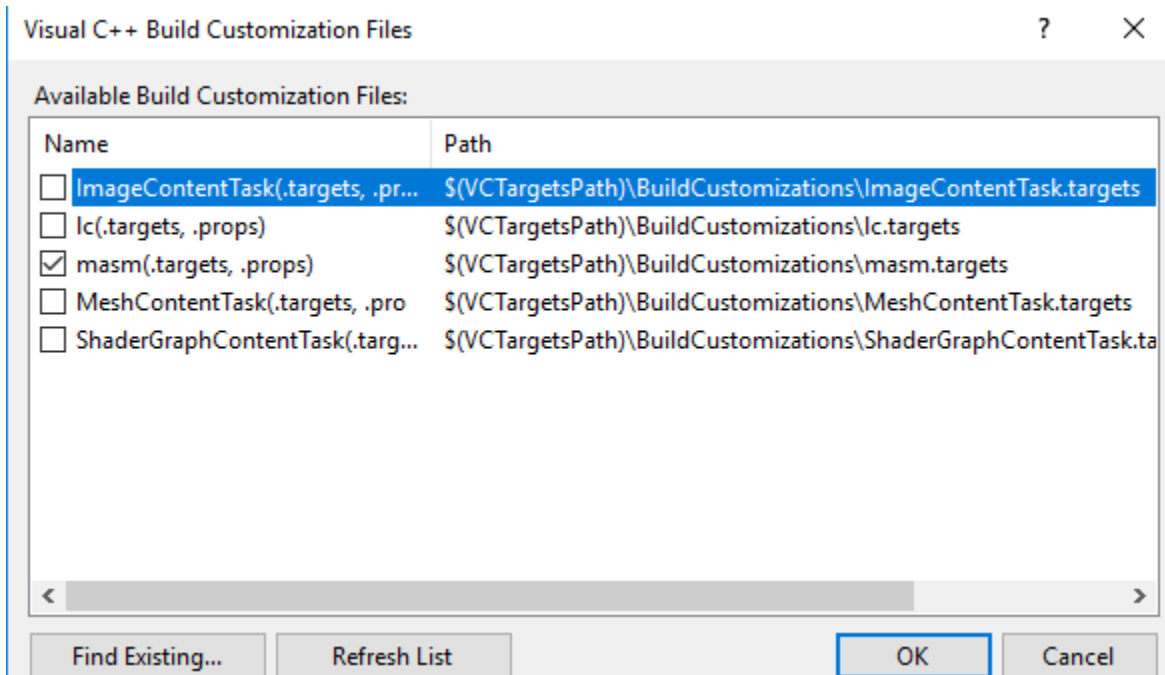


2017 Visual Studio 32-bit assembly setup

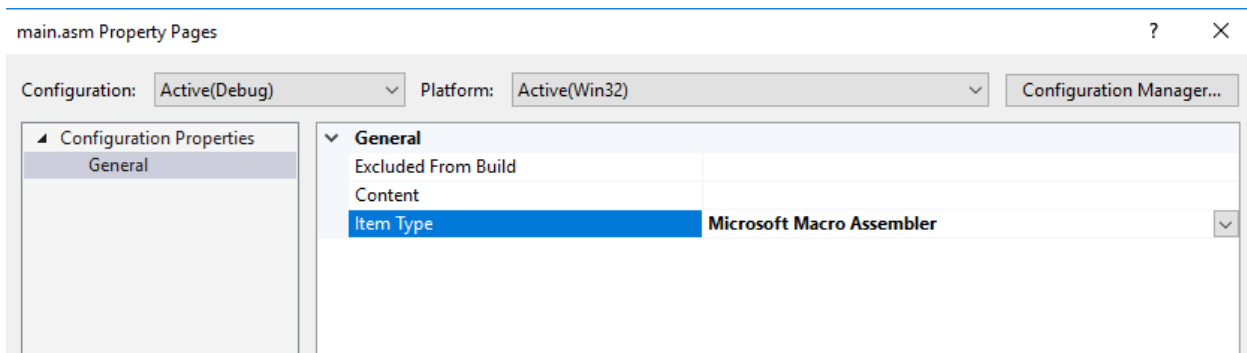
Step 1: Open a new “Empty project” and create a new file called main.asm.



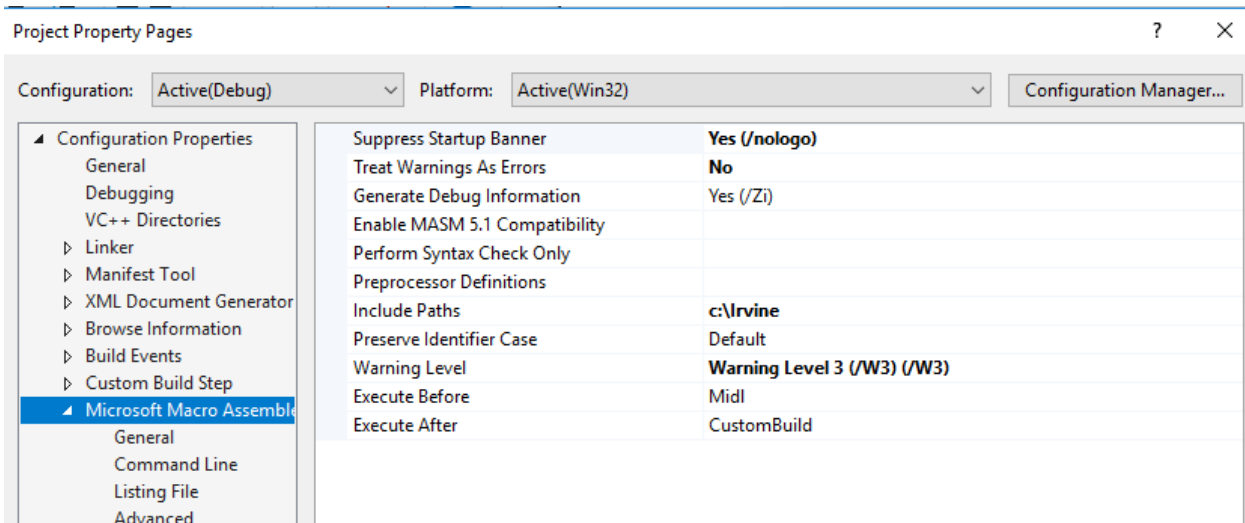
Step 2: Right click on your project solution, and select **“Build Dependencies -> Build Customization ...”**; check the box that says **masm** and click ok.



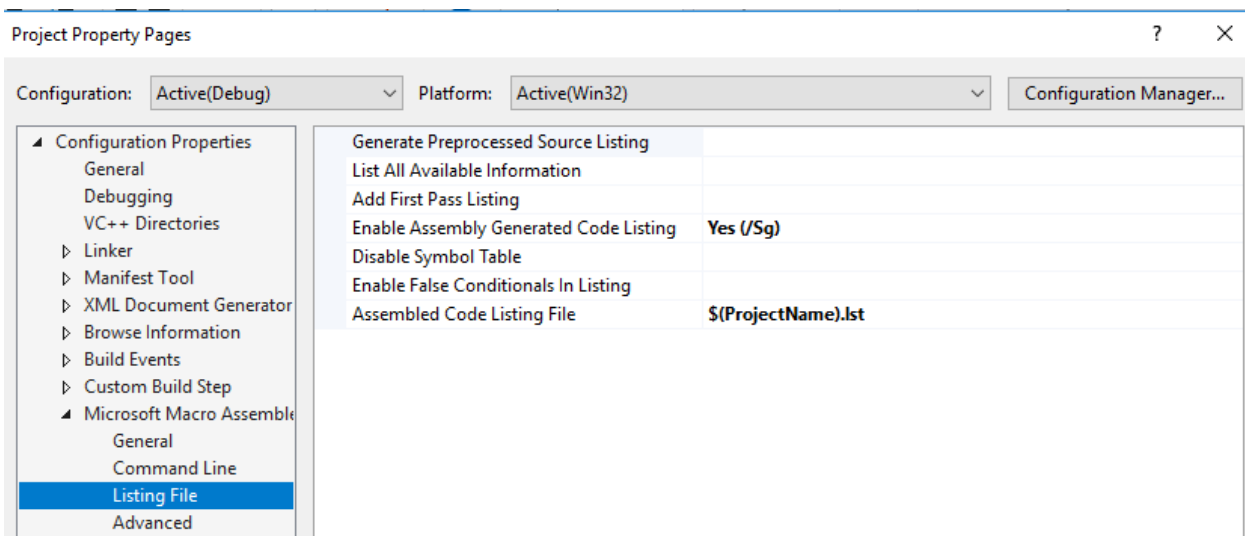
Step 3: Right click your file main.asm and select **Properties**, go to General and Select Microsoft Macro Assembler for the Item type and click ok. (Make sure the file is not excluded from build)



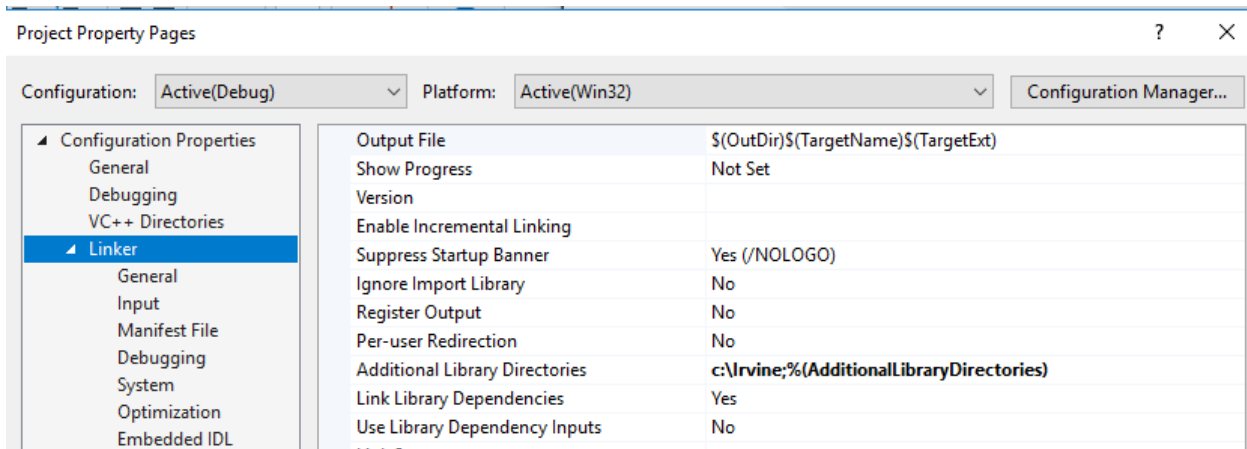
Step 4: Go to your project solution and right click then select **Properties** go to **Microsoft Macro Assembler -> General** and add into "Include paths" **C:\Irvine** (or the location where it is located)



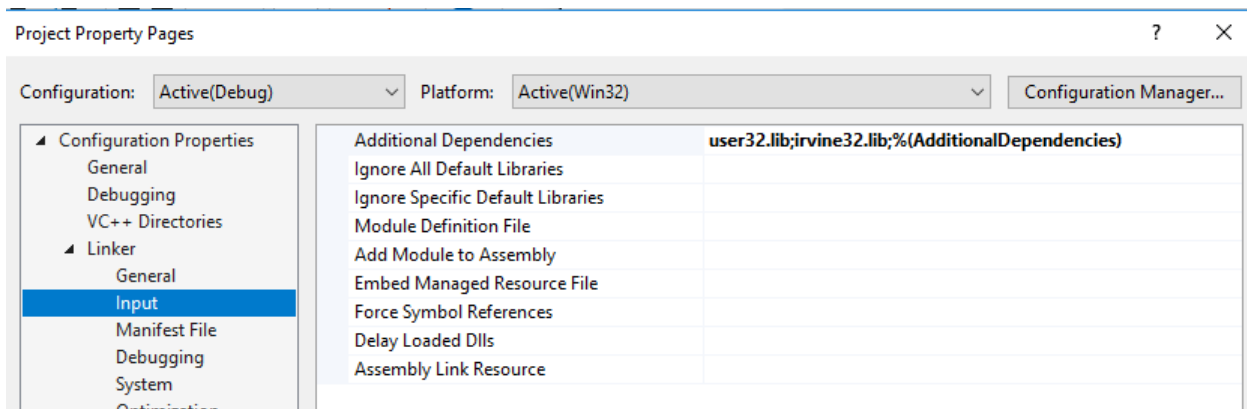
Step 5: Continue in Microsoft Macro Assembler and go to **Microsoft Macro Assembler -> Listing File** add **\$(ProjectName).lst** into the "Assembled Code Listing Name" option.



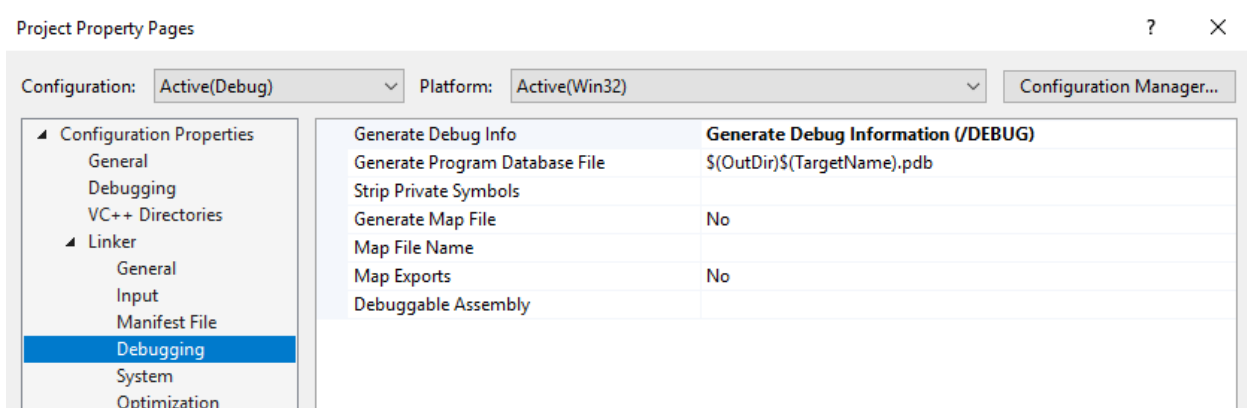
Step 6: Without exiting the Properties page, go to **Linker -> General** and add the **C:\Irvine** path to the “Additional Library Directories”.



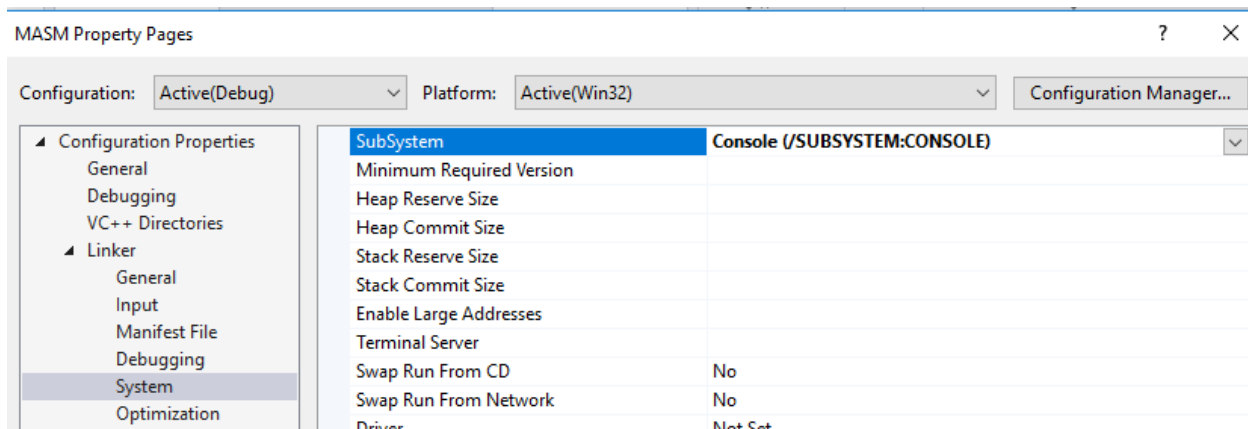
Step 7: Go to **Linker -> Input** and add **irvine32.lib**; to the left of “Additional Dependencies” (Make sure to type the ;) .



Step 8: Go to **Linker -> Debugging** select “Yes (/DEBUG)” or **Generate Debug Information (/DEBUG)**



Step 9: Go to **Linker** -> **System** select **Console (/SUBSYSTEM:CONSOLE)**



Step 10: Go to **Linker** -> **Advanced** in "Image Has Safe Exception Handlers" select **No (/SAFESEH:NO)**

