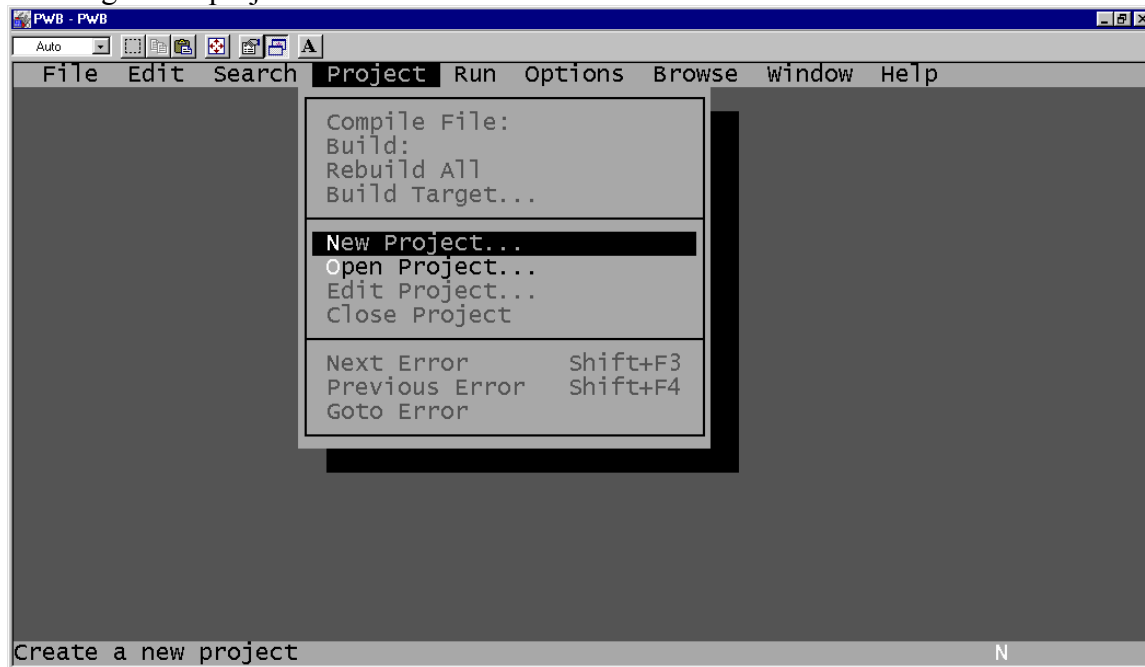


PWB Set up

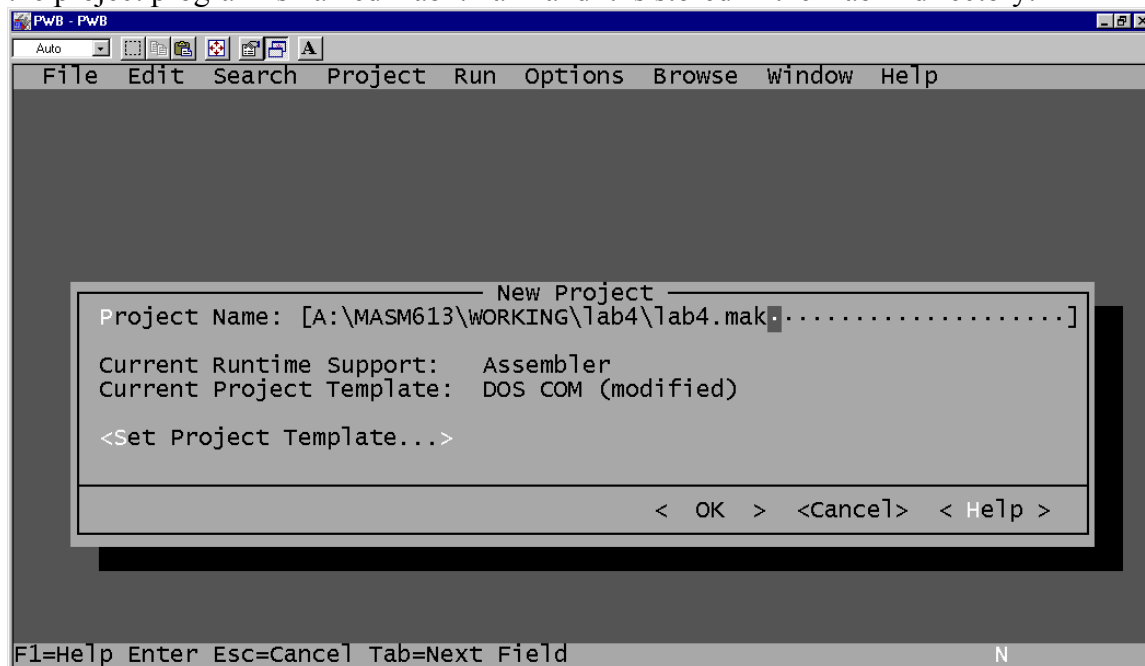
It is best if you set up a project first, this will create a “.MAK” file. The .MAK file will keep all the PWB settings. Other wise, each time you start PWB you will need to configure PWB, and worse, the setting will be what ever the last operation performed. This can be a problem in the lab where you don’t know what some one else has set.

Here are a set of screens showing the steps of setting up PWB:

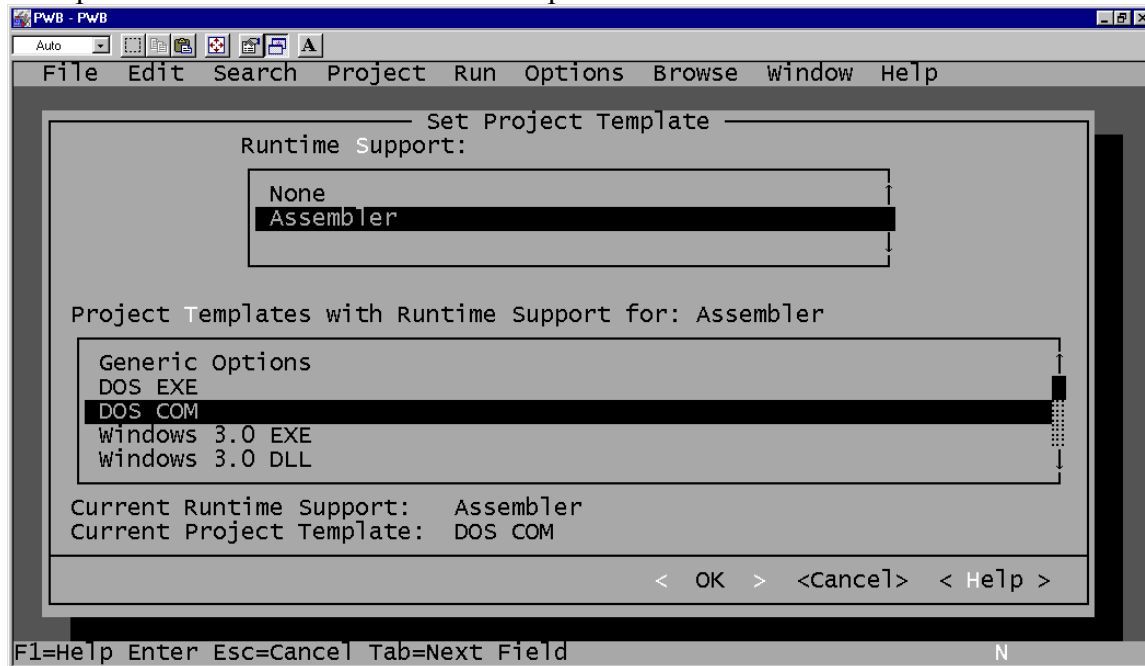
Creating a new project:



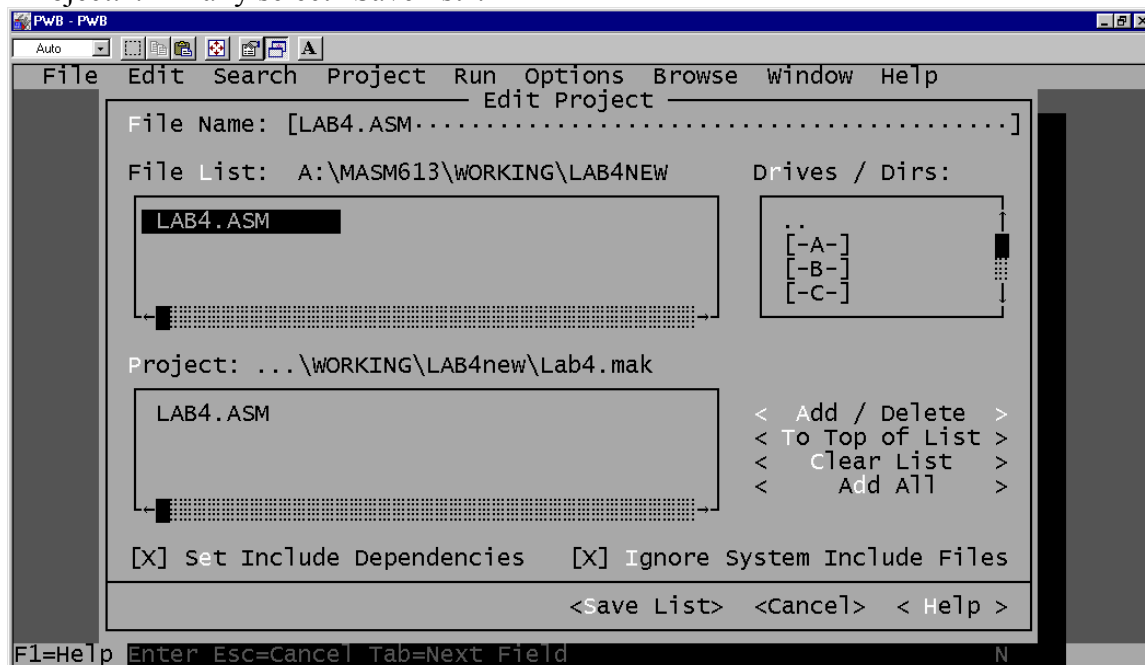
Make sure you set up (create) a directory for your project ahead of time (or go to the windows explorer and create a folder for your project). Label your project, filename.mak, in this example the project program is named “lab4.mak” and it is stored in the “lab4” directory.



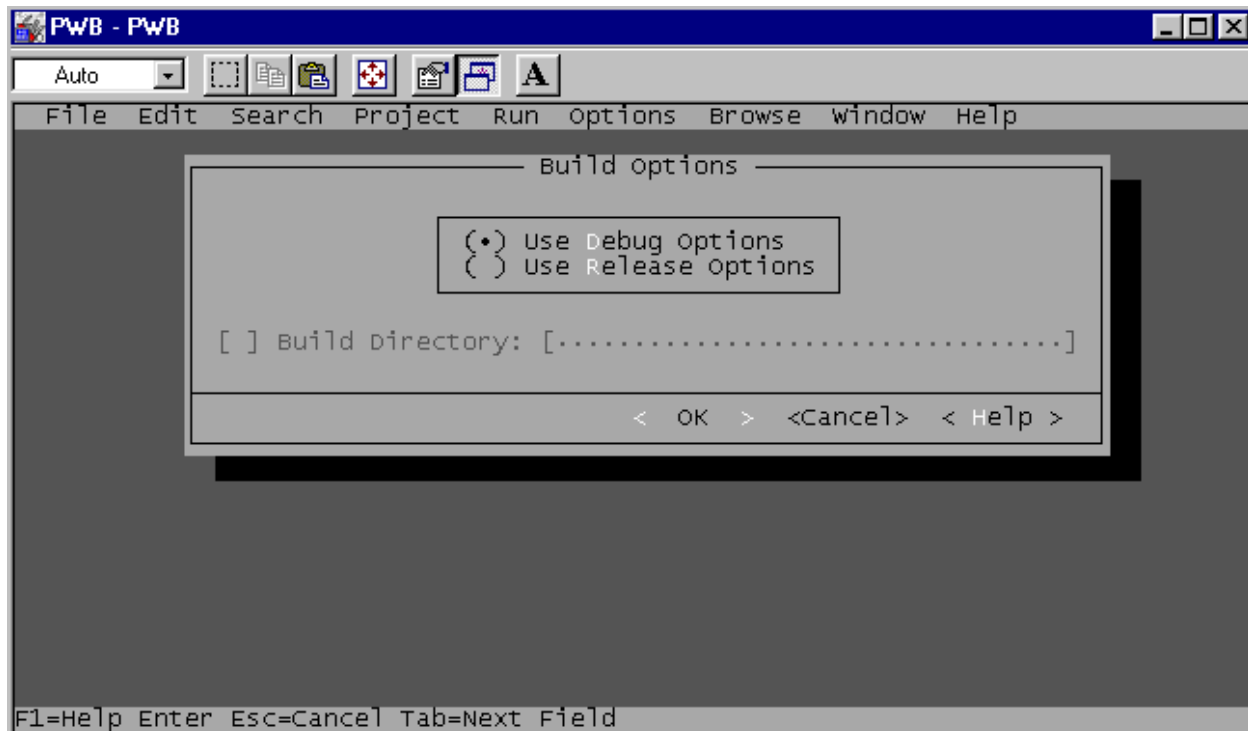
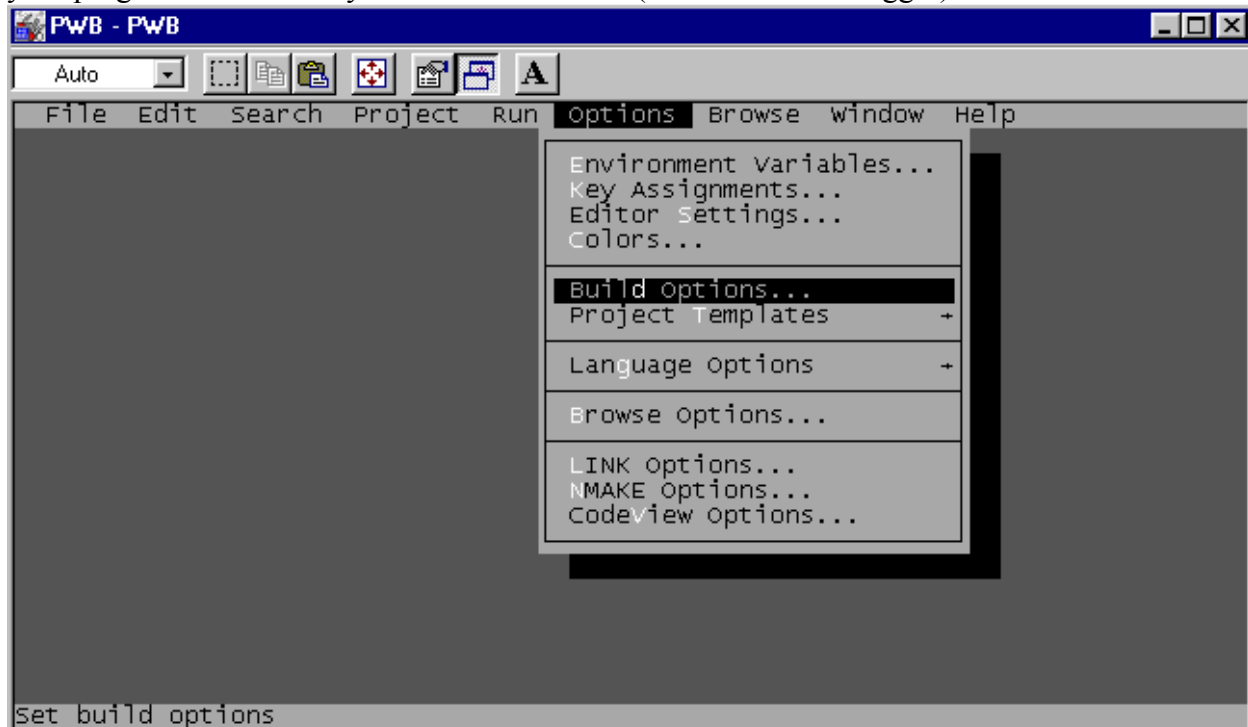
Select a project template. This sets the program type you are going to create. Typically these will be either a “.COM” or a “.EXE”. For the initial programs we will use “.COM”. In the example “Assembler” and “DOS COM” options are selected.



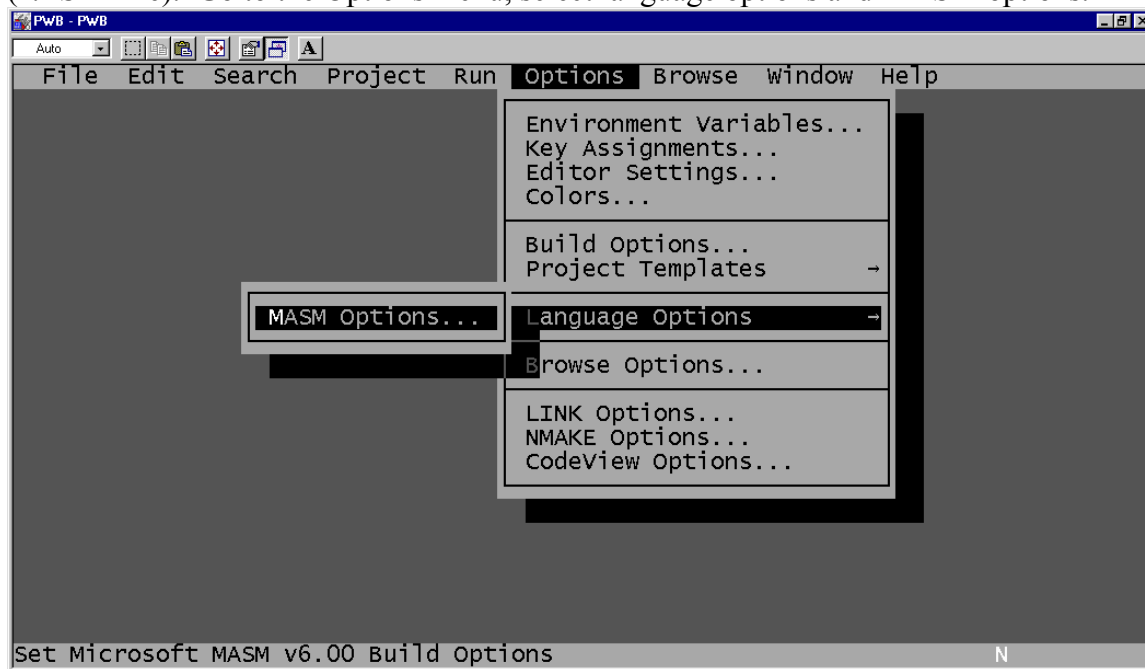
You will need to indicate which “.ASM” file the project will use. I recommend creating the “.ASM” file before hand using a text editor (like Notepad, only use a word processor, in the text only format), and put it in the project directory before starting PWB. Here in this example “LAB4.ASM” is selected and “Add / Delete”. The file name should show in the lower window “Project:”. Finally select “Save list”.



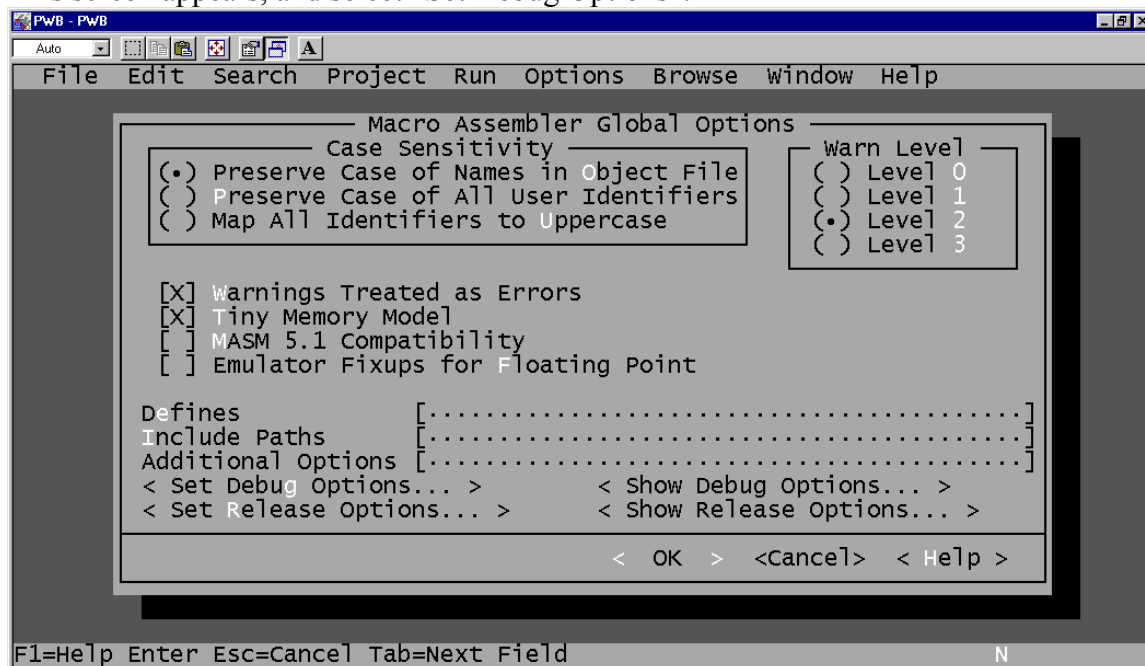
Next set the Build Options, for using Debug Options(Code View). This will allow you to see your program source with you are in Code View (MASM code debugger).



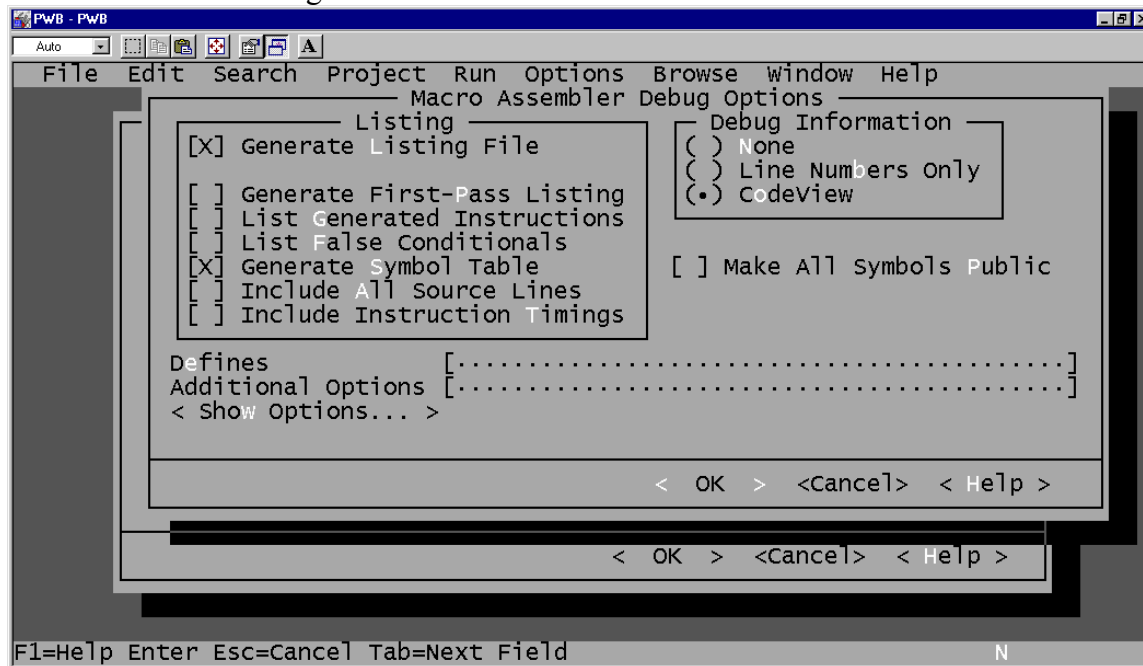
Next you will want you set options to obtain a debugging files for CodeView and Error file (“LST” file). Go to the Options menu, select language options and MASM options.



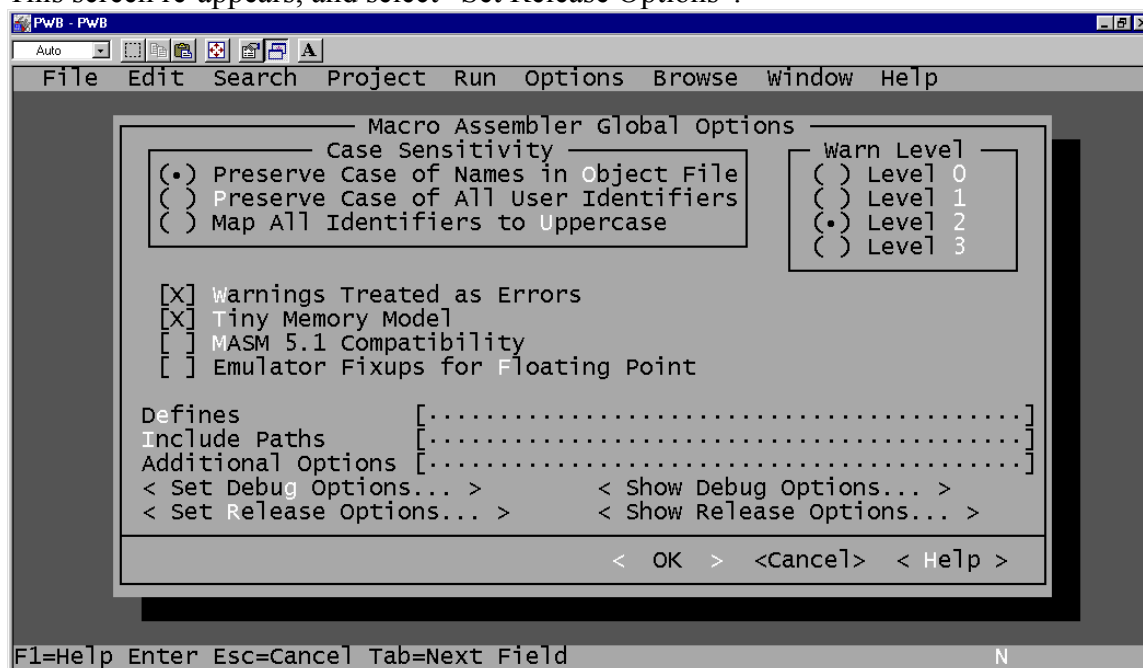
This screen appears, and select “Set Debug Options”.



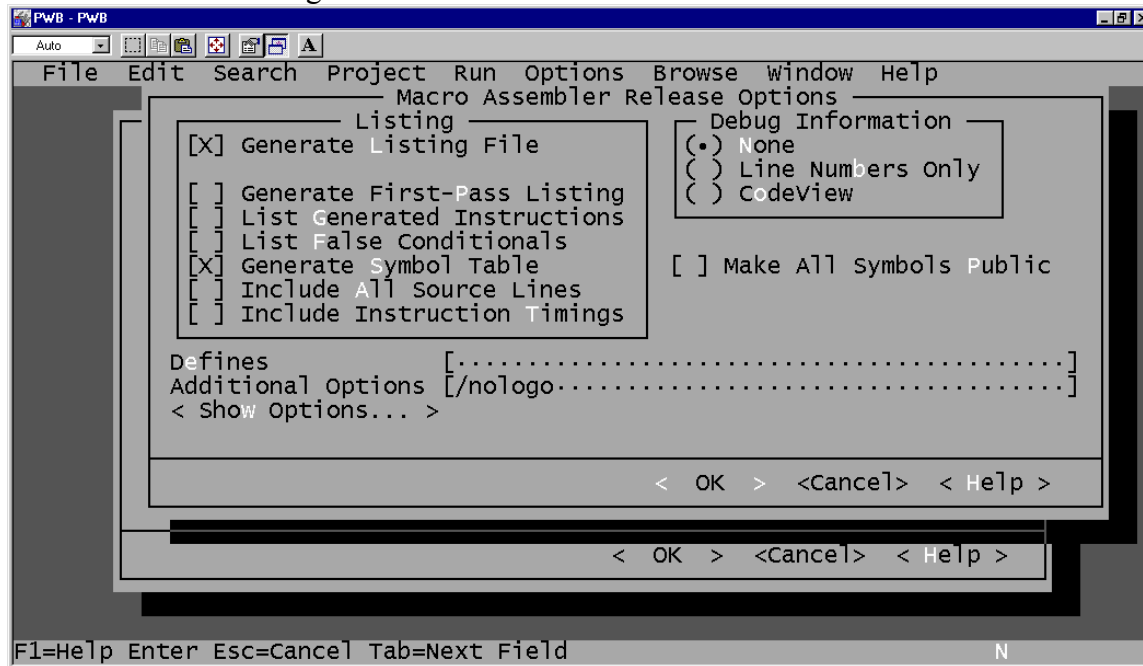
Select "Generate Listing File" this will create the ".LST" file. Then select "OK".



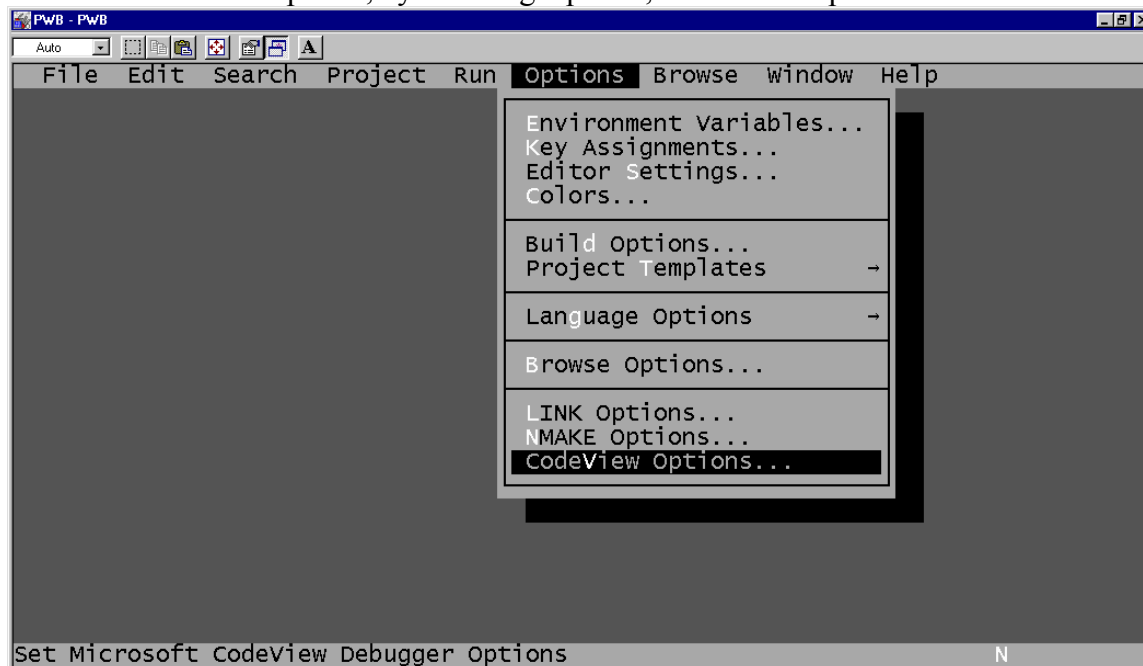
This screen re-appears, and select "Set Release Options".



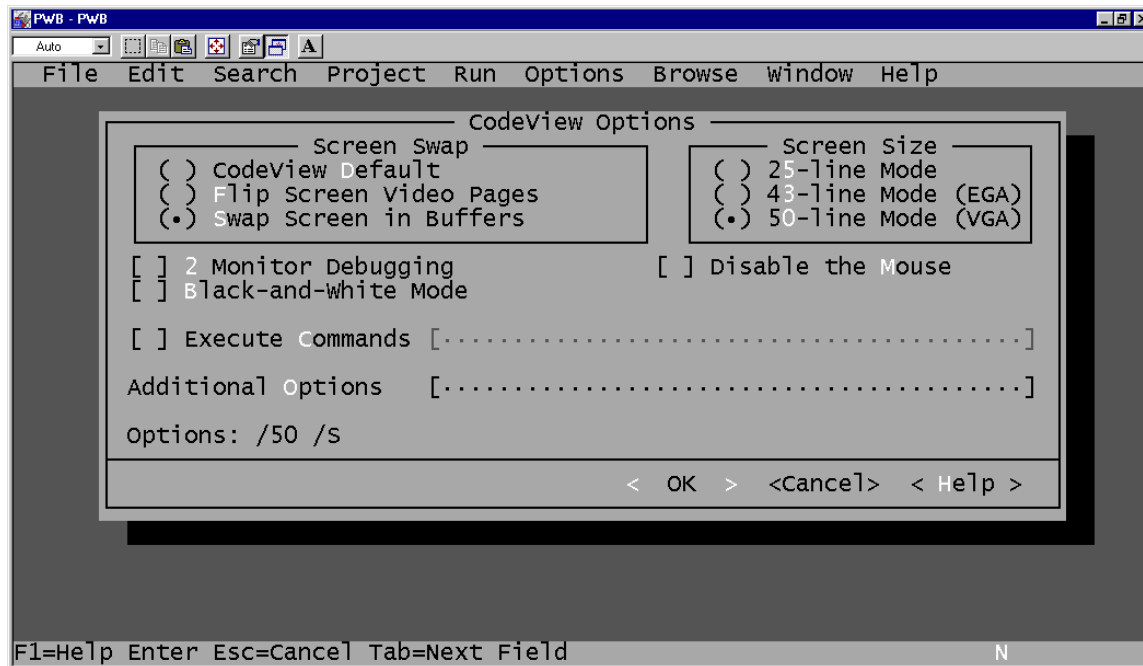
Select “Generate Listing File” this will add to the created the “.LST” file. Then select “OK”.



Next Set CodeView options, by selecting Options, CodeView Options.



I recommend the “50-line Mode (VGA)”, this will give you the maximum viewing space in CodeView.



When compiling I recommend “Rebuild All”.

