Instructions for Running Assembly Graphics

1. **Install DOSBox** from the link below according to your Operating System.
    Link: http://www.dosbox.com/download.php?main=1

2. Create a folder where convenient. Let us rename it, "**dosprogs**" for example, which is created in **C:** drive in windows. For Ubuntu/Mac it is created in **home folder** of the user.

3. Copy the provided "**tasm**" folder to the "**dosprogs"** folder created in 2.

4. Start DOSBox. We need to mount the "**dosprogs"** folder as **C:** drive in DOSBox. For this write the command for respected OS in DOSBox command window:

    > Windows: **mount c C:\dosprogs**
    > Ubuntu/Mac: **mount c ~\dosprogs**

    Now, the folder is mounted as **C:** drive. [Remember for Ubuntu/Mac, folder and file names are case sensitive.]

5. Now to go to **C:** of DOSBox by typing **C:** in the DOSBox command window and press enter.

6. We need to go to **BIN** folder of **tasm**. So type,
    cd tasm\BIN

7. Copy your .asm file in to the **tasm\BIN** folder. Let the file name is **ex.asm**
    To compile the program execute the following command.
    tasm /l /zi ex.asm
    It will create an object file named **ex.obj**

8. Next command is used to for linking the necessary files.
    tlink ex.obj io.obj

9. Now ex.exe file will be created in the BIN folder. To run the exe file type **ex.exe** and press enter.

    Notes: For multiple source files, use the following command
    tasm /l /zi file1.asm + file2.asm + file3.asm
    tlink file1.obj file2.obj file3.obj io.obj

    The exe will be created for the file, which contains MAIN PROC. Then just run the exe as in 7.

    For any help, feel free to mail me at: **ahmaadsabbir@gmail.com**

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