```
.386
.model flat, stdcall  ;32 bit memory model
option casemap :none  ;case sensitive

include windows.inc
include user32.inc
include kernel32.inc
include comdlg32.inc
include Comctl32.inc
include shell32.inc
include advapi32.inc
include gdi32.inc
include shlwapi.inc
include D:\masm32\m32lib\masm32.inc

includelib user32.lib
includelib kernel32.lib
includelib comdlg32.lib
includelib Comctl32.lib
includelib shell32.lib
includelib advapi32.lib
includelib gdi32.lib
includelib shlwapi.lib
includelib D:\masm32\m32lib\masm32.lib


DlgProc         PROTO   :HWND,:UINT,:WPARAM,:LPARAM
PlayerWin       PROTO   :HWND
Malloc          PROTO   :DWord, :DWORD
MemFree         PROTO   :DWord


.const
IDD_DIALOG      equ 1000
IDC_BROWSE      equ 1002
IDC_PATH        equ 1003
;############################################################################
.data
szDLL           db  "atl.dll",0
szAtlAxWinInit  db  "AtlAxWinInit",0
szAtlAxWin      db  "AtlAxWin",0
szName          db  "biohome2.swf",0
szBksl          db  "\",0
szSWF           db  "ShockwaveFlash",0
szIID_SWF       db  "{D27CDB6E-AE6D-11CF-96B8-444553540000}",0                          ,13

szHTML          Label Byte
                DB "MSHTML:", 13, 10 ; Keyword HTM by microsoft Atl.dll
                DB "<html>", 13, 10
                DB "<head>", 13, 10
                DB "    <Title> Pahor. M (C) Sep 2019 </Title>", 13, 10
                DB "</head>", 13, 10
                DB "<body BGCOLOR=",22H,"#FFFFFF",22H,"LINK=",22H,"#0000EE",22H,"VLINK=",22H,"#551
                DB "<center>", 13, 10
                DB "    <OBJECT", 13, 10
                DB "        id=",22H,"biohome2",22H, 13, 10
                DB "        classid=",22H,"clsid:D27CDB6E-AE6D-11cf-96B8-444553540000",22H, 13, 10
                DB "        width=100% ", 13, 10
                DB "        height=100%", 13, 10
                DB "      >", 13, 10
                DB NULL ; end of Header
szTxt1          DB "        <param NAME=",22H,"Movie",22H,"VALUE=",22H,"%s",22H,">", 13, 10
                DB NULL ; end of text 1
szFoot1         DB "        <param NAME=",22H,"Quality",22H,"VALUE=",22H,"best",22H,">", 13, 10
                DB "        <param NAME=",22H,"SAlign",22H,"VALUE=",22H,"Top",22H,">", 13, 10
                DB NULL ; end of footer 1
szTxt2          DB "        <embed SRC=",22H,"%s",22H,"width=150 height=200 salign=top quality=best>
                DB NULL ; end of text 2
szFoot2         DB "    </OBJECT>", 13, 10
                DB "  </center>", 13, 10
                DB "</body>", 13, 10
                DB "</html>", 13, 10
```

```asm
                DB NULL ; end of footer2

.data?
hInstance       dd ?
hPlayWin        dd ?
hLib            dd ?
Buffer          dd 512 dup (?)
hCurDir         db 512 dup(?)

;############################################################################

.code
start:

    invoke  GetModuleHandle,NULL
    mov     hInstance,eax

    invoke  InitCommonControls
       invoke LoadLibrary,offset szDLL
            mov hLib,eax
            invoke GetProcAddress,hLib,addr szAtlAxWinInit
            call eax
    invoke  DialogBoxParam,hInstance,IDD_DIALOG,NULL,addr DlgProc,NULL
    Invoke  FreeLibrary,hLib
    invoke  ExitProcess,0

;############################################################################

DlgProc proc hWnd:HWND,uMsg:UINT,wParam:WPARAM,lParam:LPARAM

    .if uMsg==WM_INITDIALOG
        invoke PlayerWin, hWnd

    .elseif uMsg==WM_CLOSE
        invoke EndDialog, hWnd, 0

    .else
        mov     eax,FALSE
        ret

    .endif
    mov     eax,TRUE
    ret
DlgProc endp

PlayerWin PROC hWnd:DWORD
    LOCAL hLocMem:DWORD, pStartMem:DWORD, pMem:DWORD
    LOCAL nPos:DWORD

    ; Init Directory
    invoke GetCurrentDirectory,sizeof hCurDir,addr hCurDir
    invoke lstrcat,addr hCurDir,addr szBksl
    invoke lstrcat,addr hCurDir,addr szName ; nama file tggl rubah

    ; Init Memory
    Invoke Malloc, 1024, Addr hLocMem
    mov pStartMem, eax  ; static pointer
    mov pMem, eax       ; dynamic pointer

    ; #Header manipulation
    invoke lstrlen, addr szHTML
    mov nPos, eax
    Invoke RtlMoveMemory, pMem, addr szHTML, eax
    mov eax, pMem   ; Base addres
    add eax, nPos   ; offset addres
    mov pMem, eax   ; Set Addres

    ; #text 1 manipulation
    invoke wsprintf, addr Buffer, addr szTxt1, addr hCurDir ; konversi format
    invoke lstrlen, addr Buffer
```

```
    mov nPos, eax
    Invoke RtlMoveMemory, pMem, addr Buffer, eax
    mov eax, pMem   ; Base addres
    add eax, nPos   ; offset addres
    mov pMem, eax   ; Set Addres
    ;>> Footer 1
    invoke lstrlen, addr szFoot1
    mov nPos, eax
    Invoke RtlMoveMemory, pMem, addr szFoot1, eax
    mov eax, pMem   ; Base addres
    add eax, nPos   ; offset addres
    mov pMem, eax   ; Set Addres

    ; #text 2 manipulation
    invoke wsprintf, addr Buffer, addr szTxt2, addr hCurDir ; konversi format
    invoke lstrlen, addr Buffer
    mov nPos, eax
    Invoke RtlMoveMemory, pMem, addr Buffer, eax
    mov eax, pMem   ; Base addres
    add eax, nPos   ; offset addres
    mov pMem, eax   ; Set Addres
    ;>> Footer 2
    invoke lstrlen, addr szFoot2
    mov nPos, eax
    Invoke RtlMoveMemory, pMem, addr szFoot2, eax
    mov eax, pMem   ; Base addres
    add eax, nPos   ; offset addres
    mov pMem, eax   ; Set Addres

    ; set NULL byte for END OF data
    inc eax                     ; +1
    Mov Byte Ptr [Eax], NULL ; Clear Byte for EOF

    ;View Flahsh Object
    invoke CreateWindowEx,0,addr szAtlAxWin, pStartMem, WS_CHILD or WS_VISIBLE,
                          0,0,435,299,hWnd,NULL,hInstance,NULL
    mov hPlayWin,eax

    ;Memory clear
    Invoke MemFree, hLocMem

    ret
PlayerWin endp

Malloc Proc Uses Ebx Edi Esi MemSize:DWord, phMem:DWORD
    Invoke LocalAlloc, LHND, MemSize
    Mov Ebx, phMem
    Mov [Ebx], Eax          ;Simpan data eax ke alamat didalam ebx
    Invoke LocalLock, Eax
    Ret
Malloc EndP

MemFree Proc Uses Ebx Edi Esi hMem:DWord
    Invoke LocalUnlock, hMem
    Invoke LocalFree, hMem
    Ret
MemFree EndP


end start
```