

## Forum:[Hack Forums](#)

Thread: [Irvine library SmallWin.inc error MASM Visual Studio 2015](#)

**ISM34** - October 22, 2016, 2:55 pm

I am trying to run the following code in Visual Studio 2015 that has MASM built in to it. I am trying to link the Irvine library files to the program. However, I get like 49 of the following errors.

Code A2C \Irvine\SmallWin.inc(11)or specified size  
A2C \Irvine\SmallWin.inc(12)or specified size  
A2C \Irvine\SmallWin.inc(299)for specified size  
Here is my code

Code ExitProcess PROTO

```
includelib C:\Irvine\Kernel32.Lib  
includelib C:\Irvine\User32.Lib  
includelib C:\Irvine\Irvine32.lib  
include Irvine32.inc
```

```
.data  
str1 BYTE "This line is displayed in color",0
```

```
.code  
main PROC
```

```
    mov eax, black + (white * 16) ; black on white background  
    mov ecx,4 ; loop counter
```

```
L1: call SetTextColor  
    mov edx,OFFSET str1  
    call WriteString  
    call Crlf  
    add eax,2 ; add 2 to foreground color  
    loop L1
```

```
    call ExitProcess  
main ENDP  
END
```

**taktaktak** - October 22, 2016, 10:50 pm

Seems like Irvine32.inc is trying to reference other files that would normally be in the same directory as it. Try keeping Irvine32.inc in it's source directory, or move it into whatever directory those files that are missing are located at.

**ISM34** - October 24, 2016, 7:31 am

Thank you for your help, I appreciate your response. I downloaded MASM32 SDK and tried running the following code:

```
Code .386  
.model flat,stdcall
```

option casemap:none

include \masm32\include\windows.inc

include \masm32\include\masm32.inc  
includelib \masm32\lib\masm32.lib

include \masm32\include\kernel32.inc  
includelib \masm32\lib\kernel32.lib

include \masm32\include\user32.inc  
includelib \masm32\lib\user32.lib

.data  
str1 BYTE "This line is displayed in color",0

.code  
start:

mov eax, black + (white \* 16) ; black on white background  
mov ecx,4 ; loop counter

L1: call SetTextColor  
mov edx,OFFSET str1  
call WriteString  
call Crlf  
add eax,2 ; add 2 to foreground color  
loop L1

END start

I receive the following error message:

Code error A2006: undefined symbol: black  
error A2006: undefined symbol: SetTextColor  
error A2006: undefined symbol: WriteString  
error A2006: undefined symbol: Crlf

Since I am trying to use the Irvine library functionality, do I need to include these lines of code?

Code include \Irvine\Irvine32.inc  
includelib \Irvine\Irvine32.lib

I appreciate all the help you can give.

**HFDone** - October 24, 2016, 1:15 pm

include irvine\macros.inc

**ISM34** - October 25, 2016, 10:40 am

No worries, I figured it out. I compiled and ran the code.