

```
"Enter ----->"
"the full path and name "
"of the source code file."
"The default file"
"extension = .BAS."
" "
"This will be the file"
"for the compiler and "
"editor calls."
"Enter ----->"
"the full path and name"
"of your text editor."
"Do not enter the file"
"extension. "
" "
"This program will be run"
"when you select the"
"editor function."
"Enter ----->"
"the library files to be"
"called into QuickBASIC"
"at compile time."
"The default file"
"extension = .EXE."
" "
"Separate the filenames"
"with '+'."
"Separate the filenames"
"with '+'."
" "
"Do not enter the file "
"extension (default=.OBJ)."
" "
"Enter the object file "
"name(s) to link in."
" ----->"
"Separate the filenames"
"with '+'."
" "
"Do not enter the file "
"extension (default=.LIB)."
" "
"Enter the library file"
"name(s) to link in."
" ----->"
"This is the desired"
"name for final program."
" "
"Do not enter the file"
"extension (default=.EXE)."
" "
"Enter the program file"
"name(s) to link to."
" ----->"
"Do not enter the file"
"extension (default=.MAP)."
" "
"Enter 'NUL' if no list"
"file is desired."
```

```
" "  
"Enter the map file"  
"name if desired."  
" ----->"  
"Check your DOS manual"  
"for information about"  
"the linker option"  
"switch functions."  
" "  
"Enter any linker option"  
"switches as you would"  
"on the command line."  
" ----->"  
"Enter ----->"  
"the desired size of "  
"the COM port buffer,"  
"as the number of bytes"  
"to reserve."  
" "  
"By entering a `0',"  
"QuickBASIC's default"  
"size is selected."  
"These are the option"  
"switches for the "  
"compiler. "  
" " " "  
"They are setup to"  
"function the same as"  
"from the compiler's"  
"compile option menu"
```

#