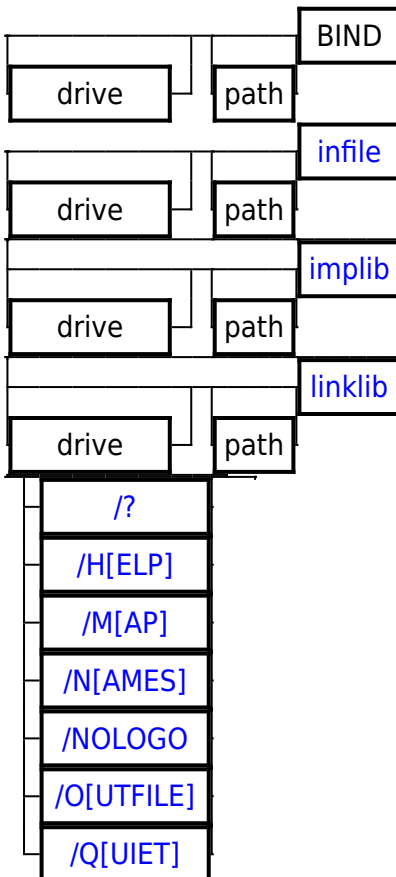


# BIND

## Brief

Bind real-mode Family API stub.

## Syntax



### infile

The name of the OS/2 program to be bound. BIND looks in the current directory unless you specify a complete path name. If you provide no extension, .EXE is assumed.

### implib

The names of one or more import libraries. Use this field if your program calls functions imported using import libraries. You can specify the file APILMR.OBJ, which provides a 64K default data segment when running in real mode.

## **linklib**

The names of one or more libraries and object files. Use this field to supply object code needed to resolve dynamic-link calls. Separate file names with spaces.

BIND automatically searches for API.LIB and DOSCALLS.LIB/OS2.LIB. If used Vio/Mou/Kbd subsystem and/or DLL loading then DLL.LIB also linked. Depending on usage of AVS/AMS/AKS VIOSF.LIB, MOUF.LIB, KBDF.LIB searched, if used. Otherwise MOUS.LIB, VIOS.LIB, KBDS.LIB are linked.

If you want additional libraries, be sure to specify the full path name.

## **options**

BIND options must appear last on the command line. You can specify options in uppercase or lowercase and use a single letter or the full option name. For example, /M, /m, /MAP, and /map are equivalent.

**/?**

Displays Help

**/HELP**

Displays Help

**/MAP**

Generates Link Map File

**/NAMES**

Specifies Protected-Mode Functions

**/NOLOGO**

Suppresses Sign-On Banner

**/OUTFILE**

Specifies Name of Bound Program

## /QUIET

Suppress output

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