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Intro to DOSBox

"Way more FPS than Counterstrike!"

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DOSBox

DOSBox is an Intel x86 PC emulator for running DOS-based applications, with games being the main use. It has support for sound and graphics cards, mouse and joystick input, and can simulate peer-to-peer or Internet/Intranet networking.

DOSBox is written in C++ and is released under the GPL.

http://www.dosbox.com/

Current version is 0.74

DOSBox Prep

The first step is to install DOSBox. It should be in most distro package managers. Otherwise, the source code is available for compilation.

Next, create a directory to store games, etc. For example, `~/dosbox` or `~/games`.

Starting Up DOSBox

Launch it via the desktop environment menu system, or enter `dosbox` in a terminal which will bring up a new window.

The terminal window used to launch it will become the status window.

Alternative Start Up Options

You can also start DOSBox while mounting a directory as a virtual drive or launch a program with this syntax:

```
dosbox name
```

where name can be a directory or program name. The directory gets mounted as the 'c' drive.

DOSBox Configuration

DOSBox includes a configuration file for setting options. There is one default file for global settings, and each game can have one in its directory for per-games settings.

In Linux, the file is in `~/.dosbox/` and is named `dosbox-version.conf`.

DOSBox Configuration Cont.

There are sections for configuring various aspects including hardware. The section names are sdl, dosbox, render, cpu, mixer, midi, sblaster, gus, speaker, joystick, serial, dos, ipx, and autoexec.

The autoexec section is used for autoexec.bat.

DOSBox Configuration Cont.

It's recommended that you create a .conf file for each game to set the appropriate configuration and launch the game.

Use the -conf option to start it directly:

```
dosbox -conf confname.conf
```

DOSBox Shell and Commands

DOSBox comes with a shell for running basic DOS-type commands including:

- CD
- CLS
- COPY
- DIR
- DEL
- EXIT
- MD

For a full listing see: http://www.dosbox.com/wiki/Commands

Mounting Drives and ISOs

Mounting a directory as a virtual drive:

```
mount c ~/dosbox
```

Mounting a CDROM/Floppy drive:

```
mount d /run/media/pat/KEEPER -t cdrom
```

Mounting an ISO file:

```
imgmount d ~/ISO/KEEPER.iso -t iso
```

You can also mount multiple ISOs and switch between them with CTRL-F4.

Creating an ISO

You can easily create an ISO of a CD/DVD with this command:

```
cat /dev/cdromdev > name.iso
```

Example:

```
cat /dev/sr0 > KEEPER.iso
```

Installing a Game

To install a game, mount its install media and run the installer. Install it in a subdirectory of the directory you created earlier.

```
mount c ~/dosbox

imgmount d ~/ISO/KEEPER.iso -t iso

d:

setup.exe
```

Running a Game

To run the game, run its program file after installation.

```
c:

cd keeper

keeper
```

Special Keys

DOSBox has several special key bindings for performing various functions such as:

- ALT-ENTER – Full screen toggle.
- ALT-PAUSE – Pause emulation.
- CTRL-F5 – Save a screen shot.
- CTRL-ALT-F5 – Start/stop recording video.
- CTRL-F10 – Capture/release the mouse.
- CTRL-F11 – Slow down emulation.
- CTRL-F12 – Speed up emulation.

For a full listing see: http://www.dosbox.com/wiki/Special_Keys

DOSBox

Demo Time

There is also an Android port of DOSBox named DosBox Turbo:

https://play.google.com/store/apps/details?id=com.fishstix.dosbox&hl=en

Q&A

Q&A Time