Petit dosbox Incorporated 0.4 beta 1

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License Agreement

Installing and or using "Petit dosbox" in your Computer, or in any other compatible device (emulators, etc), means the acceptance of these conditions.

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"Petit dosbox" comes with a compiled version of DOSBox. DOSBox is under the GPL license. For more information about the DOSBox license check its web page, at dosbox.sourceforge.net.

What is Petit dosbox Incorporated?

Petit dosbox Incorporated is a DosBox emulator **front-end** for Mac OS X systems, which has a pre-compiled DosBox version built-in, to make the use of DosBox for OS X users an easy task.

Note that Petit dosbox Incorporated is **not an emulator** itself, although it *incorporates* the binary code of DosBox 0.63 compiled for OS X into the package.

For more information on how to update the DOSBox binary that comes with Petit dosbox, read the section **How to update the DOSBox binary** at the end of this document.

How does it work?

Petit dosbox does not create a standard DosBox configuration file.

Instead, it will work with its own format configuration files, which will remain inside its own application package.

Since version 0.38 all configuration files remain hidden so there is no danger to damage them. **Please note that updating Petit dosbox by replacing the original will erase the old configuration files**. This issue will hopefully be solved in further releases. In the main time, check the FAQ at the end of this document for a how-to on updating Petit dosbox without harming your settings.

What can you do?

Petit dosbox is divided into four main tabs: **Main, Advanced, Game Manager and Support.**

Common to all of these sections, there's the status box, at the bottom of the window. Here Petit dosbox will keep you informed of every possible aspect of the emulation and/or of Petit dosbox itself.
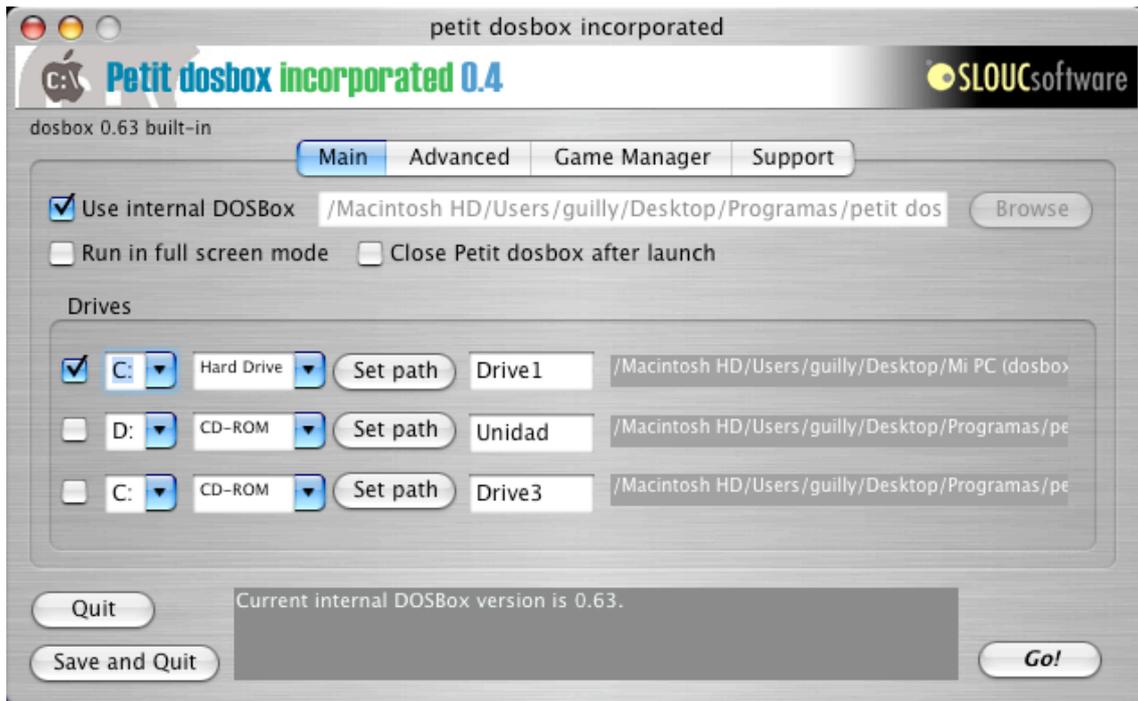
The Main Tab

Here you can specify the main configuration parameters needed to make DosBox work properly. You do not need the other tabs at all whenever you use the **main** tab properly.

These are the main parameters.

- **Use internal DOSBox**. Checked by default. When checked, Petit dosbox will use the packaged version of DOSBox. This is the most confortable way of using Petit dosbox. However, if for some reason you want to use another DOSBox version, you may unchek this option and "Browse" to select the version you want to use. Please notice that all options may not work dependant on the DOSBox version you use.
- **Run in full screen mode**. Check this box to run DosBox in full screen mode.
- **Close Petit dosbox after launch**. Check this box to close Petit dosbox after launching dosbox.

It is also adviceable to set at least one virtual drive for the emulator. Use the **Drive options** to set up your drives. Petit dosbox allows you to set up to three drives.

- The **first** check box lets you enable and/or disable the drive.
- The **first dropdown list to the left** contains the drive letters which will be assigned under DOS.
- The **second dropdown list** lets you choose the type of drive (hard drive, floppy or cd).
- Use the **set path** button to select the Mac OS X local path that will become the root of the virtual drive.
- The **next text box** will let you set the LABEL of the drive.
- Finally, there's a read-only text box which will inform you of the assigned local path of the virtual drive.

The Advanced Tab
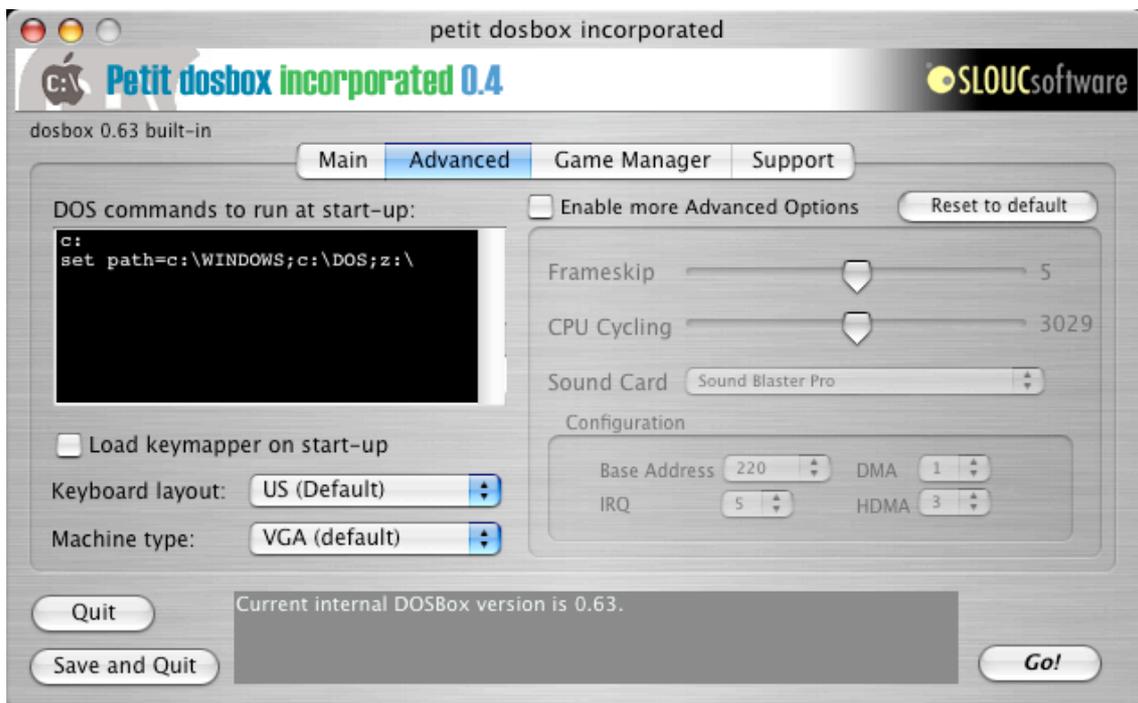
Here you can configure the following:
- **DOS commands to run at start-up** of the DosBox emulator. It speaks by itself. Separate the commands by line jumps.
- **Load Keymapper** on start-up. The keymapper is an interesting feature which comes with some versions of DosBox. It will display a second window with the keyboard layout, which you can re-map at your own will.
- **Keyboard Layout**. I believe most people with foreign keyboards were waiting for something like this. It will allow you to map DOSBox according to your country needs. This system is not perfect, but it is far more easy to use than the built-in keymapper.
- **Machine Type**. Lets you select the type of machine (VGA, CGA, Hercules or Tandy) you want to emulate. This can become useful with some old games.

The "**Enable more advanced options**" checkbox allows you to configure **Petit dosbox** more in depth. These are the options you can control:

- **Frameskip**, in other words, how many frames are to be skip every second. This will make games and programs to run less smoothly, but will make many games more playable.
- **CPU Cycling**, which lets you specify the speed of the emulated CPU. A higher value does not necessarily means that the game will run faster. It is adviceable that you experiment a little bit with this option to spot the best value.
- **Sound Card**, that is, the type of sound card that will be emulated. By default, both Sound Blaster and Ultrasound are emulated. With this options, you can go further into their configuration options. Don't touch anything if you don't know what this is about.

The **Reset to Defaults** button is not working in this beta release, but will be soon.

The Game Manager Tab

This is still in beta. However, it is yet an exciting feature which I wish to further develop in a near future.

The Game Manager lets you store, in the form of a database list, information about your favourite DOS games you may have in your computer.
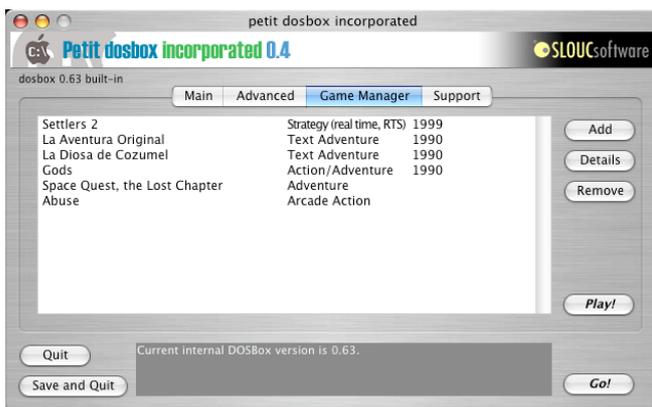
The list will present games by its name (title), genre (type of game), and year of production.

You may "Add" new games to the list, "Edit" and or "View" the details referred to the game, "Remove" a game from the list and or Play the game.

The following image is the Details window, which is common to adding and editing games.
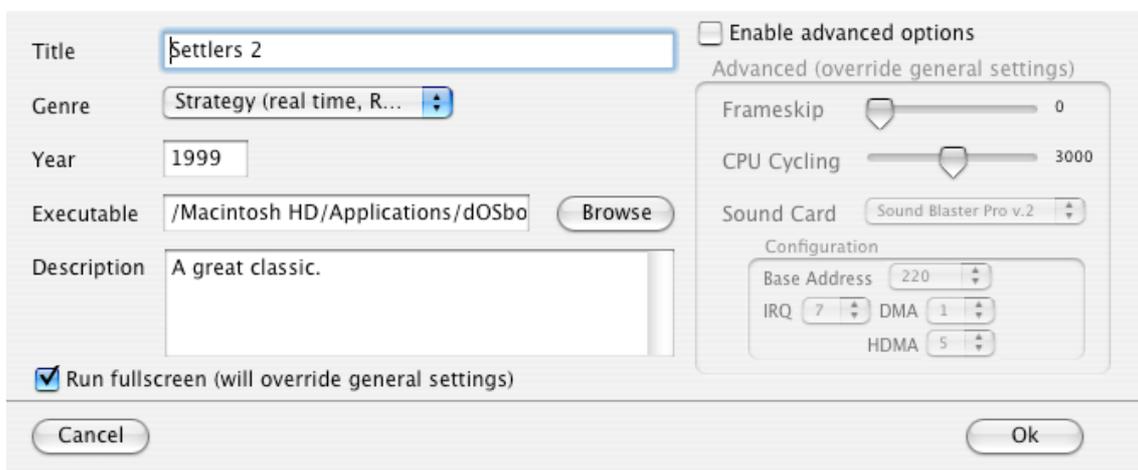
From here, you can control the information of your game. The most important part here is the **Executable** field, which will let you specify **which command launches the game under DOS**.

If you **check the full screen box**, the game will run in fullscreen mode independently from what you chose in the general settings.

To **play a game**, simply select it from the list and click **Play!.** All general options are overrid by the Play! Button action, excepting the one that closes Petit dosbox after launch. The C: drive will take the executable path as its root. Further releases of Petit dosbox will allow to control this issue more in detail.

The Support Tab

This section will allow you to write the author for support. Please beaware that you **must** have an e-mail client for this to work.

The **Check your System for SDL** button will test if your system complies the SDL requirements, that is, if it is installed and if it is correctly installed, and will tell you so. Also, **although it is still being studied and might not work**, it will attempt to solve problems related to paths automatically. For further information on this issue, read the FAQ.

Limitations

There are several limitations regarding Petit dosbox.

- The maximum amount of games you can have in the Game Manager is limited to 120. This number was chosen at random. However, it is very unlikely that it will be surpassed.
- In both, the DosBox path and Games paths, the hierarchy does not allow more than 10 levels. Again, this is quite unprobable to happen, although not impossible.
- At this point, it is imperative that you have at least ONE game in the list. Petit dosbox will never allow you to remove the only game in the list. Nevertheless you can always edit it to suit your needs.
- The **Advanced Options** under the **Game Manager** are still under construction, but are finally in an advanced stage. The final 0.4 release will introduce them.

Know issues & Frequently Asked Questions

It tells me that I need to install the SDL Library... but I have already done so!

Although it is not a Petit dosbox issue, I find important to mention that the SDL Library for Mac OS X is required in order for DosBox Emulator to work.

If you still get an error when trying to run DosBox regarding the SDL Library, it is most likely that the path where DosBox is looking for the library is not the correct one. Simply type this line at the Terminal.

ln -s /Library/Frameworks/SDL.framework/Versions/Current/SDL /usr/local/lib/libSDL-1.2.0.dylib

This should do the job.

After creating the symbolic link it still doesn't work!

Even though there might be several reasons for this to happen, the most common one is that the **/usr/local/lib** route path doesn't exist. Please be aware that to do what I am going to describe you will most likely require root privileges. Try writing this command in the Terminal application by preceeding it with "sudo" to give it a chance, and leave the password field blank if your user password does not work. If you still can't get it to work, there are several tutorials on the Internet that teach you how to get root privileges under Mac OS X. It is not too complex, but that issue falls far from this manual's purpose.

Ok, let's get into business. Write the following in your Terminal application.

mkdir /usr/local/lib

Type "sudo" in front if you get a "permission denied" error (blah blah…). Then, type the command to create the symbolic link:

ln -s /Library/Frameworks/SDL.framework/Versions/Current/SDL /usr/local/lib/libSDL-1.2.0.dylib

Beaware of the spaces!

How do I update the DOSBox binary?

Since Petit dosbox Incorporated is only a launcher, you can easily update the included DOSBox binary by following these steps:

- First, **get the binary distribution you want from the DOSBox home page** (dosbox.sourceforge.net). Remember that Petit dosbox Incorporated will only work with the terminal version. You may download the sources and compile them yourself if you wish.
- Once you have the binary, right click the Petit dosbox executable (or control+click) and choose the option **Show package content**.
- A new window will open. Get to the following path:
    - Contents -> MacOS
- Once there, copy the DOSBox binary there, replacing the old one when prompted.

How to preserve my settings when updating?

Making everything together in the same package has one disadvantage, that is, when you replace the package, you replace everything, including the configuration settings (and the games list you might have under the Game Manager!).

Before you start complaining and making a voodoo doll of me, you should know that there's a quite easy way to update Petit dosbox without loosing your configuration. To do so, follow the **second and third** step of the previous FAQ question, that is, showing the content of the package and browsing until you reach the MacOS folder. Then, do the following:

- Spot the following files: *config.ges*, *data1.ges*, *data2.ges* and *ges.conf.*
- Copy them wherever you want (a temporary location).
- Now close the package window and proceed to replace the Petit dosbox version.
- Navigate through the package contents to the MacOS folder once again.
- Copy/move the files into that folder, replacing the old ones when prompted.

Not that difficult, is it?. Please notice that if you don't know how to copy/paste, then this software is probably not for you.