

Configuring **DOSBOXCMaster** for use

Since the document below was produced, more work has been performed in automating the process of installing **DOSBOXCMaster** and the C-Master Software. Because of the interaction between C-Master and **DOSBOXCMaster**, you must have a current version of the software to make sure it works properly in full screen mode.

The installation process will ask for the virtual folder into which all the C-Master and DosBox software will be placed and a couple of questions about the names of the folders that will contain the C-Master configuration files. The installation assumes that you are installing on a hard drive where all this information will reside. If you wish the configuration to point to different folders (such as a server for the configuration, catalog and lithology files), you will need to understand how DoxBox works, and the effect it has on the C-Master configuration file. Since each installation is unique, use the information on the pages below as a guide. If you need help, send me an e-mail, or give me a call.

The **DOSBOXCMaster** DOS –emulator requires you to do a little homework before it can be fully utilized. Fortunately, it is pretty easy to do. All the steps below have been tried on a “clean” computer, so I know all this stuff will work.

There are a variable number of files in the distribution, depending on which options you purchase. These are the “standard” files in the distribution for using DosBox:

- **DOSBOXCMaster.EXE** – DOS environment emulator
- **SDL.DLL** – Supports media (i.e. CD-Roms) and other emulations
- **C-MASTERDOS.COM** – command file that will start **DOSBOXCMaster** for you. You will have to modify this file slightly.
- **DOSBOX.CONF** – the configurator. This is what you’ll have to modify file for sure.

The first thing to do is to create a folder on the “C” drive that will contain the DOS emulator and the DLL files. I’m assuming here that you’ll use my suggested name of **C:\DOSBOXCMaster**.

The next thing to do is to copy the **C-MASTERDOS.COM**, and the **DOSBOX.CONF** file out of the C:\DoxBoxCmaster folder to your normal C-Master directory. Where ever you start C-Master from, that’s where these files will go.

Open **DOSBOX.CONF** with a text editor, and go to the bottom of the file. There you will see a series of apparently cryptic commands. The ones you are most concerned about are the **MOUNT** commands. These commands tell **DOSBOXCMaster** where your files are and what virtual drive letter to assign to them. If you do not assign the drive letters, you cannot get at your data!

Open up your **COALCNFG.DAT** file (or the file you normally use to configure C-Master for your use). There you will find something that looks like this:

Specifically, we must now change the **COALCNFG.DAT** file at the same time as our **DosBox.CONF** file so that they “match up”. **DosBoxCMaster** has a restriction that it will not grant access to the root of a disk; that is, you cannot use the same COALCNFG.DAT file that you used in the past UNLESS you change the path definitions to match the **DosBoxCMaster** restrictions.

Here is a sample of a **COALCNFG.DAT** file currently in use:

```
SCREEN COLOR
LIST A.LST
MASTER D:\CMATEST\MASTRFIL.DAT
QUAD D:\CMATEST\QMASTRFL.DAT
PHRASES 3853 D:\CMATEST\PHRASEFL.DAT
PATH D:\CMATEST
```

Notice here that all the data and PATH information points to one folder on the D: drive, namely CMATEST.

At the very bottom of the **DosBox.CONF** file you will find text that looks like this. Text is RED will not be in the file and is shown as a comment on the purpose of the line below it.

```
[autoexec]
# Lines in this section will be run at startup.
# You can put your MOUNT lines here.
This sets C:\ to point to the directory C:\DosBoxCmaster from this point
on in DosBoxCmaster. Any reference to Y:\ will start at this folder.
MOUNT Y C:\DosBoxCmaster
I am setting the location for the C-Master software to be on the virtual
X: drive. Any references to "X:" will take you to this directory.
MOUNT X d:\cmaexe
We set the PATH so that DOS will know where the C-Master software is
located that we wish to run. I've chosen a drive letter that is rarely
used "X".
PATH X:\
Here we point our D:\ virtual drive onto the directory that contains our
data and support files.
MOUNT D D:\CMATEST
This is the drive prompt (the first prompt) will place you once the system
has finished initializing.
D:
```

Now, to match the **COALCNFG.DAT** file to this new configuration, the file should read:

```
SCREEN COLOR
LIST A.LST
MASTER D:\MASTRFIL.DAT
QUAD D:\QMASTRFL.DAT
PHRASES 3853 D:\PHRASEFL.DAT
PATH D:\CMATEST
```

Note that I have kept the initial “\” to make sure that we always go to the appropriate drive for our data and support files. The a.lst file will be generated in the folder in which you start (i.e. D: virtual drive, or D:\CMATEST within windows). You can open and print the resulting print files directly from Windows, just like before.

If you separate your log data from your support files, you may wonder how that is accomplished. Let’s look at an extreme example below.

```
SCREEN COLOR
LIST A.LST
MASTER C:\CMCAT\MASTER\MASTRFIL.DAT
QUAD D:\CMQUAD\QUADCAT\QMASTRFL.DAT
PHRASES 3853 E:\CMAPHR\PHRASES\PHRASEFL.DAT
PATH F:\LOGDATA\EASTWV
```

Then, we’d need to create a more complex **DosBox.CONF** file, but it’s pretty easy:

```
[autoexec]
# Lines in this section will be run at startup.
# You can put your MOUNT lines here.
mount Y C:\DosBoxCmaster
mount X d:\cmaexe
PATH X:\
MOUNT C C:\CMCAT
MOUNT D D:\CMQUAD
MOUNT E E:\CMAPHR
MOUNT F F:\LOGDATA
```

This is the drive prompt (the first prompt) will place you once the system has finished initializing.

F:

And the **COALCNFG.DAT** file would now read:

SCREEN COLOR
LIST A.LST
MASTER C:\MASTER\MASTRFIL.DAT
QUAD D:\QUADCAT\QMASTRFL.DAT
PHRASES 3853 E:\PHRASES\PHRASEFL.DAT
PATH F:\EASTWV

ALWAYS make a copy of your **COALCNFG.DAT** file before making changes. ALWAYS test your changes; open a log, print it to the .LST file, code a log. That will ensure that you can open the Master Catalog, Quad Catalog, Phase file, and write to the List file.