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Bochs x86 PC emulator (/p/bochs/)

Brought to you by: bdenney (/u/bdenney/), cbothamy (/u/cbothamy/), psyon (/u/psyon/), sshwarts (/u/sshwarts/), and 2 others (/p/bochs/ members/)

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[Bochs-developers] Bochs documentation: loop device (fwd)

[Bochs-developers] Bochs documentation: loop device (fwd) (/p/bochs/mailman/message/5498579/)

From: Bryce Denney <bryce@tl...> - 2001-10-31 19:46:29

Here are some hints for linux users from Volker Ruppert. Eventually it will get into the official documentation. :) -Bryce

----- Forwarded message ------Date: Sat, 13 Oct 2001 21:43:02 +0200 From: Volker Ruppert <Volker.Ruppert@...>

To: Bryce Denney <bryce@...>

Subject: Bochs documentation: loop device

Hello Bryce,

today I have made some tests with the loop device, because I want to exchange files with the bochs disk images. This part of the bochs documentation is still missing. This is what I found out:

- 1. In the bochs documentation appears the term "loopback". That's not 0.K., because the loopback device is a network device. To prevent a mistake, it should be renamed.
- 2. Using Floppy images is easy, because there is no partition table:

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losetup /dev/loop0 /usr/local/bochs/dlxlinux/floppya.img Now you can use the image like a real floppy: : mkfs.minix /dev/loop0 - filesystem check : fsck.minix /dev/loop0 : mount /dev/loop0 -o loop /mnt/floppy - mount Before you want to restart bochs you must do this: losetup -d /dev/loop0 Don't forget to umount before. 3. If you want access to a harddisk image, you have to calculate the size of the first cylinder. This value is the offset argument for losetup. offset = bytes per sector * sectors per cylinder The command for dlxlinux image looks like this: losetup /dev/loop0 /usr/local/bochs/dlxlinux/hd10meg.img -o 8704 For images created by bximage you must use the value 32256. 4. The harddisk image access doesn't work if the image contains more than one partition. 5. I have made this tests with linux and I don't know how this could be done with other operating systems. Bye Volker

Thread view

[Bochs-developers] Bochs documentation: loop device (fwd) (/p/bochs/mailman/message/5498544/)

From: Bryce Denney <bryce@tl...> - 2001-10-14 00:26:25

From: Volker Ruppert <Volker.Ruppert@...> To: Bryce Denney <bryce@...> Subject: Bochs documentation: loop device Hello Bryce, today I have made some tests with the loop device, because I want to exchange files with the bochs disk images. This part of the bochs documentation is still missing. This is what I found out: 1. In the bochs documentation appears the term "loopback". That's not 0.K., because the loopback device is a network device. To prevent a mistake, it should be renamed. 2. Using Floppy images is easy, because there is no partition table: losetup /dev/loop0 /usr/local/bochs/dlxlinux/floppya.img Now you can use the image like a real floppy: - format : mkfs.minix /dev/loop0 - filesystem check : fsck.minix /dev/loop0 - mount : mount /dev/loop0 -o loop /mnt/floppy Before you want to restart bochs you must do this: losetup -d /dev/loop0 Don't forget to umount before. 3. If you want access to a harddisk image, you have to calculate the size of the first cylinder. This value is the offset argument for losetup. offset = bytes per sector * sectors per cylinder The command for dlxlinux image looks like this: losetup /dev/loop0 /usr/local/bochs/dlxlinux/hd10meg.img -o 8704 For images created by bximage you must use the value 32256. 4. The harddisk image access doesn't work if the image contains more than one partition. 5. I have made this tests with linux and I don't know how this could be done with other operating systems. Bye Volker

[Bochs-developers] Bochs documentation: loop device (fwd) (/p/bochs/mailman/message/5498579/)

From: Bryce Denney <bryce@tl...> - 2001-10-31 19:46:29

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Eventually it will get into the official documentation. :)
-Bryce
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Date: Sat, 13 Oct 2001 21:43:02 +0200
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Bye

Volker

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