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| Bochs User Manual | | |
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5.3. The configuration interface 'textconfig'

The configuration interface 'textconfig' is the text mode version of the Bochs configuration system. It is a series of menus (using stdin/stdout) that allows you to edit all the settings that control Bochs' behavior. If you do not write a config\_interface line, Bochs will choose it as the default for you (unless Bochs is compiled for Win32 or wxWidgets only).

It consists of these three parts:

* the start menu
* the headerbar buttons
* the runtime configuration

On Win32 (without wxWidgets) the default configuration interface 'win32config' is very similar, but it presents gui dialogs instead of text menus.

5.3.1. The start menu

If you start Bochs without the quickstart argument (-q), the Bochs configuration main menu appears:

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Bochs Configuration: Main Menu  
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This is the Bochs Configuration Interface, where you can describe the  
machine that you want to simulate. Bochs has already searched for a  
configuration file (typically called bochsrc.txt) and loaded it if it  
could be found. When you are satisfied with the configuration, go  
ahead and start the simulation.  
  
You can also start bochs with the -q option to skip these menus.  
  
1. Restore factory default configuration  
2. Read options from...  
3. Edit options  
4. Save options to...  
5. Restore the Bochs state from...  
6. Begin simulation  
7. Quit now  
  
Please choose one: [5]

Here you can load, edit and save the configuration and finally start the simulation. It is possible to start Bochs without a config file and to edit all the settings using the item "Edit options". Don't forget to save the configuration if you want to use this setup for another Bochs session.

5.3.2. The Bochs headerbar



The headerbar appears on top of the Bochs simulation window. Here you can control the behavoiur of Bochs at runtime if you click on one of these buttons:

* floppy buttons  
  Here you can toggle the status of the floppy media (inserted/ejected). Bochs for win32 presents you a small dialog box for changing the floppy image. You can setup floppy drives using [floppya/floppyb option](http://docs.google.com/bochsrc.html#BOCHSOPT-FLOPPYAB).
* cdrom button  
  Here you can toggle the media status of the first CD-ROM drive (inserted/ejected). CD-ROM drives can be set up using [ata(0-3)-master/-slave option](http://docs.google.com/bochsrc.html#BOCHSOPT-ATA-MASTER-SLAVE). On some platforms this button brings a up a small dialog box for changing the CD-ROM image.
* mouse button  
  Here you can enable the creation of mouse events by the host. Once mouse events are captured, you cannot reach the button anymore, in order to disable capturing again. By default you can enable and disable the mouse capture pressing the CTRL key and the third (middle) mouse button. See the [mouse option](http://docs.google.com/bochsrc.html#BOCHSOPT-MOUSE) parameter 'toggle' for other methods to toggle the mouse capture.  
  **Note:**  Changing the mouse capture at runtime is not supported by all display libraries, but it is already present on RFB, SDL, SDL2, VNCSRV, Win32, wxWidgets and X11.  
  **Note:**  Support for 2 button mouse to toggle the capture mode not yet complete - using another toggle method is recommended in that case.
* user button  
  Press this button if you want to send the keyboard shortcut defined with the **user\_shortcut** parameter of the [keyboard](http://docs.google.com/bochsrc.html#BOCHSOPT-KEYBOARD) option to the guest. Depending on the used [display\_library option](http://docs.google.com/bochsrc.html#BOCHSOPT-DISPLAYLIBRARY), it may even be possible to edit the shortcut before sending it.
* copy button  
  The text mode screen text can be exported to the clipboard after pressing this button. The button has no effect in graphics mode.
* paste button  
  Text in the clipboard can also be pasted, through Bochs, to the guest OS, as simulated keystrokes. Keyboard mapping must be enabled to make this feature work.
* snapshot button  
  Press this button if you want to save a snapshot of the Bochs screen. All text and graphics modes are now supported. If gui dialogs are supported (e.g. on win32) Bochs presents you a "Save as..." dialog box to specify the filename. All other platforms are using the fixed filenames "snapshot.txt" or "snapshot.bmp".
* config button  
  This button stops the Bochs simulation and starts the runtime configuration. (see below).
* reset button  
  Press this button to trigger a hardware reset.
* suspend button  
  Press this button to save current simulation state to a disk. The simulation could be restored back using bochs -r command. For more details read the [Save and restore simulation](http://docs.google.com/using-save-restore.html) section.
* power button  
  This button stops the simulation and quits bochs.

Some of this features may not be implemented or work different on your host platform.

5.3.3. The runtime configuration

If you want to change certain settings at runtime, you have to press the "config" button in the headerbar. The simulation stops and the runtime menu appears on the console window / xterm.

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Bochs Runtime Options  
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1. Floppy disk 0: /dev/fd0, size=1.44M, inserted  
2. Floppy disk 1: floppyb.img, size=1.44M, inserted  
3. 1st CDROM: (master on ata1) /dev/cdrom, ejected  
4. 2nd CDROM: (slave on ata1) /dev/cdrecorder, ejected  
5. 3rd CDROM: (not present)  
6. 4th CDROM: (not present)  
7. (not implemented)  
8. Log options for all devices  
9. Log options for individual devices  
10. Instruction tracing: off (doesn't exist yet)  
11. USB runtime options  
12. Misc runtime options  
13. Continue simulation  
14. Quit now  
  
Please choose one: [15]

In the runtime configuration you can change the floppy/cdrom image or device, change the log options or adjust some other settings. If you have trouble with a specific device, you can change the log options for this device only to get more information (e.g. report debug messages).

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