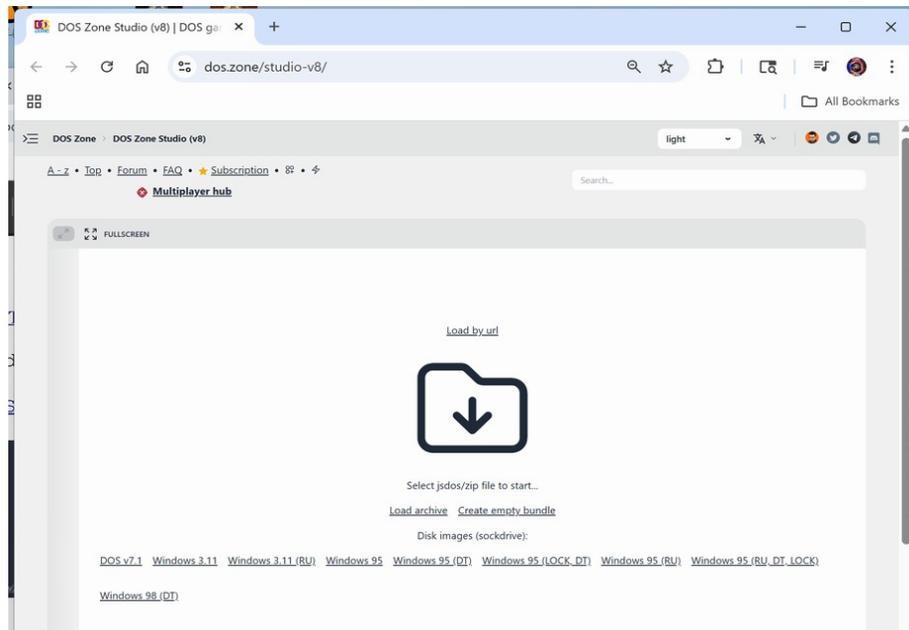


HOME PAGE

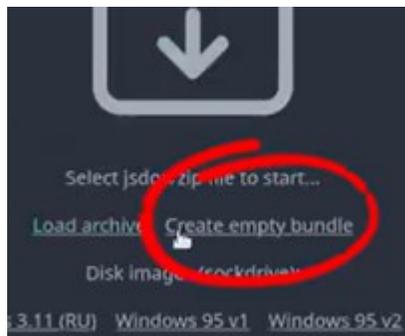
How To Create a JS-DOS Bundle For A DOS Game (Tower Toppler) Using The DOS ZONE STUDIO-V8 Quick Guide ([VideoLink](#))

You might want to consult this actual manual for this program: ([js-dos tutorial](#))

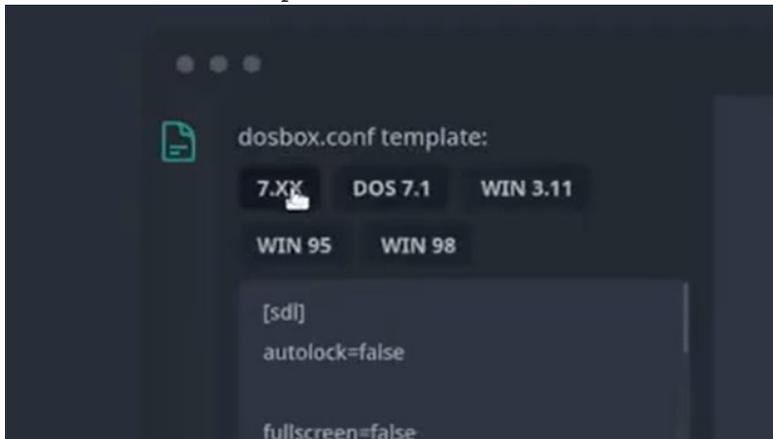


(We are using the game, TowerToppler, as an example here)

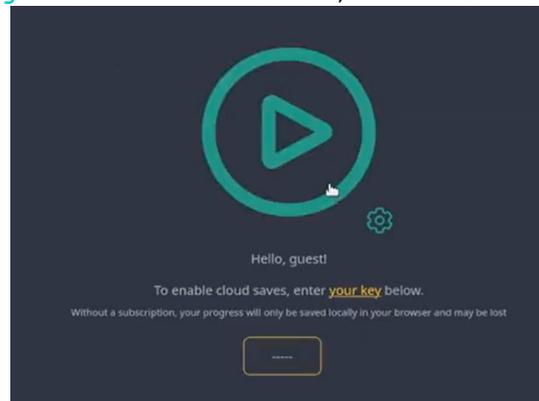
1. Have the Tower-Toppler_DOS_EN.zip dos game unzipped to its own folder.
If you don't have this Tower-Toppler_DOS_EN.zip file, you can download it from this link: [Tower-Toppler_DOS_EN.zip](#)
2. Open Game Studio. [link: DOS ZONE STUDIO-V8](#)
(You might want to right-click on this link, and then left click on **Open link in a new tab** or **Open link in a new page**, so you can keep this page open).
3. Left click on [Create empty bundle](#)



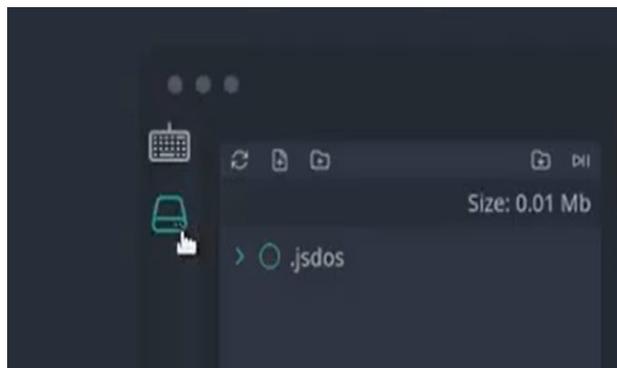
4. Select 7.xx preset



5. Click the **triangle inside the circle**, to start the emulator program.



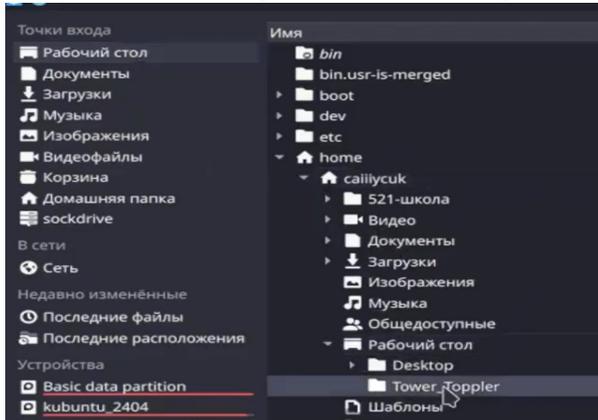
6. Open Drive panel.



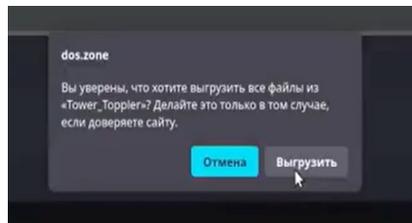
7. Left click on the Upload directory with your game.



8. In the File Explorer window, go find your game.



9. Confirm the amount of files to upload



10. Unmount Drive C: using the command:

mount -u c <press the enter key> at the prompt
That is the word **mount**, space, **-u**, space, **c** <enter>



11. Remount Drive C: using the command:

mount c . <press the enter key> at the prompt.
That is the word **mount**, space, **c**, space, **period** <enter>

```
Z:\>mount c .  
Drive C is mounted as local directory ./
```

12. Change to Drive C: using the command:

```
Z:\>c:
```

c:<press the enter key> at the prompt.

13. Look at the files and folders by doing dir, to confirm the files are there.

```
C:\>dir  
Directory of C:\.  
.  
.. <DIR> 27-04-2025 16:07  
JSDOS~1 27-04-2025 16:07  
OLD-GA~1 NFO 1,620 27-04-2025 16:07  
TOPPLER BIN 16,384 27-04-2025 16:07  
TOWERCGA EXE 123,052 27-04-2025 16:07  
TOWEREGA EXE 241,036 27-04-2025 16:07  
TOWERTGA EXE 214,348 27-04-2025 16:07  
TOWERTOP EXE 1,742 27-04-2025 16:07  
6 File(s) 598,182 Bytes.  
3 Dir(s) 262,144,000 Bytes free.
```

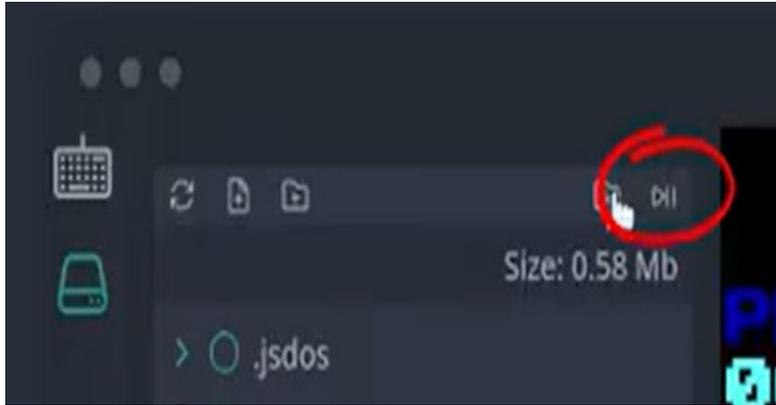
Test if game works

14. Now test if game works by typing:

Towerega.exe <press the enter key> at the C:\> prompt.

```
TOWERCGA EXE 123,052 27-04-2025 16:07  
TOWEREGA EXE 241,036 27-04-2025 16:07  
TOWERTGA EXE 214,348 27-04-2025 16:07  
TOWERTOP EXE 1,742 27-04-2025 16:07  
6 File(s) 598,182 Bytes.  
3 Dir(s) 262,144,000 Bytes free.  
  
C:\>TOWEREGA.EXE_
```

15. Add game to [autoexec] in left panel

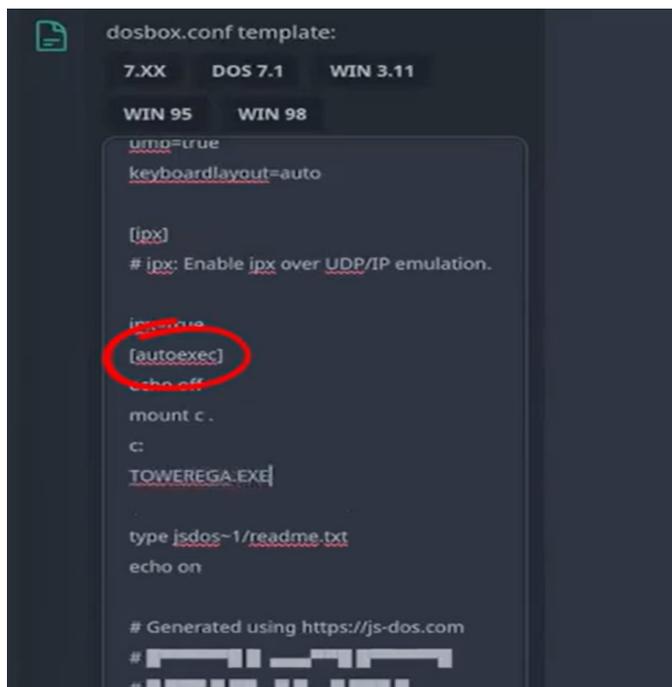


The [autoexec] section will be near the bottom, so you will have to scroll down to this section, and [autoexec] will be near the bottom. Add the game executable there.

16. Now, export game as **bundle.jsdos**.

You can rename this to **(gamename).jsdos**.

In this example, the file name is **TowerEGA.jsdos**



This is the PHP code to add this game to your webpage...
for TowerEGA.jsdos, as an example:

```
1 <?php
2 print_r('<!DOCTYPE html>');
3 print_r('<html lang="en">');
4 print_r('<head>');
5 print_r(' <meta charset="UTF-8">');
6 print_r(' <title>js-dos digger 8.xx</title>');
7 print_r(' <style>');
8 print_r('     html, body {');
9 print_r('         height: 100%;');
10 print_r('     }');
11 print_r('     #dos {');
12 print_r('         width: 100%;');
13 print_r('         height: 100%;');
14 print_r('     }');
15 print_r(' </style>');
16 print_r(' <!-- js-dos style sheet -->');
17 //=====
18 // OLD CODE FROM EXAMPLE:
19 //print_r(' <link rel="stylesheet" href="https://v8.js-dos.com/latest/js-dos.css"> ');
20 //=====
21 print_r(' <link rel="stylesheet" href="https://www.robertbanister.com/GamingMain/TowerEGA/js-dos.css">');
22 print_r(' <!-- js-dos -->');
23 //=====
24 // OLD CODE FROM EXAMPLE:
25 //print_r(' <script src="https://v8.js-dos.com/latest/js-dos.js"></script> ');
26 //=====
27 print_r(' <script src="https://www.robertbanister.com/GamingMain/TowerEGA/js-dos.js"></script>');
28 print_r('</head>');
29 print_r('<body>');
30 print_r(' <div id="dos" style="width: 100%; height: 100%"></div>');
31 print_r(' <script>');
32 print_r('     Dos(document.getElementById("dos"), {');
33 //=====
34 // OLD CODE FROM EXAMPLE:
35 //print_r('         url: "https://v8.js-dos.com/bundles/digger.jsdos", ');
36 //=====
37 print_r('         url: "https://www.robertbanister.com/GamingMain/TowerEGA/TowerEGA.jsdos", ');
38 print_r('     });');
39 print_r(' </script>');
40 print_r('</body>');
41 print_r('</html>');
42 ?>
```