## NAME

**mount_msdosfs** - mount an MS-DOS file system

## SYNOPSIS

**mount_msdosfs** [**-9ls**] [**-D** *DOS_codepage*] [**-g** *gid*] [**-L** *locale*] [**-M** *mask*] [**-m** *mask*] [**-o** *options*] [**-u** *uid*] [**-W** *table*] *special node*

## DESCRIPTION

The **mount_msdosfs** utility attaches the MS-DOS file system residing on the device *special* to the global file system namespace at the location indicated by *node*. This command is normally executed by mount(8) at boot time, but can be used by any user to mount an MS-DOS file system on any directory that they own (provided, of course, that they have appropriate access to the device that contains the file system).

The options are as follows:

**-o** *options*

Use the specified mount *options*, as described in mount(8). The following MSDOS file system-specific options are available:

**longnames**

Force Windows 95 long filenames to be visible.

**shortnames**

Force only the old MS-DOS 8.3 style filenames to be visible.

**nowin95**

Completely ignore Windows 95 extended file information.

**-u** *uid* Set the owner of the files in the file system to *uid*. The default owner is the owner of the directory on which the file system is being mounted.

**-g** *gid* Set the group of the files in the file system to *gid*. The default group is the group of the directory on which the file system is being mounted.

**-m** *mask*

Specify the maximum file permissions for files in the file system. (For example, a *mask* of 755 specifies that, by default, the owner should have read, write, and execute permissions for files, but others should only have read and execute permissions. See chmod(1) for more information about octal file modes. Only the nine low-order bits of *mask* are used. The value of *-M* is used

if it is supplied and *-m* is omitted. The default *mask* is taken from the directory on which the file system is being mounted.

**-M** *mask*
Specify the maximum file permissions for directories in the file system. The value of *-m* is used if it is supplied and *-M* is omitted. See the previous option's description for details.

**-s** Force behaviour to ignore and not generate Win'95 long filenames.

**-l** Force listing and generation of Win'95 long filenames and separate creation/modification/access dates.

If neither **-s** nor **-l** are given, **-l** is the default.

**-9** Ignore the special Win'95 directory entries even if deleting or renaming a file. This forces **-s**.

**-L** *locale*
Specify locale name used for file name conversions for DOS and Win'95 names. By default ISO 8859-1 assumed as local character set.

**-D** *DOS_codepage*
Specify the MS-DOS code page (aka IBM/OEM code page) name used for file name conversions for DOS names.

**-W** *table*
*This option is preserved for backward compatibility purpose only, and will be removed in the future. Please avoid using this option.*

Specify text file name with conversion table: *iso22dos*, *iso72dos*, *koi2dos*, *koi8u2dos*.

## EXAMPLES

To mount a Russian MS-DOS file system located in */dev/ada1s1*:

```
mount_msdosfs -L ru_RU.KOI8-R -D CP866 /dev/ada1s1 /mnt
```

To mount a Japanese MS-DOS file system located in */dev/ada1s1*:

```
mount_msdosfs -L ja_JP.eucJP -D CP932 /dev/ada1s1 /mnt
```

## SEE ALSO

mount(2), unmount(2), fstab(5), msdosfs(5), mount(8)

List of Localized MS Operating Systems:
*http://www.microsoft.com/globaldev/reference/oslocversion.mspx*.

## HISTORY

The predecessor to **mount_msdos** utility named **mount_pcfs** appeared in NetBSD 0.8. It was rewritten in NetBSD 1.0 and first appeared in FreeBSD 2.0. **mount_msdos** was renamed to the more aptly-named **mount_msdosfs** in FreeBSD 5.0. The character code conversion routine was added in 2003.

## AUTHORS

Initial implementation as **mount_pcfs** was written by Paul Popelka <*paulp@uts.amdahl.com*>. It was rewritten by Christopher G. Demetriou <*cgd@NetBSD.org*>. The character code conversion routine was added by Ryuichiro Imura <*imura@ryu16.org*>.

## CAVEATS

The use of the **-9** flag could result in damaged file systems, albeit the damage is in part taken care of by procedures similar to the ones used in Win'95.