Fix dosbox - setting: cycles=auto. If the game runs too fast try a fixed cycles amount in DOSBox's options. Exit to error: DRC64:Unhandled memory reference

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   I've recently installed *Debian GNU / Linux 9.1 Stretch* and on **Ubuntu 16.10 Yakkety Yak** and as an **old school true gamer addict** decided to play some games to recall the **good old memories from the past of the glorious DOS games times, when all was simple people was real and there was no terrible people dividers such as Facebook / GooglePlus, no skype fuzzy craziness and** no people watching all time at their mobile smart phones like zoombies .

   Well anyways, so I wanted to play my favourite DOS games *Terminal Velocity, StarGunner, Raptor, Heroes of Might and Magic 2, Doom II, Duke 3d etc. etc. the list goes on and on - BTW What's your favourite old school DOS Game??*

   So I issues in Terminal:

```
$ dosbox TV.EXE
```

```
   DOSBox version 0.74
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---
CONFIG:Loading primary settings from config file /home/zetathon/.dosbox/dosbox-0.74.conf
MIXER:Got different values from SDL: freq 44100, blocksize 512
ALSA:Can't subscribe to MIDI port (65:0) nor (17:0)
MIDI:Opened device:none
DOSBox switched to max cycles, because of the setting: cycles=auto. If   the game runs too fast try a fixed cycles amount in DOSBox's options.

Exit to error: DRC64:Unhandled memory reference
```

So what is the solution to *Exit to error: DRC64:Unhandled memory reference*
error and why it happens?

   Well, as the error clearly states the whole problem
comes from a default **dosbox dos emulator** configuration, that's the
setting:

> **cycles=auto**

Perhaps the CPU beat of a Core I7 CPUs is too strong for some of the old games which are expecting a
slower PC with less memory that's why the exception

   Exit to Error: DRC64:Unhandled memory reference
is spit out by Dosemu.

   So how to solve *DRC64:Unhandled memory reference dosemu error?*

   By default DOSBOX places its configuration at Linux / BSD / *nix-es at home folder /dosbox - e.g.
~/.dosbox/ the naming of **dosbox.conf** might differ according to dosbox version and the respective Linux
/ BSD distro, on Debian and Ubuntu Linux usually the naming includes a version number.

   On Debian 9 Strecth Linux dosbox config is at **~/.dosbox/dosbox-0.74.conf**

   Edit the file

> **$ vim ~/.dosbox/dosbox-0.74.conf**

and change inside the value for:

core=auto

to

core=normal

Then give dosbox with the erroring game another try, it worked for me
for me and everything seemed to run fine.

I've only run a handful of games but so far it seems to be working well.

If it does work but performance is degraded and tooks a huch hit on Gameplay you better try to
substitute

core=normal

to

core=simple

AND HOORAY IT WORKS AGAIN! THE GAME RUN SUCCESSFULLY JOY TO THE WORLD! :)

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