

ACDPlay AmigaGuide documentation

COLLABORATORS

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Chapter 1

ACDPlay AmigaGuide documentation

1.1 ACDPlay documentation

ACDPlay Version 1.0

=====

© 1996 Marc Altmann and Martin Kresse
ACDPlay uses cdplay.library by Patrick Hess

Introduction

- why another cd player?

Features

- why ACDPlay?

Requirements

- system requirements, libraries, etc.

Copyright

- legal status

Installation

- what the Installer script does

Usage

- explanation of controls

Preferences

- preferences via Tooltypes

ARexx port

- ARexx commands

File formats

- the CD and program file's structure

Known bugs

- bugs that aren't been solved yet

FAQ

- frequently asked questions

Changes

- ACDPlay's development history

Future

- what is still to come

The authors

- addresses and other information

Thank-yous

- other people involved

1.2 Introduction

We were asked a lot why we were doing a cd player, probably because there are much more important things.

Let us say two things about it:

1. This project was startet in spring of 1996. Thus, it then lay fallow until September. At that time, there weren't as many cd players as today.
2. It's pointless to justify for a program that one isn't forced to use and that's additionally free of charge.
(therefore 1. is dropped)

ACDPlay

ACDPlay's main ideas are quickness und a compromise between comfort and avoidance of unnecessary program code. ACDPlay's main characteristics are asynchronous ↔ window

handling as well as an user interface not based on MUI (this may be an advantage and a disadvantage).

Furthermore ACDPlay is based on the cdplay.library (by Patrick Hess), which ↔ really

helped us a lot and even encouraged us to start ACDPlay at all.

It's possible that we will be using our own SCSI routines in later versions, in any case we will speed up the update function somehow.

1.3 Features

ACDPlay...

- is EMail-Ware
-

- uses cdplay.library by Patrick Hess
- features a small, fontsensitive, compact GUI with the ability of enabling/disabling parts (main window)
- features both standard and MagicWB graphics
- comes with fully asynchronous window handling
- has a so-called "Trackslider" for easier positioning within tracks
- works as a commodity
- supports locale.library (OS 2.1)
- supports screennotify.library
- comes with a (rudimentary) ARexx port in the first release
- is partly done in Assembler
- is able to open on any public screen; a public screen window may be opened to change screen immediately
- allows you to snapshot window positions
- of course lets you save your CD titles and programs
- has an extra window for programming
- supports random playing as well as several repeat modes
- is configured via tooltypes in order to keep it small

1.4 Requirements

ACDPlay requires the following hardware/software constellation:

- an Amiga
- OS 2.04 (V37)
- a SCSI CD-ROM drive
- the cdplay.library by Patrick Hess (included)

Additionally ACDPlay makes use of the following optional software:

- OS2.1 or greater - ACDPlay uses locale.library
- screennotify.library by Stefan Becker - If the Workbench screen has to be closed in order to perform changes ACDPlay will close its windows temporarily.
- ARexx - If REXXMAST has been started, ACDPlay may be controlled with the help of
ARexx commands

1.5 Copyright

Disclaimer

The authors cannot be made responsible for any damage or loss caused directly or indirectly by this product.

Copyright

The copyright-owners on this product are the authors Marc Altmann and Martin Kresse. This product may only be passed on in its original state.

This product is Emailware. It is freely distributable, however, the user is asked to send an email to at least one of the authors, as long as the possibility of sending email is given to them.

These regulations are subject to change.

1.6 Installation

Normally ACDPlay is to be installed with the help of the included Installer script. Nevertheless ACDPlay may be installed manually by following the steps below:

Manual installation

1. Create a drawer "ACDPlay" somewhere.
2. Create three other drawers within the new one: "ARexx", "catalogs", "Disks"
3. Copy the main program "ACDPlay" from the archiv's ACDPlay-directory and the corresponding Amigaguide file from the Docs-directory into the just created ACDPlay-drawer.
4-colour icons are situated in the Icons-drawer.
4. Copy the contents of the ARexx-drawer into the new ARexx-drawer.
5. Copy the corresponding drawer along with the catalog from the Catalogs-directory into the new Catalogs-drawer.
6. You may optionally copy the example title files from Disks/ to Disks/.
7. If not yet existing, copy the cdplay.library from libs-Drawer to LIBS:
8. Adjust the DEVICE- and UNIT-Tooltypes in the main program's icon corresponding to your SCSI device's name and your CD-ROM drive's unit number.

1.7 Usage

Usage - Overview

Even though the usage of a cd player is pretty self-explaining it may be useful to know what ACDPlay exactly does in a specific situation (unfortunately I can't memorize any examples :-)

Menus

- ACDPlay's menu structure

Main window

- explanation of all controls

Title selection window

- the title selection window

Program window

- programming of the cd player
- Title edit window
- editing of cd and track names
- Public Screen window
- selecting another Public Screen
- CD info window
- information on current CD
- Device info window
- information on selected SCSI device

1.8 Menus

ACDPlay's menus

Project:

Information:

Opens the respective information window:

- CD info
- or
- Device info
- .

About ACDPlay...:

Opens an information window which contains the current version as well as some copyright notice.

Hide:

Closes all ACDPlay windows and frees some memory. The windows may be reopened via the Commodore handler Exchange or via hotkey.

Quit:

Quits ACDPlay. Neither titles nor programs will be saved.

Frontend:

Windows:

Opens the respective window:
 Title selection
 ,
 Program editor
 or
 Title editor
 .

GUI elements:

You may turn on or off several elements of the main window. Due to multiselection with left mousebutton it's easy to get the desired GUI with a single menu call.

These elements are namely:

- Directchoice 1-10 : the first 10 Directchoice buttons
- Direktchoice 10-20: the second Directchoice row
- Title : a text gadget containing the current track name
- Track/Index/Time : two number gadgets for current track and current index plus a (clickable) time display
- Playmode/Repeat : two cycle gadgets for selecting and displaying the current play/repeatmodes ←
- Panel : cd-player-like buttons like "Pause" or "Stop"
- Track Slider : a slider gadget for better orientation and postioning within the current track

Magic-WB:

Turns MagicWB 8-colour-graphics on or off (the screen must have at least 8 colours itself!) ←

Public Screen...:

Opens the
 Public Screen window
 .

Snapshot:

Writes the current window positions and sizes of every window, plus, whether the respective window is to be opened when ACDPlay is started.

1.9 Main window

The main window

Window bar:

The window bar displays the CD-ROM drive's current state, namely "No CD inserted ←",
 "CD inserted", "Playing CD" or "Pause".
 If the Tooltype USEWINDOWBAR is set to YES, it displays additionally the current CD's name, however not the artist's name.

Directchoice buttons:

During CD mode one may directly play tracks by clicking on such a button, during one of the other modes either one track is started or it will be jumped to the next track.

You may also use the number keys on your keyboard, even though there is a little

bug
 , if the numeric keypad is used.

Title display:

Display's the current track's name.

Track, index-, time display:

The current track and index are displayed as well as the current time.
 You may click on the time display to cycle through the display modes:

1. elapsed time (track) / total time (track)
2. remaining time (track) / total time (track)
3. elapsed time (CD) / total time (CD)
4. remaining time (CD) / total time (CD)

Playmode cycle gadget:

Changes playmode. If ACDPlay is already playing, it starts again in the new playmode.

1. CD: The CD will be played without ACDPlay having influence on it. Direct ← choice of tracks via Directchoice buttons is only possible in this mode.
2. Random CD: Each track will be played in random order. For continuous playing "Repeat all" has to be selected.
3. Program: The current program will be played. If a program was saved on disk, ACDPlay will automatically load it when a CD is inserted or ACDPlay is started.
4. Random Program: Each program entry will be played in random order. This way it is possible to exclude tracks from random playing or to ← increase the playing-probability of certain tracks.

Repeatmode cycle gadget

Changes the current repeat characteristics.

1. No repeat: ACDPlay will stop playing some time, namely when each title or program item is played (CD or program mode).
2. Repeat track: The current track will repeated until another track is selected or the repeat mode changes.
3. Repeat all: ACDPlay will start the CD or the program again if every track is finished.

Panel:

These are the buttons known from "real" cd players.
Explanations (from the left):

1. Ejects the CD. Title and program data will be lost unless saved before.
2. Jumps one track or one program item back and starts playing it.
In random mode the next track will be determined and played.
3. Jumps one track or one program item forward and starts playing it.
In random mode the next track will be determined and played.
4. Jumps within the track several seconds back (may be determined via a

Tooltype

). If the new position is not in the current track, nothing will happen.

5. Jumps within the track several seconds forward (may be determined via a

Tooltype

). If the new position is not in the current track, nothing will happen.

6. Stops playing.
7. Switches pause mode on or off. In pause mode playing is stopped and the \leftrightarrow current position is kept. Furthermore one can for example jump at a certain position within the track or start a new track and then start playing it - by pressing the pause or play button.
8. Normally ACDPlay will start playing the CD or the program respectively. If pause mode is turned on, ACDPlay will continue playing. If ACDPlay is already playing, it will jump back to the beginning of the track.

Trackslider:

With the help of the trackslider positioning within a track is made easier and quicker, since one may only drag the slider knop to the desired point. The precision depends on the track's length (1%).

1.10 Title selection window

The title selection window

The title selection window constantly shows the names of the current tracks. Of course the title list is always up-to-date.

A doubleclick on a list item causes the same reaction as clicking on one of the Directchoice buttons. See also
main window

.

1.11 Program window

The program window (program editor)

The cd contents are situated in the left listview, the program is shown in the right one.

The program may be edited while playing it, except situations when the whole program or the currently played track is deleted (in this case ACDPlay will stop playing).

Adding titles:

To add a certain title to the program, just doubleclick on the desired title in the left listview.

Press the button 'Copy all' to produce a mirror-program of the cd contents.

Deleting titles:

Doubleclick on an item in the right listview to delete it from the program.

To simply delete the whole program at once press the button 'Delete program'.

Loading and saving:

It may be saved (or loaded) one program each CD. Even though an available program is loaded when the CD is inserted or ACDPlay is started it is also possible to load a program by pressing the 'Load' button.

If the predecessive program is played at the moment, ACDPlay will start the new one.

By pressing 'Save' a possibly existing program will be overwritten by the new one ↔

.

If an empty program is to be saved, the program file will be deleted (as far as available).

1.12 Title edit window

The title edit window (title editor)

With the help of two string-entry gadgets you may enter the CD's and artist's names.

The current track names are held in the listview below, they can be changed via the string gadget belonging to it.

It's advisable to activate the first track and finish the entry with 'Return'.

In this case ACDPlay will activate the next track automatically.

Caution: Only by pressing 'Save' the title data is really saved on disk!

1.13 Public Screen window

The Public Screen window

If opened, it shows all in the moment of opening available Public Screens. Doubleclick on a list item to make ACDPlay open its GUI on the belonging screen.

To update the display the window must be closed and reopened.

1.14 CD info window

CD information

This window shows the CD's and artist's names as well as the number of tracks and the total playing time.

1.15 Device info window

Device information

This window shows the SCSI device's name and unit. Additionally, the vendor name (e.g. "TOSHIBA"), the exact product name (e.g. "CD-ROM XM-5201TA") and a vendor-relative string (e.g. the date of production) are displayed.

1.16 Preferences

Preferences via Tooltypes

ACDPlay is configured via so-called Tooltypes. These Tooltypes are embedded in the program icon and may be changed by selecting the menu item "Icons->Information..." from the Workbench menu.

Tooltypes:

CX_POPUP: decides whether ACDPlay opens its GUI when it's started the first time. (Default: YES)

CX_POPKEY: determines the hotkey for ACDPlay. "rawkey" must be stated too. (Default: rawkey lshift alt F1)

CX_PRIORITY: ACDPlay's priority as a commodity (Default: 0)

DEVICE: SCSI device (Default: "1230scsi.device")

UNIT: unit that belongs to the CD-ROM drive (Default: 0)

PUBSCREEN: Public Screen on which ACDPlay is to be opened

HOTKEYCAUSES: determines ACDPlay's behaviour if the hotkey is pressed and ACDPlay ←
's
GUI is already opened:

FRONTMOST: ACDPlay tries to open its GUI on the frontmost ↔
screen
HIDE: ACDPlay's GUI will be closed/hidden (Default)
SCREENTOFRONT: ACDPlay's current screen will be brought to front

USEWINDOWBAR: Whether ACDPlay should use the main window bar to display the CD's ↔
name.
(Default: YES)

USESCREENBAR: Whether ACDPlay should use the screen bar to display the CD's and
artist's names. (Default: NO)

DISKPATH: The drawer in which the title and program files are situated.
(Default: Disks/)

MAGICWB: Whether ACDPlay should use the MagicWB graphics initially.
(Default: NO)

1.17 ARexx port

Remote control via ARexx port

With the help of an ARexx port the user may make ACDPlay execute many of its
functions "from the outside".

Currently there is only an elementary command-set, however, we're looking forward
to increase the number of commands in one of the next versions.

The port's name is: ACDPLAY

ARexx commands:

PLAY: same as '>' gadget
STOP: same as '#' gadget
EJECT: ejects the CD

NEXTSONG: same as '>|' gadget
PREVSONG: same as '|<' gadget

SHOW: opens ACDPlay's GUI
HIDE: closes all opened windows
QUIT: do not use ;-)

1.18 File formats

The title files' format

Filename: "ID" (2 characters) + number of tracks (2 characters, decimal)
+ third track's start address (6 characters, hexadecimal)
+ last track's start address (6 characters, hexadecimal)

Format: artist's name + linefeed

```
CD's name + linefeed
first track's name + linefeed
...
last track's name + linefeed
```

ACDPlay reads 128 characters per name at most, the following characters will be ignored until next linefeed.

(This file format is also read by many other cd players, plus there is a huge collection of cd titles in Aminet (around 2600 entries):
disk/cdrom/CDIDCollection.lha)

The program file's format

```
Filename: "PR" (2 characters) + number of tracks (2 characters, decimal)
+ third track's start address (6 characters, hexadecimal)
+ last track's start address (6 characters, hexadecimal)
```

```
Format:  first track number (1 Byte)
         second track number (1 Byte)
         ...
```

1.19 Known bugs

ACDPlay's bugs

- ACDPlay eats a lot CPU time. This is the cdplay.library update-routine's fault. We're working on it, though...
- If the numeric keypad is used to select tracks, the displays are freezing and will not be updated until one e.g. presses one of the normal number keys.
- ACDPlay may crash with some CD-ROM drives if the (hardware) eject button is pressed while a CD is played.

1.20 FAQ

Frequently asked questions

Q: ACDPlay sometimes can't open the SCSI device.

A: With some CD-ROM drives, ACDPlay can only be started with an inserted CD. This bug will also be eliminated as soon as possible...

Q: There are only a few title files in the archive. Where can I get more?

A: There's a huge collection of cd titles in Aminet (around 2600 entries):
disk/cdrom/CDIDCollection.lha

1.21 Changes

ACDPlay's development history{ub}

24 Dez 1996 - 1st public release

1.22 Future

What is still to come

- Decreasement of the CPU-time usage, probably with the help of own SCSI routines
- A-B-Repeat
- A volume window
- Usage of title databases instead of one file per CD.
- Enhancement of the ARexx port (programming etc.)
- Bugfixes :-)

What is still a bit more far away

- Audiosaving

1.23 The authors

The programmers

ACDPlay was programmed (under high efforts) by the following people (alphabetically ordered):

Marc Altmann
mcthree@berlin.snafu.de

Martin Kresse
mak@ATP.dame.de

For hot information, updates or new catalogs, ARexx scripts etc., visit the ACDPlay homepage: <http://www.snafu.de/~mcthree/acdplay>

1.24 Thank-yous

Some thank-yous go to...

Patrick Hess (poseidon@newswire.de) - of course for his cdplay.library, which made ACDPlay possible at all.