

ACDPlay AmigaGuide documentation

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REVISION HISTORY

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Contents

1	ACDPlay AmigaGuide documentation	1
1.1	ACDPlay documentation	1
1.2	Introduction	2
1.3	Features	2
1.4	Requirements	3
1.5	Copyright	3
1.6	Installation	4
1.7	Usage	4
1.8	Usage - General usage	5
1.9	Usage - Programming	7
1.10	Usage - Repeat modes	7
1.11	Usage - Title editing	8
1.12	Usage - The 'Frontend' menu	8
1.13	Usage - Drive settings	9
1.14	Keyboard shortcuts	10
1.15	Arexx usage	10
1.16	Preferences	11
1.17	ARexx port	12
1.18	File formats	16
1.19	Known bugs	16
1.20	FAQ	17
1.21	Future	17
1.22	The authors	17
1.23	Thank-yous	17

Chapter 1

ACDPlay AmigaGuide documentation

1.1 ACDPlay documentation

ACDPlay Version 1.6

=====

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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 started in spring of 1996. Thus, it then lay fallow until September. At that time, there weren't as many cd players as today.
2. There was just no Amiga cd player that matched our personal tastes, so we created a player which combined our personal ideas.

ACDPlay

ACDPlay's main ideas are quickness and 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).

ACDPlay definitely wouldn't exist without the cdplay.library programmed by Patrick Hess which is now replaced by own SCSI routines for several reasons.

1.3 Features

ACDPlay...

- is EMail-Ware
 - uses own SCSI routines written in Assembly
 - supports cd.device for ATAPI drives
 - 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 huge ARexx port
- is partly done in Assembly
- 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 including A-B repeat
- 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 (OS 3.0 or greater recommended)
- a SCSI CD-ROM drive or (via cd.device) an ATAPI drive

Additionally ACDPlay makes use of the following optional software:

- OS 2.1 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 :-)

General usage

The 'Frontend' menu

... main window,
... title selection window
... cd & program modes,
... random playing
... time button

... MagicWB mode

... GUI elements
... Public Screen window
... snapshotting windows

Programming

Drive settings

... building a program
... loading and saving
... PLAYMODE tooltype

... volume window

... changing unit/LUN
... locking the drive

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Repeat modes

Keyboard shortcuts
    ... repeat track, repeat all          ... main window
... A-B repeat                          ... title selection window
... setting the A-B range

Title editing

ARexx usage
    ... title editor,                    ... ACDPlay's ↔
    ARexx port
... file handling                        ... launching scripts

```

1.8 Usage - General usage

General usage

Main window:

The main window contains the most important functions and the most important information displays.

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.

Title display and title selection window:

Displays the current track's name.

By pressing the little 'T'-button at the right of the title display, the title selection window is opened. This can also be done by selecting "CD" -> "Select title..." from the menu or by pressing Amiga + T.

The title selection window shows the currently available tracks by name, that means that it shows either the CD contents or the program. Double-clicking on one of the tracks will make ACDPlay play it. The currently played track is marked under OS3.0 and OS3.1.

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.
How to build programs
 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.

Repeat modes
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. If the new position is not in the current track, nothing will happen.
5. Jumps within the track several seconds forward. 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 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 knob to the desired point. The precision depends on the track's length (1%).

1.9 Usage - Programming

Programming

Building a program:

The programs are made in the Program editor ("CD" -> "Edit program..." or Amiga + P).

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).

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.

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:

You can save one program for 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 in the Program editor.

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).

The length of programs is not limited.

1.10 Usage - Repeat modes

Repeat modes

Repeat track, Repeat all:

The standard repeat modes. Repeat track repeats the current track, Repeat all repeats the whole CD or the current program. If the playmode is a random mode, ACDPlay will repeat the random playing procedure, either with the CD or the program.

A-B repeat:

A-B repeat replays a certain range of the CD that can last over several tracks.

The start and end points of the A-B range can be set in the A-B repeat window. When 'A' or 'B' is pressed, ACDPlay inserts the current position into the respective track and time fields.

However, you may also set the range by just typing in start and end point. Enter the desired track and the desired time in minutes, seconds and frames (1/75 seconds).

Example time entry: 3 min, 25 secs and 63 1/75 secs is entered in the following way: 03:25.63

Menuitem: "CD" -> "Set A-B..." Shortcut: Amiga + A

1.11 Usage - Title editing

Title editing

Title editor:

In order to enter names for CD and tracks you have to open the Title editor that can be found under "CD" -> "Edit titles..." or by pressing Amiga + E. After having entered the names of the CD and the artist, click on the first track in the listview. The old name disappears, so just enter the new name and hit enter. ACDPlay will jump to the next track and delete its old name, automatically.

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

File handling:

ACDPlay creates one
 title file
 for each CD in the 'Disks/' directory, that's
why you shouldn't list the directory's contents if you have entered many CDs
or if you use large title databases.

1.12 Usage - The 'Frontend' menu

The 'Frontend' menu

MagicWB mode:

Turns MagicWB 8-colour-graphics on or off (the screen must have at least 8 ↔
colours

itself!)

This doesn't work properly in ACDPlay V1.6.

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

Public Screen window:

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

For updating the display, the 'Update'-button has to be pressed or the window has to be closed and reopened.

Snapshot windows:

Saves the current window positions and sizes of every window, plus, whether the respective window shall be opened when ACDPlay is started. In order to just save the window positions close the corresponding window before snapshotting, otherwise this window will be opened automatically next time.

1.13 Usage - Drive settings

Drive settings

The volume window:

This window contains three sliders. The outer ones allow you to adjust the left and right sound channels separatly, while the middle one controls the volume for both channels at once.

Menu item: "CD" -> "Set volume..." Shortcut: Amiga + V

Unit / LUN settings:

The SCSI unit and LUN (logical unit number) can be changed while ACDPlay is running. This is useful for users of multiple CD-ROM drives or CD changers.

Menu item: "Drive" -> "LUN", "Drive" -> "Unit"

Shortcut: Amiga + 0-7 for corresponding LUN

Drive lock:

If this is selected, it isn't possible to open or close the drive with the button on the front of the device.

Menu item: "Drive" -> "Drive lock"

1.14 Keyboard shortcuts

Keyboard shortcuts

Main window:

Key	Qualifier	Function
Numeric pad		Tracks 1 .. 10
Numeric pad	Shift	Tracks 11 .. 20
Numeric pad	Alt	Tracks 21 .. 30
Cursor-left		Search backward
Cursor-right		Search forward
Cursor-up		Jump backward
Cursor-down		Jump forward

Title selection window:

Key	Qualifier	Function
Cursor-up		Jump backward
Cursor-down		Jump forward

1.15 Arexx usage

Arexx usage

ACDPlay's ARexx port:

ACDPlay can be remote-controlled via its ARexx port. With its help the user may make ACDPlay execute many of its functions "from the outside".

Example: For adding a fading function to ACDPlay one has to create an ARexx script that decreases the CD-ROM drive's volume gradually by sending SETVOLUME-ARexx-commands to ACDPlay's port.

The port's name is 'ACDPLAY', the commands are listed
here
.

Launching scripts:

Scripts can be started from within ACDPlay by using the "ARexx" menu. It shows all files that could be found in the "arexx/" directory upon start. Launching scripts is also possible by selecting "Execute script..." from the same menu.

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.

All configurations can be overwritten using shell arguments.

If ACDPlay is started with a '?' as parameter, and you type the question mark again, you get a brief description of all known shell arguments.

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)

LUN: Logical Unit Number

PUBSCREEN: Public Screen on which ACDPlay is to be opened

AUTOACTIVE: determines whether ACDPlay's main window should be activated on start. (Default: YES)

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

PANELWIDTH: width of the panel buttons in the main window (Default: 28)

PANELHEIGHT: height of the panel buttons (Default: 23)

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)

QUITONCLOSE: determines whether ACDPlay quits or hides when hitting the closewindow gadget. (Default: YES)

HOTKEYMODE: 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

HIDEMODE: determines the way ACDPlay is iconified:

APPICON: an Appicon is placed on the desktop (Default)

APPMENUITEM: ACDPlay is listed in the 'Tools' menu while being iconified ←

NONE: none of them

UPDATEDELAY: Defines how often (1-50) the update of the drive data will be delayed (Default: 5)

PLAYMODE: sets the initial playmode (also settable in main window):

CD: ACDPlay plays all of the CD's tracks (Default).

PROGRAM: ACDPlay plays the current program, a list of tracks. This setting is useful in combination with the AUTOSTART feature.

AUTOSTART: determines whether ACDPlay immediately should start playing CDs which have just been inserted. (Default: YES)

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

1.17 ARexx port

ARexx commands

rudimentary controls

PLAY

starts playing the cd or continues with playing after pause

PLAY <track>

plays a specific track

STOP

stops playing

PAUSE

interrupts playing, continue by command PLAY

NEXTSONG

jumps to the track next to the current one and starts playing

PREVSONG

jumps to the track previous to the current one and starts playing

EJECT and

OPEN

both open the cd tray

CLOSE

closes cd tray

LOCKCD

disables eject button on cd-rom drive

UNLOCKCD

enables eject button on cd-rom drive

application

SHOW

iconifies ACDPlay

HIDE

iconifies ACDPlay

OPENWINDOW <window>

opens a specific window, 0 .. 9

CLOSEWINDOW <window>

closes a specific window, 0 .. 9

SHOWMESSAGE <text>

opens a requester which displays the given text

QUIT

don't use ;-)

current data

GETCURRENTTRACK

returns the number of the track currently played

GETCURRENTINDEX

returns the current index

GETTRACKLENGTH

returns the length of the current track in msf format

GETTRACKPOSITION

returns the position within the track in msf format

GETABSPOSITION

returns the position within the cd in msf format

ISUNITREADY

tests if the cd-rom drive is ready

GETSTATUS

returns the current playing status of the cd-rom drive:

0 - no disk inserted

1 - stopped

2 - playing

3 - paused

cd data**GETTITLE**

returns the cd title

GETARTIST

returns the cd's artist

GETSONGNAME

returns the current track's name

UPDATETITLES

reads titles from hd

SAVETITLES

saves current titles onto hd

GETCDLENGTH

returns length of current cd in seconds

GETTRACKNUMBER

returns number of tracks

GETFIRSTTRACK

returns the number of the first track

GETFIRSTAUDIOTRACK

returns the number of the first audio track

GETCDID

returns the cd id used for saving titles and programs

drive data

SETVOLUME <volume>

sets the master volume, 0 .. 255

GETVOLUME

returns the master volume

GETVENDOR

returns the name of the cd-rom drive's vendor

GETVENDORID

returns the vendor id

GETPRODUCT

returns the product's name

GETREVISION

returns the revision of the product

GETVENDORSPECIFIC

returns information specific to the vendor

scsi/atapi data

GETDEVICE

returns the name of the device driver

GETUNIT

returns the unit of the device

GETLUN

returns the logical unit number

GETSENSEKEY,

GETADDSSENSECODE and

GETADDSSENSECODEQUAL

return values that are used to determine errors
which the device probably reported

programming

APPENDELEMENT <track>

adds one of the cd's track to the program

DELETEELEMENT <element>

deletes one element from the program, 0 being the first

DELETEPROGRAM

deletes the whole program

COPYALLPROGRAM

builds a program which is identical to the track
list

SAVEPROGRAM
saves the program cd-specificly

LOADPROGRAM
loads the specific program

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

- MagicWB mode doesn't work due to the new sizeable panel buttons.
- With the AUTOSTART feature turned on ACDPlay starts with the second or third track instead of the first one when a new CD is inserted.
- hundreds of drive incompatibilities

1.20 FAQ

Frequently asked questions

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

Q: In the CD menu, there's a "Save audio data..."-item. Why is it shaded and therefore unselectable?

A: It's not yet implemented.

1.21 Future

What is still to come

- Usage of title databases instead of one file per CD.
- Bugfixes :-)
- Audiosaving

What is still a bit more far away

- possible port to the operating system BeOS

1.22 The authors

The programmers

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

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

1.23 Thank-yous

Some thank-yous go to...

Everybody who was participated constructive in our project.
Every translator and proof reader, of whom most attend to the Amiga Translator's Organisation. Thanks go also to the beta testers, everybody, who just sent us an EMail (remember: this program is EMailware!) and

everyone who is forgotten here, but whose name is in the scroller of the about window.

Special thanks go to Patrick Hess, without him we never had started programming a CD player.
