

ACDPlay AmigaGuide documentation

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Chapter 1

ACDPlay AmigaGuide documentation

1.1 ACDPlay documentation

ACDPlay Version 1.5

=====

© 1996-1997 Marc Altmann and Martin Kresse

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).

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 Assembler
 - 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 (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 or (via cd.device) an ATAPI drive

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

Windows

Keyboard shortcuts

1.8 Menus

ACDPlay's menus

Project:

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 Commodity handler Exchange or via hotkey.

Quit:

Quits ACDPlay. Neither titels nor programs will be saved.

CD:

Select title...:

Opens the title window.

Edit program...:

Opens the program editor.

Edit titles...:

Opens the title editor.

Set volume...:

Opens the volume window.

Set A-B...:

Opens the A-B Repeat window.

Information...:

Opens a window with informations about the current CD.

Drive:

LUN:

Here, the Logical Unit Number can be changed, which selects the current disk in CD changers.

Unit:

This allows you to change supplementary the Unit of the device, what is useful for owners of multiple CD-ROM devices.

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.

Open, Close:

With this, it is possible to open or close the drive using a software command.

Stop:

This item has the same function as the stop button on the panel. You can stop the drive, if the panel isn't shown.

Frontend:**Magic-WB:**

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

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 Direktchoice 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...:

Opens the public screen window.

Snapshot windows:

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

ARexx:

Execute script:

Opens a file requester through which an ARexx script can be executed.

1.9 Windows

ACDPlay's windows

Main window

- explanation of all controls

Title selection

- the title selection window

Title programming

- programming of the cd player

Title editing

- editing of cd and track names

Public screens

- selecting another Public Screen

Volume

A-B repeat

CD information

- information on current CD

Device information

- information on selected SCSI device

1.10 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.
4. A-B Repeat: The section, which can be choosen in the A-B Repeat window, will be played and repeated.

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 ← 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%).

1.11 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

.

1.12 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).

1.13 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!

1.14 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.

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

1.15 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.

1.16 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.

1.17 Volume window

The volume window

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

1.18 A-B repeat window

The A-B Repeat window

Here you can set the A-B repeat range. 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

1/75 seconds.

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

1.19 Keyboard shortcuts

Keyboard shortcuts

Controlling the CD player via short cuts only works, if the main window is activated.

The numeric keys 1,2,3,...,0 have the same meaning as the equivalent directchoice gadgets.

Pressing the cursor-up or cursor-down keys, lets ACDPlay jump forward or backward.

Pressing the cursor-left or cursor-right keys, causes a jump backward or forward within the track.

1.20 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

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)

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

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

1.21 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
CLOSE: closes the disk tray

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

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

DELETEPROGRAM: deletes the current program
COPYALLPROGRAM: creates a program with the CD's table of contents as pattern

SAVEPROGRAM: saves the current program
LOADPROGRAM: loads a saved program

APPENDELEMENT: attaches the given track to the current program

DELETEELEMENT: deletes the, as argument, given element of the program (0 is the first)

GETCURRENTTRACK: returns the number of the current track

GETTRACKNUMBER: returns the available track number of the current CD

GETCURRENTTIME: the already passed time will be returned as 1/75 seconds

GETTOTALTIME: the length of the track will be returned as 1/75 seconds

SETVOLUME: expects a value (0-255) which sets the main volume of the CD-ROM drive

GETVOLUME: returns the current main volume (0-255) of the CD-ROM drive

1.22 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)
...

1.23 Known bugs

ACDPlay's bugs

1.24 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

1.25 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 pOS

1.26 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/~mctthree/acdplay>

1.27 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.
