ACDPlay AmigaGuide documentation

COLLABORATORS

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ACDPlay AmigaGuide documentation

1.1 ACDPlay documentation

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                            ACDPlay Version 1.6
              ====================

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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. 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 asynchronus ←
   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 asynchronus 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 :-)

 Using the cd player
 Title editing
 Programming
 Repeat modes

                 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 titles 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 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...:

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
- A-B range settings

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 continueous 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 separatly, 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
```

```
If the main window is activated...:
```

```
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
```

```
If the title selection window is activated...:
```

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

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

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/)
```

1.21   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

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
uniconifies 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,
GETADDSENSECODE and
GETADDSENSECODEQUAL
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
```

1.22   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

- 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 when a new CD is inserted.

- hundreds of drive incompatiblities
```

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 BeOS
```

1.26 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

1.27 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.