BMCDDA_Player V1.5

COLLABORATORS

	TITLE : BMCDDA_Player V1.5		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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BMCDDA_Player V1.5

1.1   BMCDDA Player Version 1.5

BMCDDA Player Version 1.5

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Thank you for trying BMCDDA Player!

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1.2   Welcome to BMCDDA Player

Beer Money Compact Disc Digital Audio Player

Version 1.5 ©1997 Byron Montgomerie

BEER-WARE

KEYWORDS: CD-ROM Changer Support! Doesn't use MUI! Not Crippled or Nagged!

Aspect Ratio Aware! Compatible with the CDID Collection!

INTRODUCTION:

What? Another CD Player on aminet? Geez, they are getting as bad as MODs! :)

Well, this one doesn't use MUI so for one thing you get to see something different looking. :) You can change the entire look of the thing by going into DPaint or whatever and creating some pics, no special format is required and it even respects aspect ratios so that what you create will have the same appearance no matter what screen mode you use. It also supports changers so those play lists you like actually become useful. :)

Enjoy using the program!

Regards,

Byron Montgomerie

1.3   Things you need to use BMCDDAPlayer V1.5

REQUIREMENTS:

The obvious.

AmigaOs 3.x (Isn't it about that time for you to upgrade if you haven't

already?)

IDE CD-ROM drive. This program sends out ATAPI commands rather than SCSI

commands. If you have a SCSI CD-ROM drive you can try

it and tell me if it works. It's not a large thing to

add scsi support (it's mainly a matter of changing packet

sizes) but without a drive to test it with I haven't

bothered. Registrations would go a long way to adding

this. :)

ATAPI driver software. Something like asim_atapi.device or atapi.device.

Installed JFIF datatype. (For the HiresImages cdplayer image or for your

own images)

NOTE: Set FindBestDisplayMode in the JFIF Prefs if you wish your jpeg images

to have an aspect ratio other than the default.

1.4   How to get the most out of BMCDDA Player V1.5

RECOMMENDED:

Aminet: /util/boot/ObtainBtrPens.lha or the equivalent. The gui I made

for the program looks the same in 16 colors as it does in 256,

with a color precision set to EXACT. You can do your own if you

want something fancier, what I came up with took me a few hours

playing with DPaint. (See included Screen Shot)

68030 or better cpu. It uses DataTypes extensively. It'll take longer

for the gui to load on slower cpus. It all depends

on the pics you use for the gui as well or if you

use any at all. It's as fast as gadtools without

loading any pics, looks similar as well.

Notes: it takes aprox 7 secs for the highres images

to popup on my 030 33mhz a1200, 3 secs for the

4 colour highres images. The program loads in a

proportional font, scaled for the screen, loads in

around 30 datatype pictures for the gui, scales them

for a paticular screen mode, and creates masks so that

the background shows through properly. That is why. :)

AGA or a graphics card. Large screen and lots of colors would really get

the most out of the gui.

1.5   What makes BMCDDA Player V1.5 stand out from the Crowd!

FEATURES:

Changer support.

(Only tested with the nec 4x4, but up to seven-disc changers

should work with it)

Conforms to ATAPI 2.6 specification.

Supports the CDID Collection on aminet!

Totally user configurable.

Aspect ratio aware.

(gui has the same size on 640x512 and 1280x1024)

Font Sensitive.

(Ties in with Aspect ratio awareness)

WB and CLI interfaces with the human at the controls in mind. K.I.S.S.

It's a commodity.

(You can put it in your WBStartup drawer and ignore the existance of

the GUI and still plop CDs out and stick others in and listen to

them.)

Separate Volume and Balance Controls.

(Responsive custom BOOPSI gadgets)

1.6   Things I need motivation to implement.

TO DO:

AREXX interface. Some feedback on what people want from this would help.

SCSI support. Need a scsi CD-ROM drive first.

BOOPSI list view to replace the gadtools one to correct minor cosmetic aspects.

Locale support.

1.7   How to Install

INSTALLATION:

Handy dandy install script provided, otherwise just move the thing to where it should go and edit the tooltypes for the paths.

1.8   How to use BMCDDA Player V1.5

I suggest you start with the ToolTypes and work down from there.

What the ToolTypes mean.

What the Menu options do.

About the Buttons.

1.9   ToolTypes

ToolTypes:

*************Commodities Related*************************

CX_POPKEY - Hotkey for BMCDDAPlayer.

CX_POPUP - Whether or not to load the GUI when it first starts.

CX_Priority - Running priority.

DONOTWAIT - required for WBStartup use.

CloseMeansClose - This makes the close gadget turn off the player otherwise it

just hides the gui ala the commodities interface.

*********************Main Config************************

Device - the name of the driver that your ATAPI driver uses.

Unit - the unit number that your driver uses to find your CD-ROM drive.

Discs - Path to the CDID Collection files (those files with the names of

the songs.

Images - Path to where you are storing the images for the gui elements

for BMCDDA Player V1.5

Editer - The name of the text editor you want to use for entering in song

titles for new CDID files. Defaults to "ed". Ex. Editer=c:vi

EditerNeedsCli - If your text editor works with a cli window, use this to have

a window opened under the Player.

*******************Operation Options*******************

Disc - Part of the play a specific song at startup feature, specifies the

slot to use.

Track - Part of the play a specific song at startup feature, specifies

the track of the song to play.

LeftVolume - Initial Volume setting for the left channel. (0-255)

RightVolume - Initial Volume setting for the right channel. (0-255)

OperationMode - One of "Random", "Sequential", and "Debug". Random refers

to playing random tracks from all inserted CDs and Sequential

refers to playing all inserted CDs from beginning to end.

Debug refers to killing flys with a bug zapper and .

outputing text that tells you what is going on with the

program.

*******************Gui Related*************************

Test - Don't open the device, we are just testing the GUI with our

images.

ListFill - Option for a different look in the listview for the PlayList.

ListFillPen - Pen to use with ListFill.

DisplayLeft - The Display gadget is left of the gain controls.

NoAspectCorrection - Don't scale the gui to fit the screen.

Initial menu value.

NoImageMasks - The images don't have transparent areas so don't bother

making masks.

FontLeftEdge/FontTopEdge - Offset into the image of your display where you

want the text to start. Since most songs have

rather long names centering doesn't give good

results. This works out well though, these

offsets are also scaled for different screen modes.

FontName/FontSize - Font to use in the display and play list. Stick with

proportional fonts for best results.

Eg. FontName=cgtimes.font

FontSize=15

FontRender - One of Outline, Shadow, or None. Specifies various

ways of rendering text. Eg. FontRender=Shadow

BorderTop - The space you wish to leave

BorderLeft around the buttons in your gui window.

BorderRight

BorderBottom

Pen0..Pen7 - Pens to allocate for use with this program. Optional.

Pen0 and Pen1 will be used with the main Display if

present.

d1fg..d7fg - Pens to use for each slot in you changer in the Play List

d1bg..d7bg Window. these will either come from the ones you define

with Pen0-7 or from the screen pens at those locations.

d is for disc, fg is for foreground, and bg is for

background.

DefaultAspectRatio - This is to indicate the designed aspect ratio of your

gui. Without this it is assumed to be 22:22. Note

that jpeg images sometimes don't report a proper aspect

ratio, instead they give 0:0, the default aspect ratio

will take it's place. Also not that the JFIF datatype

must have the SelectBestMode button selected for the

default or for this program in paticular. The format

is yaspect:xaspect. Ex. DefaultAspectRatio=44:22

The values are in ticks per pixel, which means they

are 1/x and 1/y respectively with regard to an x/y

ratio. It's optional, if you don't understand, leave

it out.

1.10   Menus

Menu Items:

Mode - None refers to manual mode.

Random refers to playing random tracks from all inserted CDs.

Sequential refers to playing all inserted CDs from beginning to end.

PlayList refers to PlayList mode and is activated automatically

with the PlayList window when you have done selecting songs.

(Clicking on the Display Gadget opens the PlayList window).

Prefs - Aspect Correction. This option allows you to turn off resizing the

gui according to the screen mode. Handy for

low res screens where your graphics have been

scaled below the default aspect ratio.

- Display Left Controls whether the display is on the left side

or the right side of the player window.

- Auto Edit Discs When the currently selected slot doesn't have

a CDID file associated with it, when this is

selected clicking on the display will open

the editor so you can enter the data.

The format of a CDID file is on a line per

line basis according to:

Band

Album

Track 1 name

Track 2 name

...

Track N name

No spaces between lines and all tracks have to

be filled in.

Hide - Turn off the GUI and left the program run in the background. Same as

clicking on the power gadget without CloseMeansClose.

Quit - Exit the program.

1.11   Buttons

Buttons:

Names of the images:

back1 display2 ffwd1 next2 power1 rwd2 stop1

back2 dragbar1 ffwd2 pause1 power2 skip1 stop2

balance dragbar2 frontback1 pause2 prev1 skip2 volume

cdplayer eject1 frontback2 play1 prev2 sliderknob1

display1 eject2 next1 play2 rwd1 sliderknob2

The 1 means a normal image, the 2 means a selected image.

Each image can be any type that you have a datatype for, be it gif,

iff, jpeg what have you.

balance is the background image for the balance control.

volume is the background image for the volume control.

cdplayer is the image for the player window, it determines

in part the size of the entire gui.

back/skip relates to tracks.

prev/next relates to discs.

The display gadget opens up the PlayList window or the CDID file

editor, depending on whether AutoEditDiscs is enabled and if

the current disc has a CDID entry.

1.12   Not the bunny

BUGS:

Well, you tell me, that's what your registration fee will go towards. :)

1.13   Beer Money Request

REGISTRATION FEE:

This is BEER-WARE folks, the registration fee is the current price of a case of dozen beer locally. :) Round it up to $15 US. If you enjoy the program, buy me a case of beer. :)

What you get for your money is the program you already have and my time working on this program to update it. That translates into bug fixes and new versions. You also get to tell me what changes you would like me to make to the program to make it suit you better. :) "The customer is always right", but you have to be a customer first. :)

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PAYMENT:

However you wish to pay the registration fee as long as it works out to $15 US in the end, it's ok with me. Alternatively, if you have a shareware product of this value you can give me a registered copy.

I will contact you by email to let you know that I received your registration and to thank you for your support. You will also be put on a list for future consideration with other programs that I am working on.

Regards,

Byron Montgomerie.