

Trinity Player V0.80

BootBlock/Carnage

COLLABORATORS

	<i>TITLE :</i> Trinity Player V0.80		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Trinity Player V0.80

1.1 Welcome to the awesome Trinity Player, er... doc!

```
-----  
|               ·TRINITY PLAYER V0.80·               |  
|               22/11/1998                           |  
|-----|
```

1.0 Introduction

1.0

Discontinued Docs

.....Read this first

1.1

Disclaimer

.....It ain't my fault, guv!

1.2

Description

.....What's this then, eh?

1.3

System Requirements

.....Might as well have a look!

1.4

Features

.....Not quite there yet!

1.5

Distribution

.....Take note of this

1.6

Registration

.....Sorry, but it's shareware!

2.0 Installation

2.1

Manual Installation

.....Installing by hand

2.2

Automatic Installation

.....Using the installer

2.3

External GFX files

Using external GUI GFX
3.0	Using Trinity Player
3.1	Main window / BigMain window
3.2	Main window / SmallMinimised window
3.3	Main window / TinyEven smaller window
3.4	Song Editor windowMight be re-designed soon
3.5	Program Editor windowA bit wonky at the mo
3.6	Preferences windowRead this!
3.7	About windowUseful(?) info
3.8	KeyboardKeyboard shortcuts
3.9	CommodityNot fully implemented yet
3.A	Tooltypes21 Tooltypes so far
3.B	ARexx84 commands so far
4.0	Related Issues
4.1	Trouble ShootingSolving problems
4.2	General NotesBits of info
4.3	Known BugsNot my fault, honest!
4.4	HistoryIt's all in the past now!
4.5	FutureOooh, lemme look!
4.6	WantedHelp needed!
5.0	Miscellaneous
5.1	

	CreditsNot much in here!
5.2	AcknowledgementsStuff used
5.3	AuthorLatest versions, contacting me, etc
5.4	ThanksOh, I love you so much!
5.5	Mailing ListHey, lookit dat!

1.2 Read this!

AMIGAGUIDE DOCS DISCONTINUED

The AmigaGuide documentation for Trinity Player has been discontinued. Part of the reason for this is that doing the ASCII "art" for the GUIs' was a major pain in the arse.

For this reason, I have decided to create HTML docs for Trinity Player, as it is (almost) perfectly suited to text with graphical elements.

So, only the HTML docs will have the latest information, and this AmigaGuide file won't be updated and soon will be phased out of the TP archive.

1.3 Run away! Run away!

·D·I·S·C·L·A·I·M·E·R·

1.4 Well, spank my arse!

»·D·E·S·C·R·I·P·T·I·O·N·>

Y'know, how come programs with loads of features look crap?

A program will either look good and be crap, or be look crap and be good. On my ever eternal quest, I'm going to try and rectify this situation.

Trinity Player is a program that (hopefully) looks great, and works great too! Obviously everyone's tastes differ, so that's why I've included the GUI graphics for you, so you can design your own if you want to - send any ones you do to

me
!

Oh sorry, I went off track there.

Trinity Player is a CD player that works with all SCSI/ATAPI CDROM drives and has quite a few features to mess about with.

PLEASE NOTE: Trinity Player and this AmigaGuide doc file is un-finished, which means there's sections missing and things not currently implemented. Please watch out for updates (see

Author
) !

1.5 Aha! I'M Alan Partridge! er, no I'm not. Sorry.

<·S·Y·S·T·E·M· ·R·E·Q·U·I·R·E·M·E·N·T·S·><

Hardware:

Amiga with OS v2.04+
SCSI/ATAPI CDROM drive
Er... at least 1 audio CD!

Software:

Diskfont.library	- goes in LIBS:
Mathtrans.library	- goes in LIBS: (maybe required)
Personal.font / 8	- goes in FONTS:
XEN.font / 8	- goes in FONTS:

Other:

You will need an Interlaced screenmode (e.g.. 640x512) with the MagicWB (8 colours minimum) palette.

You CAN use Trinity Player on a non-interlaced screen (with or without the MagicWB palette), but it'll look shite!

1.6 I'm a Creature Feature! (TM)

<<·F·E·A·T·U·R·E·S·>>

∅ Looks great!

∅~Has standard CD player controls

(Stop/Pause/Skip Back/Rewind/Play/Fast Forward/Skip Forward).

- ø~CDs can be ejected via the GUI.
- ø~Extensive keyboard support (use the Function keys to play the corresponding tracks, use the Numeric Keypad, etc.).
- ø~Each CD can have it's own ID file (compatible with MCDPlayer, Skandalfo Player, MegaCD Player, etc.) which is loaded when a valid Compact Disc is inserted. User specified path.
- ø~A nice Track Editor which lets you edit the current CD's ID file. Tracks can also be played if the right mouse button is pressed while in the Track Editor. A CD ID can also be printed out or saved via the Track Editor.
- ø~CDs can be played/stopped/ejected on program start-up/exit.
- ø~A Program Mode editor which lets you specify which tracks to play and in which order.
- ø~Preview Mode lets you play a user specified number of seconds of each track (sometimes called "Intro" in other CD players).
- ø~Shuffle Mode which plays tracks in a random order.
- ø~Repeat Mode to repeat the current, er... mode.
- ø~If you don't like the GUI graphics, you can draw your own or use someone else's instead !!
- ø~Two GUI sizes. The big one (ooer!) for people with big screens and the minimised version for people with small screens (for people that need every inch of available space).
- ø~Trinity Player can be opened on any (public) screen, or can be told to open it's own 8-colour Interlaced MagicWB screen.
- ø~The main window can be moved around via the cursor keys and can be moved in 5 preset locations by using the keys 1-5.
- ø~Trinity Player checks for changes in the System Preferences. If there's been a change, you'll be asked if you want to close-down the main window and then re-appear to reflect the changes (if any).
- ø~Extensive ARexx port. There's so many commands, you can write your own interface for Trinity Player via ARexx !!
- ø~On-line AmigaGuide documentation (not context sensitive - yet).
- ø~Partly font-sensitive.
- ø~Commodity.
- ø~Only £5 !

OTHER NON-PROGRAM FEATURES

- *~Trinity Player will be supported for a long time to come. So you can expect lots of regular updates!
- *~Blitz Basic 2 source code may soon be available for £10.
- * There is a (small) Trinity Player mailing list.

1.7 READ THIS CAREFULLY - AND TAKE NOTICE

<·D·I·S·T·R·I·B·U·T·I·O·N·>

The demo version of Trinity Player and all associated files may be freely distributed free of charge. You are NOT permitted to distribute any of the files seperately, or if they've been modified by a third party (ie. not me).

The registered version of Trinity Player must NOT be distributed, doing so will break the law and make you liable for prosecution. Registered users may NOT use Trinity Player on any other machine but their own.

Magazines: If you put Trinity Player on your cover disk/CD, you MUST notify me via email and send me the issue that TP appears on (CD version preferred).

If you would like to distribute something in the main Trinity Player archive, then please send it to the author for inclusion in the main archive (it's upto the author if it may or may not be added to the main archive) - DO NOT add it to the archive yourself, if you do, you'll be breaking the above condition.

Amiga Format: Where the hell is me free issue? I saw TP on your coverdisc, but did you send me an issue? Did you even notify me? Like bollocks you did. Ya see your mag? I ain't buying it anymore, so there!

1.8 C'mon mate - register! bum lick... slurp.. licky lick...etc

!·R·E·G·I·S·T·R·A·T·I·O·N·!

For a nice crispy £5 note, you can have the latest, FULL version of Trinity Player! No restrictions or anything! Huzzah!

Under law, you CANNOT distribute your registered version of Trinity Player, as it's a criminal offence, and you'll be prosecuted. And I'll ↔ personally rip your pubes off with the sharp pointy bits in my Amiga's tower case.

Sorry about that, but it had to be said.

Oh, wanna know what you get? Well, have a looky here:

- * CD ID's loading/saving is enabled. Just insert a CD and then it's ID file will automatically be loaded and displayed, so you get a list of all the tracks on the CD, etc.
 - * A track can be played by right-mouse clicking on the track in the Track Editor.
 - * Your suggestions/ideas will have a higher priority than non-registered users, so will be acted upon as soon as possible. Unless of course your suggestions/ideas is a tad un-feasible! :)
 - * I will do my best to help you with any problems you're having regarding Trinity Player.
 - * By registering you'll give me a greater incentive to do more on TP. I know all authors say this, but it's very true.
-

* You'll get your own personalised copy of Trinity Player!

VIA NORMAL POST

To register, send a £5 note (sorry, but only Pounds Sterling accepted!) in an envelope (stick it in-between a couple of bits of paper) together with the enclosed registration form on a disk to:

Joseph Cox
115 Corporation Road
Grimsby
N.E. Lincs
DN31 1UR
England

VIA EMAIL

You can alternatively have your registered version of Trinity Player emailed direct to you within an hour of me getting your order. Please notify me by email prior to sending me your registration. Also attach the order form with your email. Thanks!

If you're an already registered user and would like updates, either send me a disk + postage and I'll send you the latest version OR send me an email requesting the latest version. The latest non-registered version of Trinity Player is available on my
website
.

1.9 MANUAL! Oer indeedy missus! Fnaar fnaar!

·M·A·N·U·A·L· ·I·N·S·T·A·L·L·A·T·I·O·N·

Well it's really easy, init? Just drag the TrinityPlayer directory to anywhere on your harddrive and it'll be copied across. That's basically all there is to it.

An LZX archive containing loads of CD ID's is supplied in the main Trinity Player archive for you (if you got TP from my website, AmiNET don't allow LZX archives). Just un-archive it to the "Discs" directory and if you insert any CD that has an ID in there, then it'll automatically be loaded into Trinity Player (registered version only).

PLEASE NOTE: The AmiNET version of Trinity Player doesn't contain the Discs.lzx archive because LZX archives are not allowed on AmiNET. There's no way I'm gonna archive the Discs archive with LhA, because it's so crap. The Discs.lzx (contains 885 CD ID's - archive is 133k) archive is available from my website - see

Author
section.

1.10 AUTOMATIC! Er... well. Can't think out `owt funny here.

·A·U·T·O·M·A·T·I·C· ·I·N·S·T·A·L·L·A·T·I·O·N·

You can use the Trinity Player installer to install TP to your harddrive. Just follow these 2 very easy steps:

- 1) Double-click on the TP_Install icon.
- 2) Follow the on-screen prompts.

It's so easy, it should be banned!

The TP_Installer was coded by me in Blitz Basic 2 (like TP), which obviously means that it doesn't use Commodore's Installer utility. The reason why I coded it myself was because I don't know how to write Installer scripts yet.

1.11 GFX! Nah... not here either.

·I·N·S·T·A·L·L·I·N·G· ·E·X·T·E·R·N·A·L· ·G·F·X· ·F·I·L·E·S·

First, some info:

If you don't like the look of TP's GUI gfx, you can change them yourself (you'll have to register to create your own), or you can use any GUI GFX files you can find on AmiNET, my website or anywhere else.

External GUI GFX end in .gfx and can be located anywhere. But the default GUI gfx that came with the TP archive must be called TP.gfx and must be in the same directory as TP, or else TP will quit out with an error message.

Use any paint package that can load/save IFF files to edit the default TP_Gfx.iff GUI GFX that comes in the TP archive, then run the TP Convert program on it (registered users only) to convert them to the right format, crunch it with StoneCracker and then run the converter program again. You'll now be ready to use your new GUI GFX!

The converted .gfx file is NOT directly editable! So please remember to keep the original .iff file!

Installing GUI GFX:

Very very easy! Either set the
 Tooltypes
 to specify a file, or set the

 preferences
 to specify a file.


```

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    |\|\|
    | |
    Shuffle
    Preview
    Songs
    ProgE ||
||
    |___|
    ->
    II
    |\|\|
    <-<-
    ->->
    |///|
    | |
    Repeat
    EJECT
    Proggy
    About
    ||
|-----' ←
|-----' |
|-----' ←

```

1.13 Usage / Big Window (BigGUI mode)

BigGUI - QSP - 20+

As you can tell, the
QSP

can only play the first 20 tracks. This button
is used to play any track over 20.

When you select it, a window will open asking you which track number to
play. *Enter it and then press Return.

*You must first clear the contents of the string gadget, as there's a zero in there. Sorry, I can't do anything about it.

1.14 Usage / Big Window (BigGUI mode)

BigGUI - Preferences

Here you can set what CD device should be used for accessing your CD drive (default is squirrelscsi.device), unit ID, plus how TP runs, etc.

1.15 Usage / Big Window (BigGUI mode)

BigGUI - Track Time

When playing a CD, the Track Time will be updated to display how much time has elapsed since the start of the current playing track.

1.16 Usage / Big Window (BigGUI mode)

BigGUI - Remaining

This is the remaining time for the currently playing track. When it reaches 00:00, it's the end of the current track.

1.17 Usage / Big Window (BigGUI mode)

BigGUI - Total Disc

This is the total combined track times' all the tracks on the current CD take up.

1.18 Usage / Big Window (BigGUI mode)

BigGUI - Clock

This is the system time.

1.19 Usage / Big Window (BigGUI mode)

BigGUI - Repeat Mode

When this is enabled (it'll appear "lit"), it'll repeat the current mode. For example, say you had

Shuffle

mode on, it'll keep radomally

playing different tracks when the current one finishes, instead of just playing one random track.

1.20 Usage / Big Window (BigGUI mode)

BigGUI - Shuffle Mode

When this is enabled (it'll appear "lit") and you press

Play

, a random

track will be played. Enable

Repeat

mode to keep on playing random

tracks when the current one finishes.

1.21 Usage / Big Window (BigGUI mode)

BigGUI - Preview Mode

If you select

Play

when this is enabled, a window will appear containing

stats and will start playing the intro of every track on the CD. The time each track plays for is configurable in the

preferences

under

Preview Delay.

1.22 Usage / Big Window (BigGUI mode)

BigGUI - Program Mode (not currently implemented)

You can play a pre-selected (selected with the Program Editor) list of tracks using Program Mode.

1.23 Usage / Big Window (BigGUI mode)

BigGUI - Eject

This will eject the currently inserted CD. If in

Play
/

Pause

mode and

you select this, a requester will appear informing you of that fact and will ask you if you either want to Stop and Eject the CD, just Stop the CD or Cancel the Eject request.

NOTE: Eject only works on CD drive with a motorised tray. Seeing as my CD drive hasn't got a motorised tray, I can't experiment with Eject to try and get it to retract the CD tray.

1.24 Usage / Main Controls

BigGUI - Stop

This will stop a currently playing CD.

1.25 Usage / Main Controls

BigGUI - Play

This will start the current CD playing. You can use the

QSP

to play

specific tracks without needing to repeatedly click on

Next Track

.

Clicking on Play while in

Pause

mode will start play from the first

track.

1.26 Usage / Main Controls

BigGUI - Pause

This will pause a currently playing CD. You can have the pause button flash when the CD is paused, if you want - have a look at the

PAUSE_FLASH

tooltype.

Click again to un-pause the CD.

1.27 Usage / Main Controls

BigGUI - Previous Track

When in Play mode, clicking Previous Track will go back one track and continue playing from there.

1.28 Usage / Main Controls

BigGUI - Rewind

Clicking on Rewind while playing a track will rewind the track by the amount of seconds specified in the preferences.

1.29 Usage / Main Controls

BigGUI - Fast Forward

This is the opposite of Rewind - it'll fast forward through the current track by the amount of seconds specified in the preferences.

1.30 Usage / Main Controls

BigWin - Next Track

Just like Previous Track, this will go to the next track. The screen will flash if you try advancing past the last track.

1.31 Usage / Small Window (SmallGUI mode)

·S·M·A·L·L· ·G·U·I· ·M·O·D·E·

|
[]

```

Trinity Player v0.75
[]
|
|.-----|.
||
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II

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||
|___|

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II

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->->

|/|/|
||
|'-----'|
'-----'

```

1.32 Usage / Tiny Window (TinyGUI mode)

·T·I·N·Y ·G·U·I ·M·O·D·E·

The TinyGUI window has the same symbols as the other GUI modes, so take a look in either of them sections for an explanation of what the buttons do. But you should already know what they do...

1.33 Usage / Song Editor Window

·S·O·N·G ·E·D·I·T·O·R ·W·I·N·D·O·W·

```
|
[]
Trinity Player - Song Editor V1.00
[]
|
| TITLE
The Best Of Belinda Carlisle #1
|
| GROUP
Belinda Carlisle
|
| TRACKS
| .-----|
| |
01:

Heaven Is A Place On Earth
| |
| |
02:

We Want The Same Thing
| |
| |
03:

Circle In The Sand
| |
| |
04:

Leave A Light On
| |
| |
05:

Little Black Book
| |
| |
06:

Summer Rain
| |
| |
07:

Vision Of You
| |
| |
08:
```

```
Live Your Life Be Free
| |
| |
09:
```

```
I Get Weak
| |
| |
10:
```

```
La Luna
| |
| |
11:
```

```
I Plead Insanity
| |
| |
12:
```

```
World Without You
| |
| |
13:
```

```
Do You Feel Like I Feel?
| |
| '-----' |
|
06:
Summer Rain
P
|
'-----'
```

1.34 Song Editor Window - Title

Song Editor - TITLE

This is where you enter the title of the current CD.

1.35 Song Editor Window - Group

Song Editor - GROUP

Enter the group/band's name here.

1.36 Song Editor Window - Tracks

Song Editor - TRACKS

Here you enter the name of each individual track one after another.

1.37 Song Editor Window - Track Number

Song Editor - TRACK NUMBER

To the left of the
Track Name
, there is the track number.

1.38 Song Editor Window - Track Name

Song Editor - TRACK NAME

This is the name of the track.

1.39 Song Editor Window - Track Name Edit

Song Editor - Track Name Edit

When you click on a(n empty)
Track Name
name, it'll appear in the Track
Edit string. Here you can change the name of the actual track -
remember to press RETURN/ENTER when you've finished entering the name.

1.40 Song Editor Window - Track Number Edit

Song Editor - Track Number Edit

This is the number of the current track you're editing.
See

Track Name Edit
.

1.41 Song Editor Window - Print

Song Editor - Print

When selected, you'll be asked if you want to send the current CD ID to the printer, or to a file. When sending to a file, it'll be saved as RAM:SongData.txt.

1.42 Close Window

Close Window

This closes the window and returns you to Trinity Player's main window.

1.43 Depth Gadget

Depth Gadget

Like all Workbench windows with this, this will shuffle the window between other open windows. Hold down Shift then click the Depth gadget to directly send the window to the back (ie. behind all other windows).

1.44 Drag Bar

Drag Bar

Just like all other windows, this lets you drag the window around.

1.45 Usage / Preferences Window

·P·R·E·F·E·R·E·N·C·E·S·

The Preferences window is currently under-going major construction, and thus this section won't be done until it is complete.

1.46 Usage / About Window

·A·B·O·U·T· ·W·i·N·D·O·W·

The old About window has become redundant due to the new layout and information given, so the old info has been removed from here. As you can see, the new About window info hasn't been added yet. So there.

1.47 About - Registered to ...

·A·B·O·U·T· ·W·i·N·D·O·W·

If you haven't registered Trinity Player, then this will just say that it's registered to "no-one!".

If you have registered Trinity Player, then your name and address will appear here. Wowzers!

1.48 Usage / Keyboard

·K·E·Y·B·O·A·R·D· ·C·O·N·T·R·O·L·S·

You can control quite a lot of Trinity Player via the keyboard. Here are the currently supported keys:

pad = Numeric keypad

WINDOW CONTROLS

Left cursor - Moves main window left.
Right cursor - Moves main window right.
Up cursor - Moves main window up.
Down cursor - Moves main window down.

1 - Move window to top-left of screen.
2 - Move window to top-right of screen.
3 - Move window to bottom-left of screen.
4 - Move window to bottom-right of screen.
5 - Move window to the centre of the screen.

TRACK CONTROLS

F1-F10 - This plays the cor(r)esponding track. Support for playing tracks 11-20 will hopefully be added soon.

7/Home - (pad) Play track 1.
1/End - (pad) Play last track.
* - (pad) Play track >20.

0 (pad) - Stop playing.
Enter - (pad) Pause CD.

4 (pad) - Rewind current track.
5 (pad) - Fast forward current track.
- (pad) - Skip back a track.
+ (pad) - Skip forward a track.

OTHER CONTROLS

F - Toggle Shuffle mode.

R - Toggle Repeat mode.
 V - Toggle Preview mode.
 G - Toggle Program mode.
 E - Eject CD.
 S - Song Editor.
 P - Program Editor.
 ? - About requester.
 ESCape - Quit Trinity Player.

HELP - This will bring up the TrinityPlayer.guide file if it's in the same directory as TrinityPlayer. Note, it's not context sensitive yet.

1.49 Usage / Commodity

·C·O·M·M·O·D·I·T·Y·

TP tries to install itself as a commodity. Look at the About window to see if TP could install itself as a commodity, or not.

You can partly control TP with the Exchange program (comes with Workbench). Here's how the buttons affect TP :

TPs HOTKEY : ctrl + lshift + t
 This brings TP's window to the front of all the windows on the current screen.

SHOW INTERFACE: This will put TP into "Big GUI" mode.
 HIDE INTERFACE: This will put TP into "Small GUI" mode.
 INACTIVE/ACTIVE: This doesn't do anything at the moment.
 If anyone has got any suggestions as what these can do, then please contact me.

REMOVE : This will make TP quit. Basically.

When I was designing TP's Preferences window, I forgot about making TP's hotkey configurable. Sorry. I'll implement this into the GUI in a later version. Currently, you'll have to use the CX_HotKey tooltype to configure it to how you want. Also, if you've got any ideas for what I can use the Hotkey function for, then contact me.

1.50 Quick Selection Panel

QSP

The Quick Selection Panel is located to the right of TP's main window. It is used as a quick shortcut to playing tracks, instead of repeatedly clicking on "Forward Track".

The current playing track is shown as a de-pressed button on the QSP.

1.51 Usage / Tooltypes

·T·O·O·L·T·Y·P·E·S·

Due to a problem that some people were having with the Preferences Window locking-up when they clicked on "DEVICE", I've added Tooltypes so the user can configure TP without having to use the Prefs window at all.

UPDATE The above problem has been solved (see History), but I thought I'd keep the above explanation in anyway.

Currently, there are some settings only available as Tooltypes, this is because the

Preferences Window needs to be re-designed to accomodate them all. And I'm sure I'll be adding more and more new settings, which would mean the prefs window would need to be re-designed every time - so the new settings are currently only available in the Tooltypes.

To modify the Tooltype settings, click once on the TrinityPlayer icon and then select Information from the Icon menu (Workbench) - here's what the Tooltypes do:

TOOLTYPES

DEVICE SETTINGS:

SCSI_DEVICE
= squirrelscsi.device

SCSI_UNIT
= 0

OTHER SETTINGS:

DISCS_PATH
= SYS:Utilities/TrinityPlayer/Discs/

OPEN_OWN_SCREEN
= 0

PUBLIC_SCREEN
= Workbench

```
CLOCK
= 1

ASK_OVERWRITE
= 1

BEEP_ON_ERROR
= 1

SHOW_TIPS
COMMODITY SETTINGS:

CX_HotKey
= ctrl lshift t

GUI SETTINGS:

EXTERNAL_GFX
= TP.gfx

WINDOW_BORDER
= 1

AUTO_ACTIVATE
= 1

POP_TO_FRONT
= 1

UPDATE_RATE
= 46

PAUSE_FLASH
= 1

TRACK PREFS:

SKIP_BACK
= 10

SKIP_FORWARD
= 10

PLAY_INSERTED
= 1

PLAY_MODE
= 0

PREVIEW_DELAY
= 5

START_FROM_TRACK
= 1

STOP_CD_ON_STARTUP
= 0

EJECT_CD_ON_EXIT
```

= 0

1.52 Preferences/ToolTypes - SCSI_DEVICE

SCSI_DEVICE

This is the device that TP will use to access your CDROM drive with. If you're using a Squirrel, then it'll be squirrelscsi.device. If you're unsure which device (found in DEVS:) to use, then please consult the documentation that came with your CDROM software.

Or you can have a look at the CDROM's mountfile (normally CD0: which is in SYS:Devs/DOSDrivers) and see which device is mentioned.

1.53 Preferences/ToolTypes - SCSI_UNIT

SCSI_UNIT

This is the SCSI ID number of the CDROM drive. I'm not sure what it would be on an ATAPI CDROM - please check the documentation that came with the ATAPI software.

1.54 Preferences/ToolTypes - DISCS_PATH

DISCS_PATH (registered version only)

To use DiscID's (a file containing author/track info about the CD currently in the CDROM drive), you need a place to load and save them.

You use DISCS PATH to specify the path to where you want DiscID's to be loaded from and saved to. If using a directory, always add a slash to the end.

ie. SYS:Utilities/TrinityPlayer/Discs/

1.55 Preferences/ToolTypes - OPEN_OWN_SCREEN

OPEN_OWN_SCREEN

If you're not using an interlaced screen with the MagicWB colour palette, TP will look crap. So there's an option for TP to open it's own 8-Colour interlaced screen.

Preferences Window:

A tick (or "check mark") means that TP will open it's own screen.

```
ToolType:
  OPEN_OWN_SCREEN=1      ;Own screen will be opened
  OPEN_OWN_SCREEN=0      ;Use the front-most screen (default)
```

1.56 Preferences/ToolTypes - PUBLIC_SCREEN

PUBLIC_SCREEN (not currently implemented)

If you would like TP to open on a screen other than the frontmost, you can specify which. I think it may be case-sensitive, I'm not sure...

1.57 Preferences/ToolTypes - CLOCK

CLOCK

TP has a clock near the middle of it's main window. You can either enable it or disable it at your leisure. As far as I've been able to tell, the clock uses no extra CPU time when enabled.

Preferences Window:

A tick (or "check mark") means that the clock is enabled.

ToolType:

```
CLOCK=1      ;Clock is ENABLED (default)
CLOCK=0      ;Clock is DISABLED
```

1.58 Preferences/ToolTypes - Ask Overwrite

ASK_OVERWRITE (registered version only)

If there's an already existing DiscID file and you modify it in the Song Editor and this is enabled, you'll be asked if you want to overwrite it. If this is disabled, then TP will just go ahead and overwrite it.

Preferences Window:

A tick (or "check mark") means that Ask Overwrite is enabled.

ToolType:

```
ASK_OVERWRITE=1      ;Enabled (default)
ASK_OVERWRITE=0      ;Disabled
```

1.59 Preferences/ToolTypes - Beep On Error

BEEP_ON_ERROR

Whenever an error of some kind occurs, TP flashes the screen to get your

attention. If you're easily annoyed (you must be mad to be annoyed by a little screen flash), you can disable this.

Preferences Window:

A tick (or "check mark") means that Beep is enabled.

ToolType:

```
BEEP_ON_ERROR=1           ;Flash the screen when an error occurs.
BEEP_ON_ERROR=0           ;Don't flash the screen when an error occurs.
```

1.60 Preferences/ToolTypes - Show Tips

SHOW_TIPS

When you start TP, you can have it bring up a "useful" tip on accessing a feature, how to do something - whatever. Just run the ShowTip.exe for an example. Think an oh-so-important tip should be included? Tell me.

Preferences Window:

A tick (or "check mark") means that startup tips will be shown.

ToolType:

```
SHOW_TIPS=1               ;Show a useful tip upon TP start-up.
SHOW_TIPS=0               ;Don't show a useful tip at all.      (default)
```

1.61 ToolTypes - CX_HotKey

CX_HotKey

You can assign any key combination for TP's commodity hotkey. The default is: ctrl lshift t.

Valid keys (as far as I know) are:

```
ctrl
lshift
rshift
lalt
ralt
lamiga
ramiga
A-Z
```

eg. lshift lalt p

1.62 Preferences/Tooltypes - EXTERNAL_GFX

EXTERNAL_GFX

This specifies which external gfx file TP should use for it's GUI. Please refer to the Installing External GFX section for more information.

1.63 Preferences/Tooltypes - WINDOW_BORDER

WINDOW_BORDER

You have the option of making TP open it's window with or without any borders. Command not fully implemented yet.

```
WINDOW_BORDER=1      ;Window border ON (default)
WINDOW_BORDER=0      ;Window border OFF
```

1.64 Preferences/Tooltypes - AUTO_ACTIVATE

AUTO_ACTIVATE

When TP opens it's own window, you can have the window automatically activate itself.

```
AUTO_ACTIVATE=1      ;Auto activate ENABLED. (default)
AUTO_ACTIVATE=0      ;Auto activate DISABLED.
```

1.65 Preferences/Tooltypes - Pop To Front

POP_TO_FRONT

When Trinity Player opens on a screen, normally if the screen is hidden from view (behind another screen, for example), it stays hidden and you won't see TP until you swap screens until you find the screen TP is on.

With this option enabled, you can have TP move the screen to the front for you.

POP_TO_FRONT doesn't take effect if TP is set to open on the frontmost screen.

Preferences Window:

A tick (or "check mark") means that Pop To Front is enabled.

ToolType:

```
POP_TO_FRONT=1      ;Bring screen to front
POP_TO_FRONT=0      ;Don't bother
```


1.66 Preferences/Tooltypes - Update Rate

UPDATE_RATE

When I started Trinity Player, the Track Time and Time Remaining time displays were updated every 50 vertical blanks (1 second on a 50Hz PAL screen), when TP was ran on an NTSC screen (or any other screen not running at 50Hz, for that matter), the times got updated in less than a second. This is due to different refresh rates (60 vertical blanks a second on an NTSC screen), so I decided to make it configurable.

The value passed is in vertical blanks (vblanks), so a value of 25 is half a second, 50 is one second, 100 is two seconds (2*50=100), 250 is five seconds (5*50=250), etc.

Preferences Window:

You can change the Update Rate by moving the slider. Moving it left will decrease the rate, moving it right will increase it.

Clicking on PAL underneath the slider will set the Update Rate for a PAL screen. Clicking NTSC will do the same, but for an NTSC screen.

Toolttype:

```
UPDATE_RATE=46          ;PAL setting
UPDATE_RATE=56          ;NTSC setting
```

1.67 Preferences/Tooltypes - Pause Flash

PAUSE_FLASH

When you pause a CD, you can have the Pause button flash or just stay lit.

Toolttype:

```
PAUSE_FLASH=1          ;Flash Pause button upon pausing CD. (default)
PAUSE_FLASH=0          ;Don't flash Pause button upon pausing CD.
```

1.68 Preferences/Tooltypes - Skip Back

SKIP_BACK

1.69 Preferences/Tooltypes - Skip Forward

SKIP_FORWARD

1.70 Preferences/Tooltypes - Play Inserted

PLAY_INSERTED

When you insert a CD, you can have TP automatically play it straight away if you want. Useful if you haven't got your Amiga's monitor/telly turned on or something.

Preferences Window:

A tick (or "check mark") means that Play Inserted is enabled.

ToolType:

PLAY_INSERTED=1 ;Automatically play inserted CD.
PLAY_INSERTED=0 ;Don't automatically play inserted CD (default).

1.71 Preferences/Tooltypes - Play Mode

PLAY_MODE

There are currently 2 modes of play in Trinity Player:

End Of CD: When a track starts playing, TP will continue to play all following tracks until the end of the CD.

End Of Track: When a track starts playing, only that track will be played. So, when the end of it is reached, the TP will stop the CD.

Preferences Window:

Clicking on the cycle gadget will toggle between both modes. The mode visible will be the Play Mode.

ToolType:

PLAY_MODE=1 ;Play until end of track.
PLAY_MODE=0 ;Play until end of CD. (default)

1.72 Preferences/Tooltypes - Preview Delay

PREVIEW_DELAY

This is how long the Preview (sometimes called "Intro" in other CD players) mode will last for. When previewing a track, you can specify the time (in seconds) each preview should last for.

Preferences Window:

Click in the Preview Delay box and enter how many seconds each track should be previewed for. Default is 5 seconds.

ToolType:

PREVIEW_DELAY=5 ;Preview time per track is 5 seconds. (default)

1.73 Preferences/Tooltypes - Start From Track

START_FROM_TRACK

If Play Inserted is enabled, you can tell TP which track playing should start from. If Play Inserted is disabled, then Start From Track takes no effect.

Preferences Window:

Click in the Start From Track box and enter how which track number TP should start playing a CD from if Play Inserted is enabled.

ToolType:

START_FROM_TRACK=1 ;Start playing from track #1.

1.74 Preferences/Tooltypes - Stop CD on startup

STOP_CD_ON_STARTUP

Everytime you start Trinity Player, you can stop the CD in the drive playing by enabling this option.

Preferences Window:

A tick (or "check mark") means that Stop CD On Startup is enabled.

ToolType:

STOP_CD_ON_STARTUP=1 ;Stop CD when starting TP.
STOP_CD_ON_STARTUP=0 ;Don't stop CD when starting TP. (default)

1.75 Preferences/Tooltypes - Eject CD on exit

EJECT_CD_ON_EXIT

You can have the option of Trinity Player ejecting the CD out of your CDROM drive when you exit out of the program.

Please Note: Your CD drive needs to have a motorised tray to be able to eject CD's via software. And as mine hasn't (it's a crappy MediaVision Reno - a flip-lid jobby), I don't know if CD Ejection works in Trinity Player.

Preferences Window:

A tick (or "check mark") means that Eject CD On Exit is enabled.

```
ToolType:
EJECT_CD_ON_EXIT=1      ;Eject CD when quitting out of TP.
EJECT_CD_ON_EXIT=0      ;Don't eject CD when quitting out of TP (default).
```

1.76 Usage / ARexx

·A·R·E·X·X·

Trinity Player has an extensive range of ARexx commands which allows it to control other programs and be controlled by other programs. There are 84 ARexx commands in this version.

For example, you can use a program like Scala to start the current CD in the CD drive playing when it gets to a certain effect. By using TP's ARexx port, you can write your own program (with any language that lets you use ARexx ports) that gets details such as the CD's track times, the CD's title/artist/track list/etc or whatever from Trinity Player and then insert them into your program! Thus creating a new interface for TP to use! For example, you can hide TP's GUI and use your new GUI - which could be small and compact and require a standard HiRes 4-colour screen! Basically, you can do pretty much anything you want!

AREXX COMMANDS

1.77 AREXX COMMANDS MENU

·AREXX COMMANDS MENU·

All parameters with a < and > are required.
All parameters with a [and] are optional.

INFORMATION

CD
WINDOW
SCREEN
PROGRAM

PREFERENCES
MISC
CONTROLLING

CD
WINDOW

REQUESTERS

1.78 ARexx / Information / CD

CD INFORMATION

CD_TITLE

This returns the CD's title.
eg. The Best Of Belinda Carlisle #1

CD_ARTIST

This returns the artist/band of the CD.
eg. Belinda Carlisle

TRACK

This returns the current Track (either being played, paused or whatever). This still returns the Track number even if the CD is stopped.
eg. 6

SONG_NAME

This returns the title of the current track.
eg. Summer Rain

TRACK_TIME

This will return the track's elapsed time.
eg. 01:34 (always a 5 digit string)

TRACK_REMAINING

This will return the time remaining in the current track.
NOTE: Everytime you call this, the Track's remaining time will be re-calculated.
eg. 02:09 (always a 5 digit string)

DISC_TIME

This will return the total combined track times of the entire CD.
eg. 62:28 (always a 5 digit string)

INFO_CD_PLAYING

Returns:
1 = CD is in Play mode.
0 = CD is not playing (not in Play mode).

INFO_PAUSE

Returns:
1 = CD is in Pause mode.
0 = CD is not paused (not in Pause mode).

INFO_CD_OKAY

Sorry, but I'm not sure what this is supposed to return (haha! I NEVER plan my projects! Hahaha). Generally, if CD_OKAY=0, then don't try playing a CD, coz there might not be a CD in the drive, or the CD drive couldn't be initialised (SCSI Unit/Device is wrong/etc) or something.

Returns:

- 1 = The CD drive is ready to play a CD.
- 0 = There's something wrong (no CD in drive/etc)

INFO_SHUFFLE_MODE

Returns:

- 1 = Shuffle Mode is enabled (the Shuffle light is on).
- 0 = Shuffle Mode is disabled (the Shuffle light is off).

INFO_REPEAT_MODE

Returns:

- 1 = Repeat Mode is enabled (the Repeat light is on).
- 0 = Repeat Mode is disabled (the Repeat light is off).

INFO_PREVIEW_MODE

Returns:

- 1 = Preview Mode is enabled (the Preview light is on).
- 0 = Preview Mode is disabled (the Preview light is off).

INFO_PROGRAM_MODE

Returns:

- 1 = Program Mode is enabled (the Program light is on).
- 0 = Program Mode is disabled (the Program light is off).

1.79 ARexx / Information / Window

WINDOW INFO

WINDOW_TYPE

Returns:

- 1 = The window is currently in SmallGUI mode.
- 0 = The window is currently in BigGUI mode.

WINDOW_X

This returns the X co-ordinate window position.
eg. 118

WINDOW_Y

This returns the Y co-ordinate window position
eg. 64

WINDOW_ADDRESS

This returns the main window's address in memory.
The return value is in decimal.

SMALLGUI_X

This returns the X co-ordinate of the Small GUI
(or last position if currently in BigGUI mode).

SMALLGUI_Y

This returns the Y co-ordinate of the Small GUI
(or last position if currently in BigGUI mode).

SONGED_X

This returns the X co-ordinate of the Song

Editor's window.

SONGED_Y

This returns the Y co-ordinate of the Song Editor's window.

PREFS_WINX

This returns the X co-ordinate of the prefs window.

PREFS_WINY

This returns the Y co-ordinate of the prefs window.

1.80 ARexx / Information / Screen

SCREEN INFO

SCREEN_FONT_NAME

This returns the current screen's font name.
eg. personal.font

SCREEN_FONT_SIZE

This will return the Y size of the screen's current font.
eg. 8

SCREEN_TITLE

This will return the title of current screen.
eg. Trinity Player V0.75

SCREEN_DEFAULTTITLE

This returns the default title of the current screen.
eg. Workbench

SCREEN_ADDRESS

This will return the current screen's structure address in memory. The return value is in decimal.

SCREEN_WIDTH

This will return the current screen's width in pixels.
eg. 640

SCREEN_HEIGHT

This will return the current screen's height in pixels.
eg. 512

SCREEN_MODE

Returns:
0 = The current screen is PAL.
-1 = The current screen is NTSC (yuk!).

SCREEN_FLAGS

This will return the screen's current flag settings.
I dunno what format the settings are off the top of

my head. I suppose you better look at some include files or something. Don't know really.

SCREEN_BARHEIGHT

This returns the height of the title bar of the current screen (normally 11 with an 8-point font).

SCREEN_MouseX

This returns the X position of the mouse.

SCREEN_MouseY

This returns the Y position of the mouse.

1.81 ARexx / Information / Program

PROGRAM INFO

COMMODITY

Returns:

- 1 = TP is running as a commodity.
- 0 = TP failed to install itself as a commodity.

AREXX_PORTNAME

This returns the name of TP's ARexx port. Useless, but who cares?

eg. TP.1

AREXX_PORT

Again, this is useless, but ...

Returns:

- 1 = TP was able to install it's ARexx port.
- 0 = TP was unable to install it's ARexx port.

VERSION

This returns the version of Trinity Player that is currently running, as a string. If there is a U character at the end of the string, then that means that an Unregistered version of TP is running. An R character means that a Registered version of TP is running.

eg. 0.75R

1.82 ARexx / Information / Miscellaneous

MISCELLANEOUS INFO

TIME

This returns the system's current time in 24 hour format.

eg. 11:42:39 (always an 8 digit string)

QUIT

Obviously, this will make TP quit. A value of 1 is always returned.

Due to future expansion, assume a value of 1 for a successful quit, and a value of 0 for TP not being able to quit yet.

1.83 ARexx / Information / Preferences

PREFERENCES INFO

SCSI_DEVICE

This will return the device entered in the SCSI DEVICE string in the prefs.
eg. squirrelscsi.device

SCSI_UNIT

This will return the unit number of the SCSI device.
eg. 1

CX_HOTKEY

This returns the current Commodity hotkey setting.
eg. ctrl lshift t

PLAY_INSERTED

Returns:
1 = Play Inserted is enabled.
0 = Play Inserted is disabled.

UPDATE_RATE

This returns the Update Rate set in the preferences.

UPDATE_POS

This returns the value the Update Rate counter is currently at. This value increases by 1 every vertical blank and is reset when it gets to the Update Rate.

CLOCK

Returns:
1 = The clock is enabled.
0 = The clock is disabled.

ASK_OVERWRITE

Returns:
1 = Ask Overwrite is enabled.
0 = Ask Overwrite is disabled.

POP_TO_FRONT

Returns:
1 = Pop To Front is enabled.
0 = Pop To Front is disabled.

PLAY_MODE

Returns:
1 = End Of Track mode selected.
0 = End Of CD mode selected.

DISCS_PATH

This returns a string containing the path of where the CD ID files will be saved.

eg. DH1:Utilitites/TrinityPlayer/Discs/

PUBLIC_SCREEN

This returns a string of where TP should open it's window (if enabled).

eg. Workbench

OPEN_OWN_SCREEN

Returns:

1 = Open own screen.
0 = Use frontmost screen.

AUTO_ACTIVATE

Returns:

1 = Auto Activate window on.
0 = Auto Activate window off.

WINDOW_BORDER

Returns:

1 = Window border on.
0 = Window border off.

START_FROM_TRACK

This returns the Track number that's in the preferences regarding the first track that should be played if this mode is enabled.

PREVIEW_DELAY

This returns the Preview Delay value in seconds.

1.84 ARexx / Control / CD

CONTROL CD

STOP

This will stop playing the current CD.

PLAYTRACK [Track]

This will play the specified Track. Remember, check to see if everything is okay first (CD INFO).

The way the track will be played (until end of track or CD) depends on the

Play Mode
set in the prefs.

A return value of 1 means that the track started to play okay. A value of 0 means that an error occurred. If you do try to play a track when something is wrong (no CD in drive/etc), then you'll just get 0 as a result - TP will not crash ('be stupid if it did).

If no parameters are passed, the first track will be

played.

PAUSE

This will pause the CD if it's playing. A return value of 1 means that the CD is paused, a value of 0 means that the CD is not paused (playing/stopped). To unpause, just call this command again and note the return result.

REWIND <Seconds>

This is the number of seconds the currently playing track should be rewound. Return of 1

FORWARD <Seconds>

This is the opposite of REWIND, as it goes forward the specified numbers of <Seconds>. No return result.

SKIP_BACK

This plays the previous track. A value of 0 means that the previous track couldn't be played. A value of 1 means everything's fine.

EJECT

This will try to eject the CD in the drive. A value is returned. Not sure what it is, as I haven't tried to find out! :)

CLOSE_CDDA

This will free all memory and related structures required for operating the CD drive. DO NOT use any of the above commands after you've used this command. If you do try one of the above commands after using the CLOSE_CDDA command, you'll hang the computer. A value is returned - like above - I'm not sure what.

1.85 ARexx / Control / Window

CONTROL WINDOW

WINDOW_BIG

This will put TP into BigGUI mode.

WINDOW_SMALL

This will put TP into SmallGUI mode.

WINDOW_TINY

This will put TP into TinyGUI mode.

WINDOW_TO_FRONT

This will bring the TP window to the front if it is behind any others.

WINDOW_TITLE <Window Title\$> <Screen Title\$>

This lets you change the window/screen title(s). Say for example, you just want to change the Screen

Title, you must put -1 as the Window Title. This stops the Window Title being changed. This also works the other way round.

NOTE: If you use this command while TP is in SmallGUI mode, then it'll be changed almost straight away. That's because the CD times/etc are being displayed in the screen's titlebar. Unless of course there's no CD playing.

DEFAULT_WINDOW_TITLE

If you've changed the window/screen title(s) and you want to change them back, then you can use this command which will revert the titles back to the default strings\$.

MOVE_WINDOW_REL <X delta> <Y delta>

This will move TP's main window relative to it's current position. For example, if the window's current position is 104 and you give a X value of -3, then the window's new X position will be 101. A value of 3 will change the new X position to 107. Simple really.

MOVE_WINDOW_ABS <X> <Y>

This will move TP's window to absolute co-ordinates. So, if you pass X as 34 and Y as 63, then the window will move to them exact co-ordinates.

WARNING: If you give wrong values, you can cause TP to quit with an error, or most likely cause a GURU. Not very nice, mista.

1.86 ARexx / Control / Requesters

CONTROL REQUESTERS

REQUESTER <Title\$> <Bodytext\$> <GadgetText\$>

This will bring up a (EasyRequest) requester that can be used to notify the user, or can be used for a multiple choice question or summat.

Title\$	=	This is what should be in the title bar of the requester.
BodyText\$	=	This is what should be in the main body of the requester. You can have more than one line, by putting a Carriage Return (ASCII Char 10) at the end of each line.
GadgetText\$	=	This is what should be in the button(s). If you want to give the user more than 1 choice, then you must use the pipe character in-between each choice.

eg. REQUESTER 'Title!' 'How old are you?' '15|18|21|25'

Result: The right-most button will always return a value of 0, and for every extra choice, add a value of 1 to the

next-up right button. Shit, it's too hard to explain, here's an example:

```
REQUESTER 'Title!' 'Where do you live?' 'UK|AUSTRILA|NEW ZEALAND'
          |         |         |
          .-----'   .-'     !
          Returns 1   Returns 2   Returns 0
```

If you were to put 'UK|AUSTRIALIA|MY RECTUM|NEW ZEALAND', and the user clicked on "MY RECTUM", then the return result would be 3. Because it's the 3rd one to the right.

Don't blame me for the way this works, it's Commodores' "fault"!

GETTEXT <Title\$> <Default> <Action>

You can get a string/integer from the user by using this command.

Title\$ = This is what should be displayed to the user.
Only one line allowed - and don't make it too long!

Default = If you're using the STRING action (see below), then this is the string that will appear in the string gadget. If you're using the INTEGER action, then this is the numerical value that'll appear in the integer gadget.

Action = This determines the type of input you require from the user. STRING will let alpha-numeric characters and INTEGER will only allow numerical characters to be entered.

Result: The entered string/value will be returned. If the user doesn't enter anything, then nothing will be returned.

1.87 Trouble Shooting

·7·R·0·U·8·L·E· ·5·h·0·0·T·1·N·6·

Q. I can't find a program to load in the TP.gfx file so I can change the gfx, how come?

A. You can't directly edit .gfx files, that's why you get an IFF version of it. All .gfx files are in a custom format, which also saves a lot of disk space (for example, an IFF GUI GFX file is 51k and a custom .gfx file is 9k - even though they contain pretty much exactly the same data).

Q. I run TP on a screen with more than 8 colours, but TP's GUI goes all a sick purple! Er... why?

A. Well that would be because you're not running MagicWB properly. You should have your palette as the MagicWB palette AS WELL AS running the supplied (with MagicWB) MagicColours program which should hopefully sort this little AmigaOS prob out. Get the MagicWB archive from AmiNET somewhere - sorry, I don't know the URL.

To give your Workbench palette the MagicWB colours, select Open from the menu in the Palette prefs program and then select the TP_gfx.iff file. This should give you the MagicWB colour palette - you may need to run MagicColours to properly sort it out.

Q. When I click on the Prefs button on TP's GUI to edit the preferences, a big blank window (with possibly a couple of string gadgets) appears. Then I click in the window - but it just crashes! Do I need to register to get access to this?

A. If you had to register to get access to the Prefs - how would you set which device to use? And which unit ID? So no, you don't need to register to use the preferences.

The reason for this Prefs problem is because you haven't got the required font installed. In the early TP releases, I stupidly forgot to include the required fonts in the TP archive, but in later releases - I included them! Yay! The fonts required are: Personal.font, GTBGadget.font and XEN.font.

Anyone got anymore questions?

1.88 General Notes

·G·E·N·E·R·A·L· ·N·O·T·E·S·

Nothing much in here at the moment (coz I haven't started it yet).

Program Stats

SOURCE CODE:

Size : 83k
Lines : 2759

PROGRAM iNFO:

Compiled: Saturday 08th November (08/11/1998).
Filesize: 58,260 bytes.
Status : Registered Version - Daniel Thornton.

REGiSTRATiONS:

Total : 8
Paid : 7
Earned: 0

Other : 1

1.89 Known Bug(ger)s

>>-K-N-O-W-N-+-B-U-G-S->

The 1st track in a Program Mode list is never played. The reason for this is already known, so will be fixed shortly.

1.90 `Welcome to the stage of history' ...

<·>H·I·S·T·O·R·Y<·>

+ New addition
- Removed
* Bug-fixed
! Reworked/over-hauled

V0.70 - 7th April, 1998.
!Clicking on PAL/NTSC in the preferences will now actually set the UPDATE RATE for you instead of informing you of the value (I didn't know how to set it myself before).

*When selecting a track using the
QSP
, it won't keep trying to play the
first second of the 1st track repeatedly and toggling track #1 on the
QSP
.

V0.71 - 6th May, 1998.
+Started and completed the
TP_Installer
program which automatically
installs TP, plus the demo CD ID files (if requested).

!Wrote more of this .guide file.

V0.71 - 17th May, 1998.
+Added TP's
GUI GFX
to the archive.

!Wrote more of this .guide file. Also made it look better by adding "3D" lines, etc.

V0.72 - 07th June, 1998.

+Added

 Tooltypes

 .

V0.73 - 10th June, 1998.

*Sorted out the problem of the

 Preferences Window

 locking the system up

when opened. Turns out that this would happen if the Personal font wasn't installed. TP now opens the Topaz font if the Personal font couldn't be found. Added the Personal font to the TP archive.

Major thanks to Liz Tucker.

*When TP couldn't open the

 Song Editor

 window, TP went into an infinite

loop trying to open it, due to a STUPID typo by me.

!As far as I'm aware, right clicking a highlighted track in the Song Editor window works perfectly now.

!Changed the "TerraForm" badge to "Carnage" in the main window.. should have done this ages ago...

+Updated the

 Installer

 to automatically install the Personal fonts if not

found.

+Added 3 more DiscID's (Off Yer Nut!!).

*When selecting PAL/NTSC in the

 Preferences window

 , TP would instantly

forget it and revert back to the value just before PAL/NTSC was selected.

Thanks to Robert Johnston.

*The TITLE and GROUP fields in the CD ID files were being loaded/saved in the wrong order.

Thanks to Robert Johnston.

+The "xx: " (first 4 characters) is stripped from the

 SONG_NAME

 (ARexx)

command.

Requested by Robert Johnston.

+Added

 OPEN_OWN_SCREEN

 ,

WINDOW_BORDER
and
AUTO_ACTIVATE
tooltypes.

V0.73 - 11th June, 1998.

*When there is no CD in the drive, then user is not allowed to go in to the

Song Editor
- this stops a very potential crash happening when there's no tracks available.

V0.73 - 13th June, 1998.

*Numerous small bug fixes which hopefully makes TP more stable.

V0.73 - 14th June, 1998.

*TP crashed when clicking on either Rewind, Fast Forward or Eject (forgot to check to see if there was a CD inserted/playing first).

V0.74 - 14th June, 1998.

*TP's commodity hotkey is now set to whatever is specified in the

Tooltypes
(sorry, I forgot!).

V0.74 - 15th June, 1998.

+Added the XEN font to the archive (required by TP).

V0.74 - 17th June, 1998.

!Started work on the new Preferences menu/windows.

+Added

EXTERNAL_GFX
tooltype.

V0.74 - 18th June, 1998.

*When playing track >21, other buttons appeared de-pressed instead of "21+". Thanks to Robert Johnston.

!Made the "Preview" window font sensitive (sorry).

*A "Fatal Error" message (beware: always dread these!) came up when the CD finished playing while in

SmallGUI
mode.

!Stopped all flickering that sometimes happens when updating the Track times. If not, I've certainly reduced it. The reason was that I wasn't drawing (well, BLITting) the times' in sync with the video-beam. I didn't want to waste any time.. but it works perfectly now anyway.

+While in the
 Song Editor
 , it is possible to send the current CD's data
to a file or printer.

+Pressing HELP on the keyboard will bring up this .guide file if it's
found. Sorry, I forgot to add this "feature".

*For some reason the
 QSP
 wasn't updated when the current track finished
and moved on to the next one.

V0.74 - 19th June, 1998.

+Spent all afternoon getting the External GUI GFX routine working. Turns
out that I basically had the routine working within 20 minutes, but a
variable type error (I used a .f float type instead of a .l long type by
accident) caused me to waste LOTS of time. Sh*t.

V0.75 - 22th June, 1998.

*Even if a CD wasn't in play/pause mode, TP would still bring up the "CD
is in play/pause mode" requester. This error was due to me
"spring-cleaning" this section of the code.
Reported by Robert Johnston.

*Sorted out all the probs regarding SmallGUI mode (titles not updating,
etc).
Pointed out by Robert Johnston.

*When a CD is in the drive that doesn't have a corresponding CD ID file,
TP will now display "Unknown CD" instead of displaying nothing.
Suggested by Robert Johnston.

!Finally got CD recognition working! No more having to go into SmallGUI
mode and then back into BigGUI mode for TP to read in the new CD! Phew!

*The return values for
 WINDOW_TYPE
 (ARexx) was the wrong way round.
Corrected. Also,
 SCREEN_MODE
 was shown as SCREEN_DISPLAY in the
 ARexx
 section. Also corrected.

V0.80 - 14th October, 1998.

.Bloody hell! I haven't done anything for ages! I suppose
I'd better start catching up, eh? :)

+Phew, I've almost completed the Program feature.
So now you can create your own playlists and play tracks in whatever
order you want. It only plays the first track in the playlist though
for some reason....

V0.80 - 27th October, 1998.

*Added a check to see if the host system has got exec version 39 or above, as the online help for the Prefs/Program Mode editor's needs v39 or above.

!MAJOR optimisations in the keyboard reading routine. Instead of 42 seperate key checks, there's only 1. Hmm.

V0.80 - 21st November, 1998.

+Re-structured the About menu and added an extensive "Statistics" menu containing usefile and non-useful info for you to have a look at. Haven't added this info to the doc (this thing yer reading) yet though. Still some more to add to the Statistics bit, by the way.

+Ya see that "CDROM suite" thing in the Future section? I've been incorporating it into the TP archive, and soon Trinity Player will be released as The Trinity Suite as there'll be more than just Trinity Player - they'll be a CD audio ripper.... just have a look at the Futore section.

+Added another GUI mode (TinyGUI). SmallGUI is still pretty big, so I've added this new mode. Mad people using TP in a non-interlaced mode can now at least use it without it taking up a stupid amount of space. I didn't make TinyGUI any smaller as it would be far too small for people that are using TP in interlaced (but they'd be using TP in BigGUI mode.. .. yadda yadda).

+Added ShowTips . Shows you tips upon program startup.

+Various things added/optimised.

V0.80 - xxnd January, 1999.

+Right mouse button brings up a menu instead of switching GUI modes.

1.91 Here for the future

·F·U·T·U·R·E·

Create some sort of "CDROM suite", which will have a main menu (GadTools, MagicWB and MUI versions) from which you can select to run

the CD player (Trinity Player), the CD audio ripper (save (parts of/full) tracks on to your HD in IFF, RAW, etc formats - currently hasn't got a name yet) and maybe a CD Info (gives details on the currently inserted CD and the CD drive) program.

Completely new preferences module, which will be a seperate program. Which will make the main TP exe smaller and hopefully faster. There will be GadTools, MagicWB and possibly a MUI version - but I wouldn't count on it.

Add a catalogue/locale system.

More

ARexx
commands (anyone?).

Stamp out every single gonadding bug!

1.92 Help Wanted

·H·E·L·P· ·W·A·N·T·E·D·

Well it does happen. Coder-type peeps get stuck or really needs help. Which I do. Right now. If anyone can help with the following, then please get in contact with me.

Translations

There was supposed to be a German translation of this manual, but it didn't happen due to the time required to complete it. So, if you think you can do a translation in your own language, then please contact me - you'll get a free registration for your troubles. If you do decided to do this, SERIOUSLY think about what you're getting involved in - as it will take up a lot of your time to do this!

1.93 Credits

·C·R·E·D·I·T·S·

Coding, GFX, English manual, etc
BootBlock/Carnage

Er.. that's it!

1.94 Fank Q!

·T·H·A·N·K· ·Y·O·U·

More recent "cause for thanks" are at the bottom.

Liz Tucker
Major thanks for finding the "bug" that caused the
Preferences Window
to

lock-up!

Lance Thurston
For reminding me about the above problem.

Robert Johnston
For numerous bug reports and suggestions.

Andreas Etzrodt
For the German translation of this manual.

Daniel Thornton
For bug reports, ideas and stuff. And for being the only person
that seems to contact me about Trinity Player these days. :'{

1.95 Stuff used, etc

<<·A·C·K·N·O·W·L·E·D·G·E·M·E·N·T·S·>>

Blitz Basic 2	- Acid Software	- Actual coding.
Cygnus Editor	- CygnusSoft Software	- Writing this guide.
PPaint v7.1	- Cloanto	- TP's graphics.
DirOpus 4.12	- Jonathon Potter	- File managing.

Trinity Player was coded on:

Amiga1200 Tower (Eyeteck) *
Blizzard Turbo 1220/4 (2MB CHIP + 4MB FAST)
2.1 Gigabyte Harddrive
SquirrelSCSI + MediaVision Reno (2 speed)
Dynalink K56Flex + HyperCOM1 serial board
Rattly old Citizen Swift 24e

- * There is also a P166 in the tower as well - press the on button and both the Amiga and PC (and it's monitor) come on!!
(it's a (DIY) EZ-Tower - not the EZ-PC Tower)

1.96 Hey, it's me!

<A·U·T·H·O·R>

You can contact me for registration, bug reports, suggestions, or anything else really, at

HOME-->: BootBlock/Carnage
115 Corporation Road
Grimsby
N.E. Lincs
DN31 1UR
England

EMAIL->: BootBlock@Bigfoot.com
WEBSITE: HTTP://Fly.to/ParpsVille
BBS--->: NiteLife BBS - +44 (01472) xxxxxx - 8pm-10pm GMT.
(the BBS is currently offline)

Please see the
Registering
section for info on getting updates via
post/email.

The latest version of Trinity Player is available from my website above. Just have a quick look on the left-hand panel for Downloads in the Computer section. Click on Productions / Trinity Player for the latest news.

1.97 The Trinity Player Mailing List

·M·A·I·L·I·N·G· ·L·I·S·T·

Not really a mailing list, more of an announcement list. If you would like to receive an email when the latest version of Trinity Player is available (plus a quick summary of the changes + program stats), then please send

me
an email asking to receive announcements.

NOTE: This "service" is only available in English!

Nope, forget it - no-one seemed to be interested in this, so it's gone BANG big-time. Although when asked users if they would like to receive the latest TP news, they said "yes", but they didn't subscribe to this mailing list earlier. Turns out I've written this 107k manual (full of complete bollocks, no doubt) for nothing.

For God's sake people - give me some feedback on Trinity Player, or I'll lob it in the bin, which I've come so close to doing many times..

1.98 Index Ahoy!

FULL INDEX

N/A yet!
