

Trinity Player V0.70

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COLLABORATORS

	<i>TITLE :</i> Trinity Player V0.70		
<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 V0.70

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

·TRINITY PLAYER V0.70·

25/04/1998

1.0	Introduction	
1.1	DescriptionWhat's this then, mate?
1.2	System RequirementsMight as well have a look!
1.3	FeaturesNot quite there yet!
1.4	DistributionTake note of this
1.5	RegistrationSorry, but it's shareware!
2.0	Installation	
2.1	Manual InstallationInstalling by hand
2.2	Automatic InstallationUsing the script
2.3	External GFX filesUsing external GUI GFX
3.0	Using Trinity Player	
3.1	Main window / BigMain window
3.2	Main window / SmallMinimised window
3.3	Song Editor windowMight be re-designed soon
3.4	Program Editor windowA bit wonky at the mo
3.5	Preferences windowRead this!
3.6	About windowUseful(?) info
3.7	KeyboardKeyboard shortcuts
3.8	CommodityNot fully implemented yet
3.9	ARexxFookin' extensive!
4.0	Related Issues	
4.1	General NotesBits of info
4.2	Known BugsNot my fault, honest!
4.3	HistoryIt's all in the past now!
4.4	FutureOooh, lemme look!
5.0	Miscellaneous	
5.1	CreditsNot much in here!
5.2	AcknowledgementsStuff used
5.3	AuthorMe me me me, er.. me!
5.4	GreetzAre you in here?

5.5 Mailing ListHey, lookit dat!

1.2 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.

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 are un-finished, which means there's sections missing and things not currently implemented. Please watch out for updates (see Author) !

1.3 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)

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!

1.4 I'm a Creature Feature! (TM)

«•F•E•A•T•U•R•E•S•»

ø Looks great!
 ø~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 Song 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 Song 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 will be a (small) Trinity Player mailing list very soon.

1.5 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.

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.

1.6 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.

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 Song 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.
- * 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.

1.7 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. 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).

1.8 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·

1.9 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·

1.10 Usage / Big Window

1.11 Usage / Small Window

1.12 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 hoykey configurable. Sorry. I'll implement this in a later version. Also, if you've got any ideas for what I can use the Hotkey function for, then contact me.

1.13 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 80 ARexx commands in this version.

For example, you can use a program like Scala (I'm not sure if it has an ARexx port - even though I've got 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

1.14 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
```

1.15 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).

1.16 ARexx / Information / Window

WINDOW INFO

WINDOW_TYPE

Returns:

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

PROGED_X

This returns the X co-ordinate of the Program Editor's window.

PROGED_Y

This returns the Y co-ordinate of the Program 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.

1.17 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 V0.70

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_DISPLAY

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.

1.18 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. 1.00R

1.19 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.

1.20 ARexx / Information / Preferences

PREFERENCES INFO

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

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.

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

1.21 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).

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 un-pause, 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. No return result.

FORWARD <Seconds>

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

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.

1.22 ARexx / Control / Window

CONTROL WINDOW

WINDOW_BIG

This will put TP into BigGUI mode.

WINDOW_SMALL

This will put TP into SmallGUI mode.

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.

1.23 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|AUSTRAILA|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.

1.24 '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.

1.25 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 v7.0	- Cloanto	- TP's graphics.
DirOpus 4.12	- Jonathon Potter	- File managing.

1.26 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@GeoCities.com
WEBSITE: HTTP://www.geocities.com/SiliconValley/Lab/4868/index.html
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. Go into the "Productions" (yellow button on the left) section and click on the purple "Downloads" button at the top and look for "Trinity Player".

An LZX archive (117k) is also available on my website which contains 777 CD ID files. It was decided to remove it because AmiNET wouldn't allow LZX files (even if they're inside an LhA file), and I wasn't going to archive all those CD ID files with LhA, as it the resultant file would be over 180k. This also means that if you just want the latest version of Trinity Player and this doc file, then you don't have to download the ID archive contained within it. Just grab it from my site.

1.27 The Trinity Player Mailing List

·M·A·I·L·I·N·G· ·L·I·S·T·

You can subscribe to the Trinity Player Mailing List for info on the latest updates, fixes and things. Send an email to me in the Author section with the subject as TP-SUBSCRIBE, then you'll be added to it. Which means that you'll be the first to hear of any announcements regarding TP! Huzzah!

Don't worry, there won't be any noticable email traffic or anything - you'll only receive the latest news/announcements regarding Trinity Player, so it's not going to flood your in-box!

1.28 Index Ahoy!

FULL INDEX

N/A yet!
