

# **Trinity Player V0.74**

BootBlock/Carnage

**COLLABORATORS**

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# Contents

<b>1</b>	<b>Trinity Player V0.74</b>	<b>1</b>
1.1	Welcome to the awesome Trinity Player, er... doc! . . . . .	1
1.2	Well, spank my arse! . . . . .	3
1.3	Aha! I'M Alan Partridge! .... er, no I'm not. Sorry. . . . .	3
1.4	I'm a Creature Feature! (TM) . . . . .	4
1.5	READ THIS CAREFULLY - AND TAKE NOTICE . . . . .	5
1.6	C'mon mate - register! bum lick... slurp.. licky lick...etc . . . . .	5
1.7	MANUAL! Ooer indeedy missus! Fnaar fnaar! . . . . .	6
1.8	AUTOMATIC! Er... well. Can't think out `owt funny here. . . . .	7
1.9	GFX! Nah... not here either. . . . .	7
1.10	Usage / Big Window . . . . .	7
1.11	Usage / Small Window . . . . .	7
1.12	Usage / Song Editor Window . . . . .	8
1.13	Song Editor Window - Title . . . . .	9
1.14	Song Editor Window - Group . . . . .	10
1.15	Song Editor Window - Tracks . . . . .	10
1.16	Song Editor Window - Track Number . . . . .	10
1.17	Song Editor Window - Track Name . . . . .	10
1.18	Song Editor Window - Track Name Edit . . . . .	10
1.19	Song Editor Window - Track Number Edit . . . . .	10
1.20	Close Window . . . . .	11
1.21	Depth Gadget . . . . .	11
1.22	Drag Bar . . . . .	11
1.23	Usage / Program Editor Window . . . . .	11
1.24	Usage / Preferences Window . . . . .	11
1.25	Usage / About Window . . . . .	11
1.26	About - More Please! . . . . .	12
1.27	About - That's Enough . . . . .	13
1.28	About - Registered to ... . . . .	13
1.29	Usage / Keyboard . . . . .	13

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1.30 Usage / Commodity . . . . .	13
1.31 Quick Selection Panel . . . . .	14
1.32 Usage / Tooltypes . . . . .	14
1.33 Preferences/ToolTypes - SCSI_DEVICE . . . . .	15
1.34 Preferences/ToolTypes - SCSI_UNIT . . . . .	16
1.35 Preferences/ToolTypes - DISCS_PATH . . . . .	16
1.36 Preferences/ToolTypes - OPEN_OWN_SCREEN . . . . .	16
1.37 Preferences/ToolTypes - PUBLIC_SCREEN . . . . .	16
1.38 Preferences/ToolTypes - WINDOW_BORDER . . . . .	16
1.39 Preferences/Tooltypes - AUTO_ACTIVATE . . . . .	17
1.40 Preferences/ToolTypes - CLOCK . . . . .	17
1.41 Preferences/ToolTypes - Ask Overwrite . . . . .	17
1.42 ToolTypes - CX_HotKey . . . . .	18
1.43 Usage / ARexx . . . . .	18
1.44 AREXX COMMANDS MENU . . . . .	18
1.45 ARexx / Information / CD . . . . .	19
1.46 ARexx / Information / Window . . . . .	20
1.47 ARexx / Information / Screen . . . . .	21
1.48 ARexx / Information / Program . . . . .	22
1.49 ARexx / Information / Miscellaneous . . . . .	22
1.50 ARexx / Information / Preferences . . . . .	23
1.51 ARexx / Control / CD . . . . .	24
1.52 ARexx / Control / Window . . . . .	25
1.53 ARexx / Control / Requesters . . . . .	26
1.54 Trouble Shooting . . . . .	27
1.55 General Notes . . . . .	27
1.56 Known Bug(ger)s . . . . .	27
1.57 `Welcome to the stage of history' ... . . . .	28
1.58 Here for the future . . . . .	30
1.59 Credits . . . . .	30
1.60 Fank Q! . . . . .	31
1.61 Stuff used, etc .... . . . . .	31
1.62 Hey, it's me! . . . . .	32
1.63 The Trinity Player Mailing List . . . . .	32
1.64 Index Ahoy! . . . . .	33

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## Chapter 1

# Trinity Player V0.74

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

```

-----
|                                     |
|               ·TRINITY PLAYER V0.74· |
|                   15/06/1998       |
|                                     |
'-----

```

1.0	Introduction	
1.1	Description	.....What's this then, mate?
1.2	System Requirements	.....Might as well have a look!
1.3	Features	.....Not quite there yet!
1.4	Distribution	.....Take note of this
1.5	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 / Big	.....Main window

- 3.2 Main window / Small
    - .....Minimised window
  - 3.3 Song Editor window
    - .....Might be re-designed soon
  - 3.4 Program Editor window
    - .....A bit wonky at the mo
  - 3.5 Preferences window
    - .....Read this!
  - 3.6 About window
    - .....Useful(?) info
  - 3.7 Keyboard
    - .....Keyboard shortcuts
  - 3.8 Commodity
    - .....Not fully implemented yet
  - 3.9 Tooltypes
    - .....Late addition
  - 3.A ARexx
    - .....84 commands so far
  - 4.0 Related Issues
    - 4.1 Trouble Shooting
      - .....Solving problems
    - 4.2 General Notes
      - .....Bits of info
    - 4.3 Known Bugs
      - .....Not my fault, honest!
    - 4.4 History
      - .....It's all in the past now!
    - 4.5 Future
      - .....Oooh, lemme look!
  - 5.0 Miscellaneous
    - 5.1 Credits
      - .....Not much in here!
    - 5.2 Acknowledgements
      - .....Stuff used
    - 5.3 Author
      - .....Latest versions, contacting me, etc
    - 5.4 Thanks
-

5.5 .....Oh, I love you so much!  
 Mailing List  
 .....Hey, 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 everyones' 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  
 ) !

## 1.3 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·»

- ∅ Looks great!
- ∅~Has standard CD player controls (Stop/Pause/Skip Back/Rewind/Play/Fast Forward/Skip Forward).
- ∅~CDs can be ejected via the GUI.
- ∅~Extensive keyboard support (use the Function keys to play the corresponding tracks, use the Numeric Keypad, etc.).
- ∅~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.
- ∅~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.
- ∅~CDs can be played/stopped/ejected on program start-up/exit.
- ∅~A Program Mode editor which lets you specify which tracks to play and in which order.
- ∅~Preview Mode lets you play a user specified number of seconds of each track (sometimes called "Intro" in other CD players).
- ∅~Shuffle Mode which plays tracks in a random order.
- ∅~Repeat Mode to repeat the current, er... mode.
- ∅~If you don't like the GUI graphics, you can draw your own or use someone else's instead !!
- ∅~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).
- ∅~Trinity Player can be opened on any (public) screen, or can be told to open it's own 8-colour Interlaced MagicWB screen.
- ∅~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.
- ∅~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).
- ∅~Extensive ARexx port. There's so many commands, you can write your own interface for Trinity Player via ARexx !!
- ∅~On-line AmigaGuide documentation (not context sensitive - yet).
- ∅~Partly font-sensitive.
- ∅~Commodity.
- ∅~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.

## 1.5 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.

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.

## 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.
- \* 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  
.

## 1.7 MANUAL! Ooer 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).

---

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 777 CD ID's - archive is 117k) archive is available from my website - see

Author  
section.

## 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·

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.

## 1.9 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·

Using External GFX files isn't currently supported yet - please look out for an updated version of Trinity Player.

## 1.10 Usage / Big Window

UNDER CONSTRUCTION

Sorry, but the button you clicked on isn't complete yet, please watch out for updates!

## 1.11 Usage / Small Window



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

|

\-----'

## 1.13 Song Editor Window - Title

Song Editor - TITLE

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

---

## 1.14 Song Editor Window - Group

Song Editor - GROUP

Enter the group/band's name here.

## 1.15 Song Editor Window - Tracks

Song Editor - TRACKS

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

## 1.16 Song Editor Window - Track Number

Song Editor - TRACK NUMBER

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

## 1.17 Song Editor Window - Track Name

Song Editor - TRACK NAME

This is the name of the track.

## 1.18 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.

## 1.19 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

.

---

## 1.20 Close Window

Close Window

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

## 1.21 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).

## 1.22 Drag Bar

Drag Bar

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

## 1.23 Usage / Program Editor Window

UNDER CONSTRUCTION

Sorry, but the button you clicked on isn't complete yet, please watch out for updates!

## 1.24 Usage / Preferences Window

UNDER CONSTRUCTION

Sorry, but the button you clicked on isn't complete yet, please watch out for updates!

## 1.25 Usage / About Window

·A·B·O·U·T· ·W·i·N·D·O·W·

---

```

-----
|           Trinity Player V0.74           |
|           ^-----^                     |
|                                           |
| This CD player has been designed to look |
| good as well as have a nice set of     |
| features for the user to play with.    |
|                                           |
| Trinity Player v0.74 is for use with    |
| SCSI and ATAPI CD drives.              |
|                                           |
| All coding in Blitz 2 done by:         |
|                                           |
|     BootBlock/Carnage                   |
|     115 Corporation Road                |
|     Grimsby                             |
|     N.E. Lincs                          |
|     DN31 1UR                            |
|     England                             |
|                                           |
| PHONE   : (01472) 239798                |
| EMAIL   : BootBlock@GeoCities.com       |
| WEBSITE :                               |
| Website URL                             |
|                                           |
|-----|
|
| More Please!
|
|-----|

```

## 1.26 About - More Please!

·A·B·O·U·T· ·W·i·N·D·O·W·

```

-----
| Trinity Player has been ran: xx times! |
|                                           |
| COMMODITY : Yes                          |
| AREXX PORT: TP.1                         |
|-----|
|
| That's enough!
|
| Registered to...
|
|-----|

```

COMMODITY

You'll be able to tell if TP was able to make itself into a commodity or



not.

AREXX PORT

This is TP's ARexx port name - if TP was able to create it.

## 1.27 About - That's Enough

·A·B·O·U·T· ·W·i·N·D·O·W·

This will just close the  
About  
requester. Wow.

## 1.28 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!

## 1.29 Usage / Keyboard

UNDER CONSTRUCTION

Sorry, but the button you clicked on isn't complete yet, please watch out for updates!

## 1.30 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.

## 1.31 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.

## 1.32 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.

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
```

```
WINDOW_BORDER
= 1
```

```
AUTO_ACTIVATE
= 1
```

```
CLOCK
= 1
```

```
ASK_OVERWRITE
= 1
```

## COMMODITY SETTINGS:

```
CX_HotKey
= ctrl lshift t
```

## GUI SETTINGS:

```
POP_TO_FRONT      = 1
UPDATE_RATE       = 46
PAUSE_FLASH       = 1
```

## TRACK PREFS:

```
PLAY_INSERTED     = 1
PLAY_MODE         = 0
PREVIEW_DELAY     = 5
START_FROM_TRACK  = 1
```

### 1.33 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.

### 1.34 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.

### 1.35 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:Utils/TrinityPlayer/Discs/

### 1.36 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)

### 1.37 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...

### 1.38 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
```

## 1.39 Preferences/Tooltypes - AUTO\_ACTIVATE

### AUTO\_ACTIVATE

When TP opens it's own window, you can have the window to automatically activate itself, or not.

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

## 1.40 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
```

## 1.41 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
```

---

## 1.42 ToolTypes - CX\_HotKey

## 1.43 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

## 1.44 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

---

## 1.45 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).

## 1.46 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.

## 1.47 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 V0.74

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.

## 1.48 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. 0.74R

## 1.49 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

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

## 1.50 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.

## 1.51 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.

## 1.52 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.

## 1.53 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.

## 1.54 Trouble Shooting

·7·R·0·U·8·L·E· ·5·h·0·0·T·1·N·6·

## 1.55 General Notes

UNDER CONSTRUCTION

Sorry, but the button you clicked on isn't complete yet, please watch out for updates!

## 1.56 Known Bug(ger)s

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

Not really a "bug" as such, but disc changes aren't recognised properly. To make TP acknowledge a disc change, press the right mouse button to shrink the GUI, then again to make the GUI full-size. Give your CD drive adequate recognition time when you insert a new CD.

## 1.57 `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 is 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  
forgot 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!).

## 1.58 Here for the future

·F·U·T·U·R·E·

Getting the CD change recognition working without the user having to go into

SmallGUI  
mode and then back to  
BigGUI  
mode (see  
here  
). The main

thing - getting it working without wasting CPU time (possibly by limiting the checks to once every second).

Finally implement external GFX loading. Might possibly be ready for v0.75. Possible StoneCracker crunched GFX support.

Add a catalogue/locale system.

German translation by Andreas Etzrodt.

More

ARexx  
commands (anyone?).

Stamp out every single gonadding bug!

## 1.59 Credits

·C·R·E·D·I·T·S·

Coding, GFX, manual, etc  
BootBlock/Carnage

---

Er.. that's it!

## 1.60 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.

## 1.61 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)  
Dynamlink K56Flex + HyperCOM1 serial board

---

Rattly old Citizen Swift 24e  
MegaMiX Master 8-BIT sampler (knackered?)

## 1.62 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](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".

## 1.63 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 noticeable 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!

## 1.64 Index Ahoy!

FULL INDEX

N/A yet!