

Interplay V4.0B

COLLABORATORS

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Contents

1	Interplay V4.0ß	1
1.1	Interplay Documentation	1
1.2	About this program	2
1.3	Legal information	2
1.4	Installation of Interplay 4.0ß	3
1.5	Credits for this program	3
1.6	Contact the authors	3
1.7	Information from the authors info...	4
1.8	Distribution of this software	4
1.9	History of Interplay	5
1.10	Why we made this program	7
1.11	Known bugs	7
1.12	System requirements	8
1.13	Other programs that supports Interplay...	8
1.14	Interplay CD-Editor...	8
1.15	Description of the buttons	9
1.16	Stop playing	9
1.17	Play track	10
1.18	Pauses the current track	10
1.19	Preview 10 seconds of each track	10
1.20	Time Counter	10
1.21	Skip tracks	11
1.22	Search back and forth	11
1.23	Use the track slider to choose a track	11
1.24	Open the CD tray	11
1.25	Let's you select where in the track to start, and shows percentage	12
1.26	Minimizes the playerwindow a little	12
1.27	Toggles how to show time on the counter	12
1.28	Opens the program window	13
1.29	Buttons in the Program-Editor...	13

1.30 Rotate the data...	14
1.31 Reverse order of the tracks...	14
1.32 Shuffle the order of the tracks randomly...	14
1.33 Delete last programmed track...	14
1.34 Load an already existing program from disk...	15
1.35 Save the current program to disk...	15
1.36 Clears the current program...	15
1.37 Accept a program and return to Interplay...	15
1.38 Status window	16
1.39 Using the preference-window	16
1.40 Displays the name of the track	18
1.41 Loop functions	18
1.42 Group/Artist -name	19
1.43 Randomly play tracks	19
1.44 Show the Artist-List editor	19
1.45 Listview...	20
1.46 Using the menus in Interplay	20
1.47 Menues in the main window	21
1.48 Iconify Interplay...	21
1.49 menu_prefs	21
1.50 menu_prog	21
1.51 Rotate the data in the program left/right	22
1.52 Shuffles the data in the program randomly	22
1.53 Reverses the data in the program	22
1.54 Final notes from the authors	23
1.55 Greetings to friends and contacts...	23
1.56 Call our bulletin board now..	23

Chapter 1

Interplay V4.0β

1.1 Interplay Documentation

I N T E R P L A Y V E R S I O N 4.0β

© 1994/95 Stian André Olsen & Espen Skog
SilverHawk Software

About this program

Legal information

How to install

Credits for Interplay

Contact the authors

Read this first

Distribution

History

Why we made it

Known bugs

GUI explanation

System requirements

Interplay supporting programs

The menues

Final notes

Greetings

1.2 About this program

What is this ?
=====

This is an Audio-CD player program for the Amiga. It was designed to work with the Archos Overdrive CD-Rom that has been very popular on the A1200, but it should work on other drives aswell.

Amiga Computing:

"This is one of the best CD players for the Amiga"

Amiga Shopper:

"Interplay 3.1 is an excellent audio CD player..."

Interplay should work fine with the following setups:

- * Archos' Overdrive
- * Zappo CD-Rom
- * SCSI CD-Rom drives under Kickstart 3.1
- * HiSoft's Power CD-Rom (Using squirrel pcmcia scsi-2 interface)
- * Commodore CD32 (with SX-1 Module present)
- * Commodore CD32 (with ProModule present)
- * Other SCSI CD-Roms connected to the Squirrel scsi interface.
 - * SCSI CD-Roms connected to Dataflyer SCSI+

Interplay is reported to be working on these setups:

- * Archos' Overdrive
- * Zappo CD-Rom
- * SCSI CD-Rom using the Squirrel (tm) SCSI controller.
 - * SCSI CD-Rom and Kickstart 3.1
- * Commodore CD32 (using the SX-1 module)
- * Commodore CD32 (using the ProModule)

We've not had the possibility to check Interplay on all the systems, but if you find out that it won't work properly on your setup, please report it to us and we will try to find the bug.

1.3 Legal information

Legal information
=====

Interplay V4.0β software and documentation is copyrighted 1994/95 by

Stian Andre Olsen
and
Espen Skog
. All rights reserved.

We take no responsibility for any damage that may appear after using

this program. The software is provided "as is" and we reserve the right to update the software and documentation without notice.

You may not sell this program to gain personal profit what so ever without a written permission from the authors.

1.4 Installation of Interplay 4.0β

How to install Interplay 4.0β

=====

Installation of Interplay is quite easy.

Double-click on the Installer icon which came with this archive. It is using Commodore's Installer (tm). If you already have a Interplay.list installed (default is s:), the installer-script won't install the list which is provided with this archive. Therefore, if you want to replace it with the one you have on your disk, you should copy the file manually.

1.5 Credits for this program

Credits

=====

Credits for this brilliant Audio-CD player are as follows:

Programming.....All programming by
Stian Olsen
who also stood for
the user-support and collect bug-reports from
various users around the world. Also, some
bugtesting done by Stian. Installer-script done
by Stian.

Design.....The GUIs was made by
Espen Skog
using GadtoolsBox.
Bugtesting also by Espen. Document was written by
Espen using Cygnus Ed Professional V3.5. Designing
of the look of the player and its windows by Espen.

1.6 Contact the authors

Contact us for suggestions and/or bug-reports:

=====

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Interplay Homepage: <http://www.ifi.uio.no/~stianol/Interplay>

Also try our BBS

SilverHawk BBS
at +47-64934100/80 (28k8,14k4) Amiga+C64

1.7 Information from the authors info...

Information

=====

Finally we managed to make another version working. This time, version 4.0β. Hopefully, some CD32 owners will be quite happy now, because we have added joystick/joypad support. Therefore you can also control play, stop and skip-functions using a joystick.

Also check out some new features in the prefs window, and some new buttons are added in the main window (Minimize function). This version has also got the long awaited program-editor. Read more about the new features later in this document. ↔

The reason this is called V4.0β is that not all functions are ready yet.

A new version (v4.1) will have some more functions and also be a more finished version.

1.8 Distribution of this software

Distribution

=====

Interplay is NOT Public Domain, but you may spread it as you like. Interplay may be put on non-profit PD archives like Fred-Fish, AmiNet etc, but we would like you to contact us if you do wish to include it in your compilation (And that goes for all you CoverDisk-Makes who doesn't seem to bother to read the distribution-notices).

If you like this program and want it to be developed, please mail us and tell us you like it. Or you could call, snail or whatever..

This program package must only be spread with its full contents.

```
/Interplay4.0β/Interplay
/Interplay4.0β/Interplay.guide
/Interplay4.0β/Interplay.Install
/Interplay4.0β/Env/IPlay.prefs
/Interplay4.0β/Env/IPlay2.prefs
/Interplay4.0β/Env/IPlay3.prefs
/Interplay4.0β/s/Interplay.list
```

1.9 History of Interplay

```
History
=====
```

Version 4.0β: * Programming mode made.
(29/10/95)

- * Lots of minor bugs fixed.
- * Added joystick support.
- * Now remember the state of the window when iconified.
- * X-coordinate and Y-coordinate for the window was mixed up :)
- * When de-ticking the "Update/use Interplay.list" gadget, the artist and song gadgets was ghosted! Now fixed.
- * The skip buttons will also work in random mode.
- * Made installer script for the program.
- * Minimize window added.
- * User-defined Public-screen

Version 3.2: * Not released due to lack of time.
(xx/xx/xx)

- * Programming GUI implemented, and almost programmed.
- * Some new configuration-flags added.

Version 3.1: * Fixed an error in the save-prefs routine which caused
(03/09/95) the window to position wrong after the prefs was saved.

- * Corrected the bug that caused the name-of-track to to bug when registering a new cd.
- * Corrected the version number in the GUI :)

Version 3.0: * GUI was again changed (I like to change GUI's :))
(27/08/95) More room for track-names in the strinboxes now.

- * Hi-lighted the trackname in the List window.
-

- * Added a Speed Search slider, if you don't like searching that much. Now you can jump to the desired place in the track by just sliding the speed slider.
 - * Added preference window. A lot of new features in this window is available. Read doc for more info..
- * Checks the Vertical Blanking so the timer will work correctly on non 50 Hz screens too.
- * Made the speed search work correct.
- * Fixed some minor bugs when pressing the listwindow button.
- * When re-iconifying, the window will show up on the old location
- * Fixed a bug causing the artist database becoming corrupted. CD's with just one track will NOT be saved in the database. Will try to fix so it will recognise CD's with just one audio track also.
- * Wrote a completely new routine for search buttons. The speedsearch made the whole thing a bit more complicated so the easiest was to rewrite it. Looks like the new routine is a bit better than the old, but still you might get some seconds wrong on the counter.

Version 2.0: * We changed the GUI a bit. It's now smaller and it (09/04/95) doesn't take up so much of the wb-screen as before. Some buttons (which where ghosted) are gone since we solved the problem with the CD-recognition in another way.

- * GUI for the Artist-editor was also designed. We had to make it small so that it wouldn't take up so much of the screen.
 - * Iconify is now possible. Some guys reported it was necessary so we just had to add it :-)
 - * The special feature which recognizes CD's and leaves the user free to write name for the tracks and enter name of the artist/group is now included. This routine was originally in the previous version, but we decided to ghost it since it wasn't really finished. Now it is.
 - * There was a problem if the timer got stressed so that the song wasn't finished before the timer reached 00:00:00 and then it went below zero. This is fixed now. Check out the cool comment in the timer when this occurs :-)
 - * Removed some enforcer hits that made the player guru when iconified.
 - * Fixed some minor bugs occuring on the CD32.
-

- * Stops the motor when Stop is pushed.
- * Search implemented.
- * Menues implemented.

Version 1.0ß: * First release, but has been under development and (25/2/95) bugtesting for quite some time. Project first started when trying to control cd.device. This turned out to be working, and we made a GUI. Changed GUI about 3-4 times before we made the one you see in this version. GUI will probably change throughout future versions. Program-mode was designed, but not implemented in this version due to lack of time. Released 'cos of lack of interest to continue...bye

1.10 Why we made this program

Why did we make this ?

=====

When I first got my Overdrive CD-Rom I looked at the CDDA player that Archos made, but I was not quite happy with how it worked and looked. Therefor we decided to make a new player based on the Gadtools library from Commodore. This gave the player a much better look and it didn't open a whole new screen like the one Archos made did, therefor it was very handy to have in the back of the workbench window. We also thought that the Archos player lacked quite a few features, plus that it bugged a bit :)

The reason we made the version 2.0 and up was because we got quite some support from the users around the world. Without knowing someone was using our program, we would never had bothered to continue the project. But we did, and we thank you all who sent us letters and mail.

1.11 Known bugs

Known bugs

=====

Timer-Bug: There may be some errors in the timer when it's stressed alot. For instance, if you search back and forth and pause alot it may show ± 1 second from the original time. Since this is such a ↔ small problem, we decided not to do more about it. If, for some reason, we find out that a 100% correct timer is needed, we will try to fix it. But in the meantime, this will do.

Skip-bug: We have experienced that the player sometimes simply skip to the next track..without any reason. If this is Interplay's fault or

a bug in the cd.device from archos we really don't know.
(But it HAS to be Archos' fault..hehe)

Over-Cd: We've had trouble using Interplay with V11.3 of Over-cd.handler,
but it has been reported to work with v11.2!

Search: We know there are some minor errors with the speed-search sidebar,
but other things were more important to fix.

1.12 System requirements

System requirements

=====

- o Amiga with kick 3.0 or higher
- o Overdrive CD-Rom or compatible (or SCSI CD-Rom drives, CD32 etc.)

1.13 Other programs that supports Interplay...

Support programs

=====

We meant to make a program to merge two, or more, Interplay.list-files
so that you can join your own Interplay.list with a friends list.
Since someone already made this program, we decided not to make it.

Here are the programs that support Interplay:

Interplay CD-Editor

1.14 Interplay CD-Editor...

Interplay CD-Editor

=====

It is actually made explicitly for Interplay, and works fine. You can
merge lists, find errors and correct them, save them as Interplay-format
and even ascii format. This program is called Interplay CD-Editor. The
author is called Steven Ross and he contacted us and send us a copy of
this program and it worked just fine. If you want to take a look at it,
you can download it from AmiNet, or from the

Interplay Support BBS

.

1.15 Description of the buttons

=====> ←

Documentation of the control-panel in Interplay

=====

Stop

Play

Pause

Prev

Counter

< Skip, Skip >

< Back, Forth >

Track slider

Eject

Speed-Search slider

Minimize

Time toggler

Program

Status window

Preferences Window

Trackname

Loop

Group/Artist -name

Random

Open Listview

The Listview-window

1.16 Stop playing

Stop

====

Stop will cause the CD to stop playing. Stop will also cancel the Preview mode and Pause if selected.

1.17 Play track

Play
====

When pressed, Interplay will start playing the actual track. If no track is specified, it will start playing the first audio-track on the CD. If the CD-door is open when play is pressed, it will close automatically and start playing track 1 after initializing.

1.18 Pauses the current track

Pause
=====

Just like a normal CD-player, this pauses the CD. By pressing the button again, the CD will continue where it was paused.

1.19 Preview 10 seconds of each track

Preview
=====

The preview-function is quite handy when you shall browse thru all the tracks on the CD. When pressing the Preview button, the player will start from the beginning and play 10 seconds of each track until it reaches the last track. To disable this function, just press Stop.

1.20 Time Counter

Counter
=====

The counter displays the elapsed time of the track/CD.

```
00:00:00
| | |___: Seconds 0-59
| |_____: Minutes 1-59
|_____: Hours 0-99
```

Sometimes when you bump the CD-Rom a bit, it will skip back or forth a bit. This will make the timer go wrong. We have no way of correcting this at the moment. Maybe we can do later. So, if it happens, and the timer reaches 00:00:00 before the song is ended, it will come up with a funny message in the counter-window :-)

1.21 Skip tracks

< Skip, Skip >
=====

Skip lets you skip back and forth to choose one special track to play. If the player is in 'stop' mode and you press skip in either directions, the player won't start playing before you press play. This gives you the possibility to skip to a special track and start playing it whenever you want. Name of the tracks will of course be displayed too.

1.22 Search back and forth

« Back, Forth »
=====

This function is used to fastforward the CD. Search is used when you want to skip to one part of a track. If you don't like the beginning of a track, you simply search thru the track using Back or Forth until you reach the part you like. Search-speed is about 8 times faster than normal playing-time. Search functions works both forward and backward.

1.23 Use the track slider to choose a track

Track Slider
=====

One can very fast select a track by moving the slider to the desired track. For instance, if you want to skip from track 1 to track 56, it would require you to press Skip 56 times, but by using the slider, this is easily done by just moving it to the position. The track-number is also shown to the right, of the slider, so it's easy to keep control of which track you're on.

1.24 Open the CD tray

Eject
=====

This button will open the CD-door, or close it if the door is open. The door is toggled when Eject-button is pressed. PLAY and PREV buttons can also be pressed to close the CD-door, and if you press PLAY or PREV

when the door is open, Interplay will start playing after the door has closed. If you activate "Autoplay CD after insert" in the prefs menu, the Interplay will automatically start playing track nr. 1 of the CD as soon as it has been inserted.

(Not available on CD32)

1.25 Let's you select where in the track to start, and shows percentage

Speed-search

=====

This is one of the best routines in this new version, and it did require quite some planning and programming before it worked 100% correct. How you use it is that you use the mouse to control the slider to the left of the search buttong (Back/Forth) to decide where in the track it shall start playing. The digits on the right most side of the slider tells you the percentage of the track that has been played. This slider will be updated realtime while you are playing a track, and also will the digits. You can move the slider while playing also, and it saves you quite some time if you want to hear the last part of the song if you don't wanna spend minutes of searching forward. Also notice that the timer is following the sliders action so the time adn the slider-position is always correct. However, it has been known to differ \ensuremath{\pm}1-2 seconds some times, but it's nothing serious. This function also works in all the 4 time-toggle modes.

E.g, if you move it to 50, it will start playing in the middle of the track.

1.26 Minimizes the playerwindow a little

Minimize

=====

This is a handy function for those who don't want Interplay to take up so much space on the screen. Even though you might have removed the List-view, the player can sometimes look to big. So, we included this function, on request of a user, which minimizes the window even more and leaves only the most important buttons available. Remember that you can press the same button once more to maximize the player window. Also, after you've minimized, the text in the minimize-button will of course change to maximize so it make sense.

1.27 Toggles how to show time on the counter

Time-toggler

=====

We added the ability to show the elapsed time of a track, of the whole

CD and time left of the track and the CD. By toggling the button, the counter will change according to the mode selected. These modes are:

- Show Elapsed track-time
- Show Time left of track
- Show Elapsed CD time
- Show Time left on CD

1.28 Opens the program window

Program

=====

Let's the user make his/her own programs for specific CD's. This means that each time you insert a CD, Interplay will load the specific program made for this CD. If you make a program for a CD, and press SAVE, then this will be the program to be loaded next time the CD is inserted. Remember also that you can choose whether the program for a CD shall be auto-loaded each time you insert the CD or whether you have to load it manually using the Program-Editor.

This is a list of the buttons/funtions in the Program-Editor:

The Panel: Here you have buttons from 0-9 including + and -.
 Using the buttons from 0-9 you choose a track from 0-99
 and by pressing the button "Add to program", this track
 will be added to the current program. You can also see
 that the number you chosed is displayed in the "Actual
 track to add"-stringbox to the right. By pressing + or -
 you can increase/decrease this number by one each time
 you press + or -.

Programmed Tracks: This is the list that contains the tracks you have
 programmed. First track starts from upper-left corner,
 and last track at lower-right corner. This list ↔
 contains
 only the number of th tracks. To view the name of the
 tracks you have programmed, look at the window below.
 Here you have a list of all the track-names programmed.

Buttons:
 Click here for a description of the buttons

1.29 Buttons in the Program-Editor...

Buttons in the Program-Editor

=====

Rotate left

Rotate right
Reverse order
Shuffle
Delete last
Load program
Save program
Reset Program
Ok

1.30 Rotate the data...

Rotate Left/Right
=====

These two buttons will let you rotate the data either left or right in the actual script.

1.31 Reverse order of the tracks...

Reverse
=====

Reverse order of all the programmed tracks. I.e. if you have programmed the tracks "01 02 03 04" and press Reverse, the result will be "04 03 02 01".

1.32 Shuffle the order of the tracks randomly...

Shuffle
=====

If you want Interplay to shuffle the order of the tracks you have programmed, simply press Shuffle, and the order will become randomly.

1.33 Delete last programmed track...

Delete last
=====

If you regret a programmed track, just press this button to delete the

track. Also, if you want to delete the second-last programmed track, you can simply press rotate-right then delete-last, and rotate-left again. This lets you delete any programmed track you want without having to undo all levels back to the one you want to delete.

1.34 Load an already existing program from disk...

Load Program

=====

By pressing this button, the program (if one) for this specific CD will be loaded. If there are no existing program for this CD already, you can make one and press

Save Program

or if not,

Interplay will use the "1..2..3..4..5..6..7..etc" combination.

To prevent Interplay by auto-loading the program for a specific CD when inserted, just disable "auto-load program" in the prefs-window

.

1.35 Save the current program to disk...

Save program

=====

When you have made a program for a CD, pressing Save will save that specific program for that specific CD. This means that the next time you insert that CD, that specific program belongs to that CD. As you may have already understood, each CD gets its own unique program so that you can have a program with your favourite songs for each CD you have.

1.36 Clears the current program...

Reset program

=====

If you want to cancel a program, press Reset. This will clear the program and let you play all tracks independently of the program previously loaded/programmed.

1.37 Accept a program and return to Interplay...

Ok

==

Pressing Ok will return to Interplay and use the actual program.
To disable a program, open the program editor and press
Reset-Program

1.38 Status window

Status window

=====

This window shows the status of the player. It will echo the different states you set the player to, and you can then see what the player is doing even when the volume is turned off.

1.39 Using the preference-window

Preferences

=====

This window lets the user to configure Interplay to forfill his needs at startup and during use. We've included quite some features here this time. These are as follows...

Checkbox-Features:

Open Listview on startup.....If ON, the listview window will pop up every time Interplay is started.

Halt CD-Motor on stop.....Stops the motor when the user press Stop or when you exit/quit Interplay.

Autoplay CD after insert.....When a CD is inserted and the tray is closed, Interplay will start playing track 1 when this mode is activated. Or if a program is defined for this CD, it will load this if it is specified that programs should be autoloaded when CD inserted.

Update/Use Interplay.list....If this switch if OFF, Interplay will ignore the information found in the Interplay.list.

Also, the list won't be updated nor used in any way if this mode if OFF. If it's ON, then all actions will be stored in the Interplay.list.

Number tracks in listview....If ON, Interplay will insert tracknumbers in front of the trackname in the listwindow. Very handy

if you want to know which tracknumber a desired track in the list has.

Remember that if this switch also works with the list-view in the Program-Editor.

Iconify on startup.....When selected (ON) Interplay will start as iconified, and you can open the player again by choosing it from the Tools-Menu in the workbench.

Joystick/Joypad support.....Lets you use Interplay with the Joypad/Joystick.

Up : Start Down : Stop
Left: <Skip Right: Skip>

Minimize on startup.....

Minimizes
Interplay when started

Autoload specific CD-Program.Loads a CD's specific program when the CD is ← inserted.

(If it doesn't find a program, an error message will appear in the status window)

Requesters:

Font Requester (Not implemented yet due to some slight bugs)

The font-requester enables the user to chose the font he/she likes best. The GUI is font-adaptive, and all the graphics will follow the font-size the actual font has.

Use the file-requester to choose your favourite font, or simply enter the font name in the string-box to the right of the file-requester button.

You can also enter the font-size directly by entering a number directly in the smaller stringbox to the right of the file-stringbox.

Directory of Interplay.list

If you are not happy with where the Interplay.list is saved, you can here enter your favourite directory where you want it to be saved. You can only specify the name of the directory, not the filename. The datafile will always be called Interplay.list no matter what.

Interplay.prog will be saved at the same location as the Interplay.list

Choose public-screen

If you want the Interplay to pop up on another screen than the workbench-screen, you enter the name of the public-screen here, or you chose the name from the available pub-screens from the list by pressing the file-requester. (Recommended to press this, because you cannot Install the player on all windows since not all support it. This list will tell you the ones available).

Very handy if you don't remember, or know, the name of the screen you want Interplay to appear on.

Coordinates

Enter the coordinates (X and Y are upper left corner of the window) to specify where you want the Interplay-window to be. Also, if you place the Interplay window on the place of the screen where you want it to appear, you just open the prefs and you will find the coordinates from where you put the window in the X and Y coordinate stringboxes. This means that you don't have to KNOW the coordinates, instead you just press SAVE CONFIG and the next time you start Interplay, the window will pop up the place it was before you saved the config.

Lines in listwindow (Not implemented yet)

Enter the number of lines you want the listwindow to be. You may enter numbers from 1 upto the length you want.

1.40 Displays the name of the track

Trackname

=====

Read more about it in the
list-view
section where it is also
explained how the Artist-list functions work.

1.41 Loop functions

Loop functions

=====

There are three different loop-modes. These are as follows:

No Loop : will inactivate all kinds of looping of track/CD.

Loop : will loop the actual track. When the end of the track has been reached, it will skip back to the beginning of the track and play it over again.

Loop CD : starts playing the CD all over again when the last track has finished.

* Loop is not available in Preview mode.

1.42 Group/Artist -name

```

                                Group/Artist -name
=====

Read more about in the
                        list-view
                        section where it is also
explained how the Artist-list functions work.

```

1.43 Randomly play tracks

```

                                Random
=====

By switching on the Random-checkbox the player will choose tracks randomly
when in Play-mode. Press the checkbox again to turn off random-mode.

The random functions will of course also work on user-defined programs
made with the program-editor.

```

1.44 Show the Artist-List editor

```

                                Artist list
=====

A very good feature which enables the user to write the names
for the specific track so that Interplay shows the real trackname
instead of just its tracknumber. To do this, simply enter, in the upper
string-box, the name of the track. Press tab or use the mouse to move
the cursor to the other string-box below. Now enter the name of the
Group/artist or the name of the CD (You choose). This information is
saved in an info file ("Interplay.list", user-defined placement) which
hold information on how many tracks are on the CD, name of tracks, and
that CD's unique index-code. This index code is just a number generated
based on CD time and number of tracks. By using this code, Interplay
will know which CD you insert, and then display its proper infomation.

```

If you press the "Open Listview" checkbox below the status-window, the player-window will expand, and a list of all the tracknames will come up.

Also, if you press the "Open Listview" again, it will close. Now you can even press the name of the track you want to listen to. This feature is good to have if you want to listen to a track and you only remember its name. You can then check the list instead of having to read on the cover of the CD to find out which track the song is on. The actual track is high-lighted with a blue bar.

This is how the system works. Fill in the proper information in the boxes. The upper box is used for the name of the track, and the box below is used for the name of the group. Here is an example of how it is done:

```
.-----|.
|      Marooned      | <name of track>
\-----'/
.-----|.
|      Pink Floyd    | <name of group/artist>
\-----'/
```

Interplay will make a datafile which carries the name of the tracks. All versions of Interplay come with a datafile.

1.45 Listview...

```

                Listview
=====

When opened (by pressing
                Open listview
                ) you can look at all the names
the the tracks on the CD (if they have been
                registered
                in the list).
```

Otherwise, Interplay will call the tracks by their tracknumbers (1,2..n)

1.46 Using the menus in Interplay

```

                Using the menus
=====
```

Interplay has also got some menu-functions.

Menus in the Main window

Menus in the Prefs window

Menus in the Program-Editor window

1.47 Menues in the main window

Here are the menu-options in the main window:

=====

Project:

About.....The usual
 About-requester
 Iconify.....
 Iconifies
 the window.
 Quit.....Quits Interplay

Window:

Preferences.....Opens the prefs-window
 Program editor.....Opens the
 program-editor
 window

1.48 Iconify Interplay...

Iconify

=====

Interplay can also be iconified. This means that you doesn't have to have the player on the Wb screen all the time, it can still function while being iconified. To Iconify, you just choose ICONIFY from the main-menu. What happens next is that the window disappears, but the music still plays. To 'get it back' from its Zombi-sleep, you can choose "Interplay" from the "Tools" menu in the workbench. When selecting this, Interplay will pop up again exactly where it was left and how it was left as if nothing had happened.

1.49 menu_prefs

Here are the menu-otions in the preference window

=====

Project:

About prefs.....Information about the prefs-window
 Quit prefs.....Quits prefs, and returns to the main window

Window:

Use config.....Uses the actual config without saving
 Save config.....Save the actual config for future use

1.50 menu_prog

Here are the menu-options in the Program-Editor window

=====

Project:

Load program.....Loads an already saved program from disk
Save program.....Save actual program to the disk
About Program-editor.....About this program-editor
Quit Program-editor.....Quits and returns to the main window

Effects:

Rotate left
.....Rotates the tracks one step to the left

Rotate right
.....Rotates the tracks one step to the right

Shuffle
.....Shuffles the currently programmed tracks
randomly

Reverse
.....Reverses the current program

1.51 Rotate the data in the program left/right

Reverse
=-----=

The rotate buttons will roll the data in the program you've made either to the left, or to the right depending on which button you press.

1.52 Shuffles the data in the program randomly

Shuffle
=-----=

This will shuffle all the tracks you've programmed into a random order.

1.53 Reverses the data in the program

Reverse
=-----=

Press this, and the last track will become the first track, and the first track will become the last track. In short, the whole program will be inverted into a "what's last, will become first"-mode.

To undo your reverse, simply press reverse once more

1.54 Final notes from the authors

Final Note

=====

If you encounter a bug, you like Interplay, you don't like Interplay, you use it frequently or have anything else to say about it, then either mail us or call our support BBS

SilverHawk BBS

(where Stian Olsen actually is the Sysop, and Espen Skog is CoSysop :)).

Future development will heavily depend on your response. We know that there is a great need for a CD-Player for the Archos drive, so we hope you like it and support this program in the future.

1.55 Greetings to friends and contacts...

Greetings

=====

Greetings to : Snorre Narum
Øyvind Jergan
Guido Gouweloos & Marcel Boeren
Thomas Hansen
Darius Arnesen (Tatuator ACE)
Eivind Sommersten
..and to all those who mailed us requests.

1.56 Call our bulletin board now..

S I L V E R H A W K B U L L E T I N B O A R D S Y S T E M

- * Many active conferences..
- * Plenty of new files..
- * Many files from AmiNet..
- * Active C64 conference..
- * Many C64 Files (Games/Demos/Utils)
- * Live Chess conference..
- * Home of The Saga and RPG..
- * Live Diplomacy conference..
- * The RPG board in Norway..
- * Interplay support site..
- * BotsB support site..
- * NAM support site..
- * 23+ megs of SIDs for PlaySID..

!BBS Running on (A)BBS By Geir Inge Høsteng!
SysOp is Stian Olsen CoSys is Espen Skog

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