

JukeBox

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Contents

1	JukeBox	1
1.1	JUKEBOX	1
1.2	Changes	2
1.3	Copyright	3
1.4	Quick Setup	3
1.5	Freely distributable release	4
1.6	Licensed release	5
1.7	Shareware release	5
1.8	Special note to CDROM software/hardware vendors	6
1.9	User Interface	6
1.10	The time display	7
1.11	The track entry listview	8
1.12	Graphical symbols	8
1.13	The shuttle wheel	8
1.14	1 to 16	9
1.15	++	9
1.16	A^B	9
1.17	Lock	9
1.18	Macros	10
1.19	Time	10
1.20	Repeat	10
1.21	Shuffle	10
1.22	Edit	11
1.23	Continue	11
1.24	Titles	11
1.25	Project	11
1.26	Project, New	11
1.27	Project, Open	12
1.28	Project, Save	12
1.29	Project, Save as	12

1.30 Project, About	12
1.31 Project, Shortcuts	13
1.32 Project, Quit	13
1.33 Catalog, Show	13
1.34 Catalog, Append	13
1.35 Catalog, Sort	14
1.36 SCSI	14
1.37 SCSI, Board	14
1.38 SCSI, Logical Unit	14
1.39 SCSI, Target ID	15
1.40 Catalog	15
1.41 Hierarchical indexing	16
1.42 Non-hierarchical indexing	16
1.43 Aliasing	17
1.44 Tooltypes	18
1.45 DEVICE	18
1.46 UNIT	18
1.47 PUBSCREEN	19
1.48 FONTHEIGHT	19
1.49 FONTNAME	19
1.50 CONSOLE	19
1.51 UPDATE	20
1.52 NASTY	20
1.53 PORTNAME	20
1.54 STOP	20
1.55 REXXSHELL	21
1.56 KEYREPEAT	21
1.57 MACRO_1...5	21
1.58 STARTUP	21
1.59 CATALOG	21
1.60 CHANGEINT	21
1.61 ARexx Command Interface	22
1.62 ADDTIME	23
1.63 CATALOG	24
1.64 CHANNEL	24
1.65 CMPTIME	24
1.66 CURRENT	25
1.67 EJECT	25
1.68 GETATTR	26

1.69 INQUIRY	26
1.70 LOCK	26
1.71 LOCKGUI	26
1.72 MOVEWINDOW	27
1.73 NEW	27
1.74 OPEN	27
1.75 PAUSE	27
1.76 PLAY	27
1.77 REQUESTRESPONSE	27
1.78 SAVE	28
1.79 SAVEAS	28
1.80 SET	28
1.81 STOP	28
1.82 SUBTIME	29
1.83 TOC	29
1.84 UNLOCKGUI	30
1.85 WAIT	30
1.86 WINDOWTOBACK	30
1.87 WINDOWTOFRONT	30
1.88 ARexx scripts	31
1.89 Keyboard Shortcuts	31
1.90 Error Messages	34
1.91 Supported drives	37
1.92 TEAC	37
1.93 CHINON	38
1.94 ANSI	38
1.95 NEC	39
1.96 TOSHIBA	39
1.97 SONY / NeXT	40
1.98 MATSUSHITA	40
1.99 TEXEL	40
1.100Commodore CDTV	41
1.101Localization	42
1.102Compatibility	42
1.103Credits	42

Chapter 1

JukeBox

1.1 JUKEBOX

J U K E B O X

PRODUCT DOCUMENTATION

by F.J. Reichert, January 1993

(last revision 1.8.93)

JukeBox is a program to play compact digital audio discs by emulating a graphical user interface similar to common CD players. It provides a command line oriented, fully programmable ARexx user interface as well. It will work on CD-ROM players plugged to a scsi-hostadaptor. JukeBox will open its windows on the workbench (or any other public screen with intuition V36+) and do its best to allow a font sensitive layout. The main goal during development was to create a very comprehensive, self-explanatory utility.

Copyright

Quick Setup

Credits

Program documentation

User Interface

ARexx Commands

Tooltypes

Catalogs

Keyboard Shortcuts

Error Messages

Supported Drives

Compatibility

Localization

Changes

1.2 Changes

CHANGES AND BUGFIXES SINCE 1.2522

=====

- Problem fixed: switching from shuffle mode to stop doesn't clear the playback completion address.
 - reworked interface for adding external player modules.
 - Added AmigaGuide(R) documentation.
 - Added player module for Commodore CDTV and A570.
 - When using CHANGEINT=1 with no disc inserted on program startup, JukeBox incorrectly stated "<no title assigned>" instead of "no disc inserted".
 - Added player module for Matsushita CR-501B (aka Panasonic, Targa).
 - Now uses the screen font instead of the system default font for the user interface layout, if no other font was selected (Suggested by Olaf Barthel).
 - Starting a new project will no longer discard the project's path name and try to save the new project to an empty named file, instead "Save" will bring up the filerequester when the name string is empty.
 - When adding new discs, each label name will contain a four-digit unique identifier appended, thus allowing to distinguish the names.
 - When using real media catalog numbers as read from the disc, zero digits doesn't have any importance when comparing to numbers in the catalog. Some drives turned out to report bad catalog numbers, thus preventing proper recognition of some discs.
 - Pressing the right mouse button while holding the shuttle wheel custom gadget (V36+) now aborts gadget operation without repositioning.
 - Added support for TEXEL DM-xx24 drives.
 - Closing the program window shortly after program startup (while the catalog was read in) could left the info requester. It is now cleared properly.
 - Added new ARexx command 'inquiry firmware', giving byte 36-43
-

firmware date and 44-55 vendor specific data.

- Added player module for SONY CDU-541 and CDU-561 (Thanks Heiko Rath!).
- A generic 'ANSI' player module to be added externally by the 'PLAYER=...' tooltype or command line option. Any drive conforming to 'SCSI-2 draft proposed American National Standard REV 10c' should be useable with this module (note well: *SHOULD*, most CDROM drive's firmware around which claims to be SCSI-2 compliant is simply *BROKEN*).
- Possible enforcer hits when changing discs with time display operating in remaining or absolute time mode.
- Added support for CHINON CDS-431 drives.
- Added support for TEAC CD-50 drives.
- Possible Semaphore deadlock problem with shuttle wheel custom gadget fixed.
- JukeBox was compiled with SAS/C 6.3.

1.3 Copyright

Copyright © 1992-93 by F.J. Reichert. All Rights Reserved. This ↔
program
and all accompanying files are copyrighted by their author

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Freely distributable release

Shareware release

Licensed release

Special note for CDROM vendors

1.4 Quick Setup

Oh well, you just unpacked the JukeBox archive and want to ↔
know how
to do a quick setup? You already know how to deal with audio CD player
devices and want to play around with that nifty toy without reading first
lots of useless documentation :-)? Alright, here we go. Just copy the
complete drawer to you harddisk or make a copy of the entire disk. After

having a backup copy, we only need to set up a couple of tooltypes to start:

```
DEVICE
=<name_of_your_scsi_device>
```

```
e.g.    DEVICE=scsi.device
        DEVICE=gvp SCSI.device
```

```
Default: scsi.device
```

Note that exec device's names are case sensitive! Commonly, they have to be specified in lowercase letters, but if in doubt, better check out your hostadaptor's documentation.

```
UNIT
=<target_ID_of_your_cdrom_player>
```

```
e.g.    UNIT=4
```

```
Default: 3
```

Normally, there is only one single Target ID. Hostadaptors supporting multiple LUN's and Board ID's might need to have a special number composed out of the Board, LUN and Target ID. The 100's digit stands for the Board ID, the 10's digit for the LUN ID, the 1's digit for the unit ID. For example, a target located at board 3, LUN 4, unit 5 might want to have as tooltype UNIT=345 to be specified.

That's all! Alter the appropriate tooltypes, start the program and enjoy!

1.5 Freely distributable release

Sorry, sorry, sorry! But I spent more than one year working on that project, and I simply can't afford to throw away my time for free. There had to be some main program features being disabled to encourage everybody to get a registered owner of this product. For the freely distributable release, the following features are restricted:

- only some ARexx Commands available
- no keyboard shortcuts
- no catalog expansion ability
- copyright requester upon startup
- shuttle wheel not functional

Note well: Even if you got this copy for free, THIS PROGRAM IS NOT IN THE PUBLIC DOMAIN!

It may be USED for any purposes, commercial, personal, public, and private, as long as ALL of this text, all files, copyright, mailing address, and this notice are retained in their entirety. It is provided

without warranty of any kind, so use it at your own risk!

This program may be DISTRIBUTED by any means as long as there are no charges specifically for the program. Charges for downloading from electronic BBS systems, or charges for copying and media for freely redistributable software libraries are certainly permissible. The entire archive has to be left intact and unchanged. You must not distribute any changed or incomplete set of the original archive.

1.6 Licensed release

The following companies licensed my program and are authorized to distribute it. You can buy the full featured shareware release from there as well. Please contact them directly, I can't tell anything about pricing or delivery.

Hirsch & Wolf oHG
Mittelstraße 33, 56564 Neuwied GERMANY
TEL: +49-(0)2631-24485 FAX: +49-(0)2631-23878

Wallasch & Witte GmbH
Daglfinger Straße 18a, 81929 München GERMANY
TEL: +49-(0)89-938224 FAX: +49-(0)89-9303377
D-Netz Hotline: +49-(0)171-4201583

1.7 Shareware release

If you used this program for a while and feel that it's time to register, the full blown shareware release comes with the following features:

- full ARexx command set
- keyboard shortcuts
- catalog expansion --- add YOUR own audio discs!
- full featured shuttle wheel

The suggested registration fee is US \$30.00, DM 50,00 or any equivalent amount in worldwide exchangeable foreign currency. Nevertheless, if you feel that being too much, too few or you can't afford that for various reasons, feel free to send me any amount you think this program is worth. Any donation will be gratefully accepted. Bug reports, suggestions and enhancement requests are highly appreciated as well.

But please, don't send me foreign checks! It costs me more to cash them than the suggested amount, so there are actually pretty "worthless" for me. Eurochecks or checks drawn on german banks will be fine, though. Sorry, I'm not prepared to handle credit card payment. People living in europe might want to send me money to a bank account, the number is 152 408 664, Postgiroamt Saarbrücken (BLZ 590 100 66). Otherwise, please send me a 50-DM-bill (any bank should be able to exchange) or foreign bills (no

coins, please!) which I can exchange or use for my next holidays. Don't forget to enclose your complete address with your registration request. Thanks for your support!

The shareware release must not be redistributed by no means without the prior written consent of the author.

1.8 Special note to CDROM software/hardware vendors

Yes, you may distribute the freely distributable release along with your product as long as there is no additional fee for the program itself. Surprised? Well, I'll like that, really! Possibly, you may even ask me to do the appropriate adaption work to player hardware not supported yet, providing the necessary information and materials, I will try to do my best for *free*.

On the other hand, you should consider carefully about the possibility of distributing the full featured version instead, which could greatly improve your sales. Please contact me for a license agreement.

1.9 User Interface

User Interface

Time display

Track entry listview

Gadgets

Graphical symbols

Shuttle wheel

1-16

++

A^B

Lock

Macros

Time

Repeat

Shuffle

Edit

Continue
Titles
Menus
Project
Catalog
SCSI
New
Append...
Board >>
Open...
Display...
Logical Unit >>
Save...
Sort...
Target ID >>
Save as...
About...
Shortcuts...
Quit

1.10 The time display

User Interface: Time Display

Gives information about track, index, minutes, seconds and frames (1/75s) of the current audio disc. Playing status will show a triangle for play and two sticks for pause, as known from audio player devices. The name of the current disc will be displayed in the window's title bar (casually stripped down to a maximum of 60 characters, followed by '...'), the name of the current track (and/or optionally index) will show up below the time display (see the

catalog

chapter to learn more about catalogs).

Graphic symbols 'V' and 'o' stand for the meaning of the time display to be track-relative oder disc-relative. 'A<>B' serves to display marked

passages (see below).

1.11 The track entry listview

User Interface: Track entry listview

Gives information about all tracks on a disc currently inserted. Only audio tracks will be selectable. Double clicking on a track entry will cause the pickup to be moved to the beginning of that track. The "TITLES" gadget switches between normal entry information (track number, playing time or CTRL value for (unselectable) data tracks and absolute starting time on the discs) or title names. Title names are only available if there is a catalog entry for a given disc in the current catalog file. Otherwise, a dummy name "<no title assigned>" will be displayed.

1.12 Graphical symbols

User Interface: Graphical symbols

Eject, Play/Pause, Stop, TIMESET = fast forward and fast backward, AMS/RMS = move to start of track and end of track, left and right channel enable/disable (speaker symbols).

CDTV remote control:

<< Press short to skip backwards, hold long to move fast backward

>> Press short to skip forward, hold long to move fast forward

>|| Play/Pause

[] Stop

1.13 The shuttle wheel

Gadget: Shuttle wheel

This custom gadget may be used for convenient positioning of the pickup with Intuition V36+. It is a passive information gauge with Intuition V34 and below. It depends on the current time display mode in which way it acts. The needle may be positioned by dragging it with the mouse. Complement mode will show the dial gadget to be the active one, "release verify" operation, as known from standard boolean intuition gadgets is supported as well. The needle appears in plain color for played time (it will move clockwise then), a rastered image will be shown for remaining time (it will then move in the opposite direction) while playback is in progress.

1.14 1 to 16

Gadget: 1-16

(shortcut: numeric keys, CDTV remote control 0...9)

Select a given track. For extended track selection (see below), "10" will act just like "0".

1.15 ++

Gadget: ++

(shortcut: <+>)

Extended track selection. Allows to specify any track number above 16. two minus signs (--) will appear in the track display, e.g. pressing "2" and "4" consecutively will specify track number 24. If input operations are abandoned for longer than ten seconds or set to an invalid (nonexistent) track, no repositioning will be done at all.

1.16 A^B

Gadget: A^B

(shortcut: <^>)

May be used to mark a desired passage. Pressing this gadget first marks the beginning (A) of the passage, the second press will mark the end of the passage (B). JukeBox will then restart the whole passage from A to B. To play the passage continuously, the "Repeat" mode needs to be enabled (see below). Pressing "Play/Pause" will restart playing the marked passage, "Continue" (see below) will clear both marks. To mark just the beginning of a passage (only A), just press "A^B" once. This position will be searched for every time "Play" is pressed. Certain players might restrict marked areas to be located inside one single track, currently supported players are not (see below), areas may range over several tracks without restrictions.

1.17 Lock

Gadget: Lock

(shortcut: <L>)

Locks the disc tray. Pressing the eject button on the CDROM player will take no effect. Depends on the drive being used.

1.18 Macros

Gadget: Macros

(shortcut: <X>)

Invokes the ARexx command shell (ARexx is required to take advantage of this). Commands may be issued asynchronously to normal program operation. Editing capabilities on the command line depends heavily on the console handler currently used. See below how to specify a console handler (CONSOLE tooltype).

1.19 Time

Gadget: Time

(shortcut: <T>)

Switches between four different display modes specifying playing time. First mode describes played time relative to the beginning of the current track, second mode remaining time of the current track, third mode played time relative to the whole disc and fourth mode remaining time of the whole disc.

1.20 Repeat

Gadget: Repeat

(shortcut: <R>)

Toggles between repeat mode and normal mode. In normal mode, playback stops if a disc is completed. In repeat mode, playback of a completed disc (or a completed passage, see "A^B") will restart at the first track or the beginning of the passage, respectively.

1.21 Shuffle

Gadget: Shuffle

(shortcut: <S>)

Toogles between shuffle mode and normal play mode. In shuffle mode, JukeBox will play tracks on a disc randomly. Particular tracks may be enabled or disabled (by clicking on them in the track's listview or pressing appropriate track number gadgets/keys). Note: If you quit the program while in shuffle mode, audio playback may continue even if it had been currently in pause mode. This is due to the playback completion address, which must be cleared to get the player to a known state before exiting.

1.22 Edit

Gadget: Edit

(shortcut: <E>)

Allows the pickup to be positioned by specifying an absolute time value (relative to the start of the current disc). Four minus signs '---:--' will appear in the display until the input is completed. If input operation is abandoned for longer than twenty seconds (or set to a non existing value), no repositioning will be done.

1.23 Continue

Gadget: Continue

(shortcut: <C>)

Suspends "SHUFFLE" mode or passage playback (see "A^B") and switches back to normal playback.

1.24 Titles

Gadget: Titles

(shortcut: <I>)

Toggles the display mode for the track's listview. Either the format "<track number> <time> <starting time>" or the title name as specified in the catalog may be chosen.

1.25 Project

Menu: Project

The current project is always a selected catalog file (see also tooltypes,

CATALOG

) which allows the program to find and display the label and title names for the current disc and the track currently playing.

1.26 Project, New

Menuitem: New

(shortcut: <R-AMIGA>+<N>)

Clears the current catalog file, leaves the catalog window empty.

1.27 Project, Open

Menuitem: Open

(shortcut: <R-AMIGA>+<O>)

Brings up a file requester to select a new catalog file. Uses standard system ASL requester for AmigaOS 2.x and up, tries to open the public domain ARP-filerequester for AmigaOS 1.3 and below. If neither asl- or arp.library is available, brings up a simple string requester to specify the desired file name after informing the user once that none of those libraries is available.

1.28 Project, Save

Menuitem: Save

(shortcut: <R-AMIGA>+<S>)

Saves the current project. Not accessible for freely distributable release.

1.29 Project, Save as

Menuitem: Save as

(shortcut: <R-AMIGA>+<A>)

Brings up a file requester (see above) to specify the file name to save the current project. Not accessible for freely distributable release.

1.30 Project, About

Menuitem: About

(shortcut: <R-AMIGA>+<I>)

Gives program information. Provides a vendor-specific graphics image for the cdrom player device currently used.

1.31 Project, Shortcuts

Menuitem: Shortcuts

(shortcut: <R-AMIGA>+<K>)

Brings up a requester which shows the keyboard shortcuts available. Note: For the freely distributable release, those are all unavailable regardless whether they are shown or not.

1.32 Project, Quit

Menuitem: Quit

(shortcut: <R-AMIGA>+<Q>)

Quits the program. Any opened window (catalog, ARexx console, requesters) will be closed first, waiting ARexx commands will be suspended to return immediately. If there were changes made to the current project, this command will first bring up a file requester to give the user a chance to save changes.

1.33 Catalog, Show

Menuitem: Show

(shortcut: <R-AMIGA>+<D>)

Brings up the catalog window. If already opened, will force the catalog window to be the topmost window. Disc label entries are highlighted and non-selectable, title entries will appear as plain text and are selectable. Selecting a title entry inside the catalog window will show the name of the disc this track belongs to in the window's title bar. Double clicking on an entry will either reposition the pickup to that track immediately (if the matching disc is inserted), or bring up an asynchronously requester to prompt the user to insert this disc. If the request is satisfied, it will disappear automatically and the selected track will be played. There may be only one pending play operation per disc JukeBox is waiting for, so "older" requests will disappear with "newer" to come up. Requesters may be cancelled any time by pressing the "Forget" gadget.

1.34 Catalog, Append

Menuitem: Append

(shortcut: <R-AMIGA>+<+>)

Appends the catalog "dummy" entry (provides "<no title assigned>" for

each entry) of a currently unknown disc to the current catalog. After saving, label and title names may be edited by hand. This item is disabled for the freely distributable release, you cannot expand the catalog.

1.35 Catalog, Sort

Menuitem: Sort

(shortcut: <R-AMIGA>+<T>)

Sorts the catalog. Initially (mode 1),
catalog
will be sorted by

discs (i.e.: in the same order as there are stored in the catalog file). Issuing the sort command first will display each entry (labels and titles) to be sorted alphabetically (mode 2). Issuing the sort command a second time, the unselectable disc labels will be shown at the end of the file (mode 3). Issuing the sort command another time will switch back to mode 2 and so on. Closing and reopening the window will switch back to mode 1. Sorting supports foreign language methods, as provided by the locale.library for AmigaOS 2.1 and up. Below that, standard ASCII sorting will be performed.

1.36 SCSI

Menu: SCSI

Selects the current host address. Multiple items selection supported. Any change will take place after releasing the menu selection button, i.e. you should browse through all three submenus to select a given host address. JukeBox will then try to open the specified host device and issue a inquiry command to figure out the matching player module, if any. If anything fails, the user will be informed by requesters. There is a "dummy" default player provided which just does nothing at all, and will do no harm to any scsi target device.

1.37 SCSI, Board

Menuitem: Board

Subitems allow to specify the ID number of the adapter board to be used (the 100's digit).

1.38 SCSI, Logical Unit

Menuitem: Logical Unit

Subitems allow to specify the logical unit number (the 10's digit).

1.39 SCSI, Target ID

Menuitem: Target ID

(shortcut: <R-AMIGA>+<0...7>)

Subitems allow to specify the target ID (the 1's digit).

1.40 Catalog

Note: Using the freely distributable release, you cannot expand the catalog file with your own discs. Only the default demo catalog file, which comes along with the distribution archive, might give you a chance to recognize some of your discs. To take full advantage of the catalog ability, please register for the shareware release. ←

The catalog file is a normal ASCII text file, which may be edited by any word processor or editor. Default postfix for catalog files should be #?.cat, since the ASL-filerequester will be invoked with that pattern definition to filter otherwise named files.

Every time an unknown disc is inserted, JukeBox creates a "dummy" catalog entry, which looks like:

```
<04B0A043FB0522D05A8A04FFD3AA25/240165;53:22>="<no title assigned>"
  <01/00/000000;04:33>="<no title assigned>"
  <02/00/020477;05:09>="<no title assigned>"
  <03/00/043655;04:41>="<no title assigned>"
  <04/00/064692;03:52>="<no title assigned>"
  <05/00/082095;04:16>="<no title assigned>"
  <06/00/101305;04:57>="<no title assigned>"
  <07/00/123562;04:06>="<no title assigned>"
  <08/00/142010;05:02>="<no title assigned>"
  <09/00/164625;05:18>="<no title assigned>"
  <10/00/188477;03:15>="<no title assigned>"
  <11/00/203135;03:33>="<no title assigned>"
  <12/00/219102;04:41>="<no title assigned>"
#
```

First line describes the disc ID and label name. Between '<' and '>', there are 15 bytes of a media catalog number (MCN) stored, which serves to give an unique identification for this disc. Depending on the player device currently used, this may be a "real" media catalog number (UPC/EARN barcode) as defined by the ANSI specifications for cdrom player devices, read directly from the disc. If there are no commands (as for current NEC drives) to read such a number, or the number on a given disc is invalid,

then a "faked" MCN will be composed out of the track starting times of the disc. Separated by a slash, the total block number count follows the MCN, after a semicolon comes the total disc time. Then, the label name follows, encapsulated by `'`. "Escaping" is supported for two special characters so far, `'` and `\` must be written as `'\` and `\'` respectively inside the name definition.

For each track on the disc, there is a separate track entry in the catalog entry. The identification is composed by the track number, index number, starting block address and (optionally) the play time of this track, followed by the title name string. There are two different means to specify title string for indexes:

Hierarchical indexing

Non-hierarchical indexing

In addition, there is one mean to alias a disc layout from \leftrightarrow one disc to

another:

Aliasing

A catalog entry is terminated by a hash sign in the first \leftrightarrow column.

Anything between square brackets, but after the `';` is ignored and considered to be a comment. Anything outside `<>` or `"` is ignored, and is not written back (i.e. will be lost) when the catalog file is resaved.

1.41 Hierarchical indexing

Let's say, track five (named "foo") contains four different indexed areas, named "bar1", "bar2"... "bar4". Thus, the track entry would look like:

```
<05/00/082095;04:16>="foo"
<05/01>="bar1"
<05/02>="bar2"
<05/03>="bar3"
<05/04>="bar4"
```

When playing track five, JukeBox will display "foo; bar1", "foo; bar2",... "foo; bar4" as title names. Hierarchical index names are always appended to their parent's track name this way, delimited by a semicolon.

1.42 Non-hierarchical indexing

Let's assume the same as above, but track five inherits no "hierarchical" meaning, each of the four indexed titles are of the same importance. So our track entry will look like:

```
<05/01/082095;04:16>="bar1"
<05/02>="bar2"
<05/03>="bar3"
<05/04>="bar4"
```

Note that "bar1" is *not* the null indexed entry, thus any following index titles are considered to be of same importance.

General note: In fact, cdrom player devices are not able to read indexing information from the table of contents stored on the disc. Thus, indexing of catalogs always needs to be done by hand, otherwise no index distinguishing can be done by the program. Indexing is an optional feature. And, it is not possible to position the pickup on a given index directly, since the player device doesn't know at all where they are located inside the track. So, positioning to an index entry (e.g. by double clicking on an index name in the listview) will always position the pickup to the beginning of the index's parent track.

1.43 Aliasing

Another feature for catalog entries is aliasing entries to another disc's layout. Let's say, you have two different discs which produces different MCN's, but actually have the same layout. An excellent example are certain data discs of different release versions, as the hypermedia fish CDROM. Both discs may be recognized as the same disc, by specifying a parent entry and an alias to that entry consecutively:

The first entry to appear has to be a normal catalog entry representing one of the discs:

```
<00000000000000000000000000000000B99DB399DB/235995;52:27>="The Fred Fish Collection on CDROM"
  <01>="Fish disk data track"
#
```

Then, an alias entry may refer to this parent entry:

```
<00000000000000000000000000000000C16EA416EA/268010;59:33>=<000000000000000000000000B99DB399DB/235995;52:27>
```

The alias consists of two disc identifications, concatenated by the equality operator. Note that the track's identification entry is stripped down to contain just the track number. Why? As any given information is of importance, the index and block numbers are intentionally omitted, so JukeBox will only test for the track number to match when comparing to a real disc. Otherwise, different starting block numbers could prevent the program from recognizing the track as "Fish Data Track".

Another reason for specifying aliases is to create catalog files which can be read both by drives supporting real MCN's and drives creating "faked" MCN's, due to the lack of the opportunity to read "real" MCN's of certain CD-ROM player devices.

1.44 Tooltypes

There are several tooltypes for program configuration. ↔
JukeBox will always read the tooltypes from its proper icon file. Tooltypes are also accessible via normal shell command lines, e.g. 'jukebox DEVICE=gvp SCSI.device'. Command line arguments take precedence over tooltypes defined in icon file.

DEVICE
UNIT
PUBSCREEN
FONTNAME
FONTHEIGHT
CONSOLE
UPDATE
NASTY
PORTNAME
STOP
REXXSHELL
KEYREPEAT
MACRO_1...5
STARTUP
CATALOG
CHANGEINT

1.45 DEVICE

Tooltype: DEVICE=<NAME>

Specifies the device to be used. Default is "scsi.device".

1.46 UNIT

Tooltype: UNIT=<NUMBER>

Specifies the unit number to be used. Default is 3.

1.47 PUBSCREEN

Tooltype: PUBSCREEN=<NAME>

For Intuition V36+, JukeBox will try to open its window on the public screen of this given name. If open fails, it will fall back to the default public screen (almost the workbench screen). Note that it depends on the console handler device (see also CONSOLE) if the ARexx macro shell might be opened on a public screen or not.

1.48 FONTHEIGHT

Tooltype: FONTHEIGHT=<NUMBER>

JukeBox tries to use that font for rendering the texts of its graphical user interface. Otherwise, the system default text font, as specified by the preferences font editor for workbench 2.0 and above (workbench 1.3 and below will allow topaz eight or nine) will be used. If strings don't fit (will be calculated on every item), it will fall back to topaz eight.

1.49 FONTNAME

Tooltype: FONTNAME=<NAME>

JukeBox tries to use that font for rendering the texts of its graphical user interface. Otherwise, the system default text font, as specified by the preferences font editor for workbench 2.0 and above (workbench 1.3 and below will allow topaz eight or nine) will be used. If strings don't fit (will be calculated on every item), it will fall back to topaz eight.

1.50 CONSOLE

Tooltype: CONSOLE=<DESCRIPTION>

Specifies the console name for the ARexx macro shell. Default is 'CON:0/0/320/100'. A '/' and the name of the ARexx port (see PORTNAME)

) will be postponed, acting (hopefully!) as title name for the new window. As well, (for Intuition V36+) '/SCREEN ' and the name of the desired public screen (see PUBSCREEN) are appended to the stream name, which will

(hopefully, at least Amiga Shell and WShell will do fine) force the window to be opened on the preferred public screen.

But nearly any other interactive, line-oriented console handler may be used, for example `CONSOLE=CNX:` (for WShell, `AUX:` should do just the same for Amiga Shell) will open a command shell via the serial port to another terminal.

1.51 UPDATE

Tooltype: `UPDATE=<NUMBER>`

Specifies the time interval for updating the display in microseconds. Default is 250000, so the display will be updated every 1/4 second. Note that several program functions depend on this update ratio, e.g. repeating discs after completion, recognizing disc changes and so on.

1.52 NASTY

Tooltype: `NASTY=<BOOLEAN>`

If set to a value greater than zero, updates the display contiguously even if the application's window is not the active one. Otherwise, the display is only updated if the window is the active one. Defaults to one.

1.53 PORTNAME

Tooltype: `PORTNAME=<NAME>`

Specifies the name to use for the public ARexx port. Defaults to 'JUKEBOX'. External programs may use this port to communicate with the active ARexx host of JukeBox.

There is a slot numbering mechanism which will provide unique names for each port even if JukeBox was launched several times. Starting with "`<portname>.0`", every subsequent port will have the next available slot number, "`<portname>.1`", "`<portname>.2`" and so on.

1.54 STOP

Tooltype: `STOP=<BOOLEAN>`

If set to a value greater than zero, forces the program to suspend any audio playback on program startup or exit. Otherwise, the current playing status is not affected. Defaults to zero.

1.55 REXXSHELL

Tooltype: REXXSHELL=<BOOLEAN>

If set to a value greater than zero, a ARexx macro shell will be opened upon program startup automatically. Defaults to zero.

1.56 KEYREPEAT

Tooltype: KEYREPEAT=<NUMBER>

If set to zero, repeated key events from the keyboard will be discarded. Otherwise, they will be treated as valid command keys up to the given maximum number. Defaults to one.

1.57 MACRO_1...5

Tooltype: MACRO_1=<COMMANDSTRING>
MACRO_2=<COMMANDSTRING>
MACRO_3=<COMMANDSTRING>
MACRO_4=<COMMANDSTRING>
MACRO_5=<COMMANDSTRING>

Define ARexx macros. Those may be inline-stringfiles as well as filenames (default postfix #?.np) containing complete scripts. They will be invoked by pressing the function keys F1, F2,... F5 respectively. Not available for the freely distributable release.

1.58 STARTUP

Tooltype: STARTUP=<COMMANDSTRING>

Defines an ARexx macro (same conventions as macro) which will be executed upon program startup.

1.59 CATALOG

Tooltype: CATALOG=<FILENAME>

Defines the name of the initial catalog file to be used.

1.60 CHANGEINT

Tooltype: CHANGEINT=<BOOLEAN>

If set to a value other than zero, tries to install a TD_CHANGEINT to recognize disc changes. If that mechanism is not supported by a particular driver, JukeBox will bring up a requester. When using changeint's, JukeBox will no longer "poll" the drive as long as there is no disc inserted. Defaults to zero.

1.61 ARexx Command Interface

There are 26 ARexx commands supported so far, implemented by an active ARexx host interface. The host interface may be used via the builtin command line interpreter (invoked with the MACRO-gadget), or any other external program using the application's public ARexx message port, named 'JUKEBOX.n' by default (other names may be specified by the

PORTNAME
-tooltype as well, see above).

Note: Commands marked '*' will not work for the freely distributable release.

Syntax is similar to standard AmigaDOS conventions:

/A: Always required. This argument always needs to be given.

/K: Keyword required. The argument's keyword needs to be included along with the argument itself. Keywords are not required by default.

/M: Multiple Arguments of the same type are accepted. Up to 14 Arguments may be specified in general to any command supported by JukeBox.

/S: The argument works as a switch. Simply type the keyword in the command line to turn the switch on.

/N: Number. The argument is numeric.

KEYWORD={...}: Describes the expected format of an argument. If there are several, mutually exclusive options for an argument, they are separated by "|". E.g., EXAMPLE={BLACK|WHITE} means that "EXAMPLE" may be either "BLACK" or "WHITE", TIME={HH:MM:SS} means that "TIME" should be specified as two-digit hours, minutes and seconds, separated by colons.

* ADDTIME

* CATALOG

* CHANNEL

* CMPTIME

* CURRENT

EJECT
GETATTR
INQUIRY
* LOCK
* LOCKGUI
MOVEWINDOW
* NEW
* OPEN
PAUSE
PLAY
REQUESTRESPONSE
* SAVE
* SAVEAS
* SET
STOP
* SUBTIME
* TOC
* UNLOCKGUI
* WAIT
WINDOWTOBACK
WINDOWTOFRONT
ARexx scripts

1.62 ADDTIME

```
ADDTIME TO={MM:SS:FF}/A  
FROM={MM:SS:FF}/M
```

Simple time arithmetics. Adds several time descriptions of the format MM:SS:FF (M=minutes up to 99, S=seconds up to 59, F=1/75s up to 74) to each other and returns the result. Ambiguous values, e.g. 0:2:105, will be corrected to 00:03:30. Note: Time descriptions need to be enclosed in ' or

" for ARexx command parsing rules to detect them correctly.

See also:

```
SUBTIME
,
CMPTIME
.
```

1.63 CATALOG

```
CATALOG SHOW/S,
APPEND/S,
MCN/S
```

Manipulation for catalog entry of the current disc. SHOW shows the template, APPEND adds it to the global media catalog, MCN returns the disc identification given by the media catalog number stored on the cdrom, or a "faked" number computed from several start times of the cdrom's tracks, if there is no valid MCN or reading this number is not supported by a particular drive/firmware.

See also:

```
catalogs
.
```

1.64 CHANNEL

```
CHANNEL STATUS={LEFT|RIGHT|BOTH|NONE}/A
```

Choosing the output mode. LEFT or RIGHT play only one channel on both outputs, BOTH plays both channels in stereo mode, NONE plays no channel at all.

1.65 CMPTIME

```
CMPTIME DEST={MM:SS:FF}/A,
SRC={MM:SS:FF}/A
```

Simple time arithmetics. Returns 1 if destination time is below source time, -1 if above, 0 if both times are equal. Times have to be given as MM:SS:FF (M=minutes up to 99, S=seconds up to 59, F=1/75s up to 74).

See also:

```
ADDTIME
,
SUBTIME
.
```

1.66 CURRENT

CURRENT TRACK/S,
 INDEX/S,
 BLOCK/S,
 RELTIME/S,
 TIME/S,
 TRKTIME/S,
 CDTIME/S,
 STATUS/S,
 CONTROL/S,
 PLAYBACK/S,
 LABEL/S,
 TITLE/S,
 BREAK/S

Returns the number of the current TRACK, INDEX, BLOCK number, time relative to the start of the current track (RELTIME), absolute time (TIME), whole time of the track currently playing (TRKTIME), playing time of the whole disc (CDTIME), current playing status (STATUS) given as "PLAY", "NODISC", "PAUSE" or "COMPLETE", contents of the control nibble for the current track given as:

Bit	equals zero	equals one
0	Audio without pre-emphasis	Audio with pre-emphasis
1	Digital copy prohibited	Digital copy permitted
2	Audio track	Data track
3	Two channel audio	Four channel audio

the current playback status (PLAYBACK) given as:

0 = pause
 2 = playing
 3 = disc completed

the disc's label name (LABEL), the current track's name (TITLE) and the BREAK status (issued by the escape key) of zero or one.

1.67 EJECT

EJECT

Stops playing, turns motor and laser beam off and ejects the cartridge, if supported by the particular drive. If cartridge ejection is not supported, the disc tray is now safe to be opened manually and a cdrom may be removed.

1.68 GETATTR

```
GETATTR  VERSION={FULL|DATE|VER|REV}/K,PLAYER/S,
         WINDOW={TITLE|LEFT|TOP|PUBSCREEN|GUILOCKS}/K,
         PROJECT={FILENAME|PATH|FILE|CHANGES}/K,
         PORTNAME/S
```

Returns program information. VERSION FULL/DATE/VER/REV gives different version strings, PLAYER identifies the player module used currently, WINDOW gives information about the window position (LEFT/TOP), its TITLE, the underlying PUBSCREEN (if supported by the current operation system), the nesting count of GUILOCKS. PROJECT FILENAME gives the complete path- and filename of the current catalog, PATH only gives the path part, FILE gives the filename part, CHANGES reports the changes made to the catalog. PORTNAME returns the name of the public ARExx-Port.

1.69 INQUIRY

```
INQUIRY
```

This command will send an Inquiry command to the current drive and return 36 bytes of data.

Example: options results; inquiry; say c2x(result)

1.70 LOCK

```
LOCK     STATUS={0|1}/N
```

Looks or unlocks (depending on status) the disc tray, if supported by the current drive. With a locked tray, cartridges may only be ejected by pressing the eject gadget within JukeBox, but not by the button on the drive.

1.71 LOCKGUI

```
LOCKGUI
```

Inhibits the graphical user interface. This call may be nested. See also:

```
UNLOCKGUI
```

```
.
```

1.72 MOVEWINDOW

MOVEWINDOW LEFT/N,
 TOP/N

Moves the user interface window to the absolute position given by LEFT and TOP. They may not exceed the dimensions of the current screen, the command will take care of this.

1.73 NEW

NEW FORCE/S

Abandon the current catalog, FORCE prevents a prompt requester to appear if the current catalog was altered.

1.74 OPEN

OPEN FORCE/S,
 NAME/K

Open a new catalog, either by bringing up a file requester, or by the NAME given with this command. FORCE prevents a prompt requester to appear if the current catalog was altered.

1.75 PAUSE

PAUSE

Switches to pause mode. Current playing is interrupted and the pickup will stay at the same position.

1.76 PLAY

PLAY

Starts (continues) playing from the current position. If there is a range marked by A and/or B, starts from the beginning of this range (the A position).

1.77 REQUESTRESPONSE

REQUESTRESPONSE PROMPT/K

Brings up a requester, prompting with PROMPT string for a positive or negative answer. The user's choice will be reported to the caller.

Example:

```
requestresponse 'And the answer is...'
```

1.78 SAVE

SAVE

Saves the current catalog.

See also:

```
catalogs
.
```

1.79 SAVEAS

SAVEAS NAME/K

Saves the current catalog under the name given by NAME.

See also:

```
catalogs
.
```

1.80 SET

SET TRACK=NUM/N/K,
BLOCK=NUM/N/K,
TIME={MM:SS:FF}/K

Moves the pickup to a given TRACK, BLOCK (frame) number or an absolute TIME position on the disc given as MM:SS:FF (M=minutes up to 99, S=seconds up to 59, F=1/75s up to 74).

1.81 STOP

STOP

Stops playing and moves the pickup to the first audio track.

1.82 SUBTIME

```
SUBTIME TO={MM:SS:FF}/A,
FROM={MM:SS:FF}/M
```

Simple time arithmetics. Subtracts several time descriptions of the format MM:SS:FF (M=minutes up to 99, S=seconds up to 59, F=1/75s up to 74) from destination (TO) and returns the result.

See also:

```
ADDTIME
```

```
,
```

```
CMPTIME
```

```
.
```

1.83 TOC

```
TOC    NUM/N,
       STEM=NAME/K
```

- Without any arguments, returns the current table of contents given as (example):

```
TDT 53:22:15 (53:24:15)
#01 04:33:02 (00:02:00)
#02 05:09:03 (04:35:02)
#03 04:40:37 (09:44:05)
#04 03:52:03 (14:24:42)
#05 04:16:10 (18:16:45)
#06 04:56:57 (22:32:55)
#07 04:05:73 (27:29:37)
#08 05:01:40 (31:35:35)
#09 05:18:02 (36:37:00)
#10 03:15:33 (41:55:02)
#11 03:32:67 (45:10:35)
#12 04:40:63 (48:43:27)
```

Values in parantheses describes starting time of particular tracks and (TDT) ending time of disc respectively.

- Given a track number as argument, returns information about the particular track, e.g. TOC 4 will give:

```
03:52:03 (14:24:42-18:16:45) $10 "If I Were (In Your Shoes)"
```

which describes the track duration, starting and ending time in parantheses, the ADR and CTRL nibble and the track's name.

- STEM will put the table of contents (as given above) in an ARexx stem of the given name, storing the number of lines in element zero of the stem, e.g.

```
TOC STEM a.
```

```
DO i=0 TO a.0
  SAY a.i
END
```

1.84 UNLOCKGUI

UNLOCKGUI

Enables the user interface for normal gadget/menu processing. This call may be nested as well. See also:

LOCKGUI

.

1.85 WAIT

```
WAIT COMPLETE/S,
  TRACK=NUM/N/K,
  ABSOLUTE={MM:SS:FF}/K,
  FKEY NUM={6|7|8|9|10}/N/K
```

Waits until current disc is COMPLETE, a particular TRACK is reached, an ABSOLUTE time expired, or a function key given by FKEY is pressed. The script doesn't proceed as long as the particular event doesn't occur. Note: function keys have to be pressed in the application's (or catalog's) window, not the window of the command interpreter, which would be hard for JukeBox to discover :-).

Warning: if a particular event doesn't occur, this command will never return. By pressing the escape key or the close gadget of the application's window, all hanging waits are devoted to return immediately.

1.86 WINDOWTOBACK

WINDOWTOBACK

Switches the user interface window to the background.

See also:

WINDOWTOFRONT

.

1.87 WINDOWTOFRONT

WINDOWTOFRONT

Switches the user interface window to the top of any other window.

See also:

WINDOWTOBACK

.

1.88 ARexx scripts

The default postfix for ARexx-Scripts is "#?.jb". You can start a script by simply typing its name to the ARexx console, e.g. "fwd" will search for the script "fwd.jb". You may type "inline"-scripts to the ARexx console as well. Example:

```
do i=1 to 10; say 'hello, world'; end;
```

And you may type any command supported by JukeBox directly to the console, e.g. "play" or "pause".

There are several ARexx scripts in the distribution archive which serve as examples how to discover the full programming abilities of JukeBox. People comfortable in ARexx programming will be able to do nearly everything. Enjoy.

For the freely distributable release, most of the example scripts don't work because the full ARexx command set is only available for the shareware release. Please get registered!

1.89 Keyboard Shortcuts

For the shareware release, the following keyboard shortcuts are accessible. They will not work for the freely distributable release. ↵

F1...F5

Invokes ARexx MACRO_1,...MACRO_5.

See also:

MACRO

.

F6...F10

User definable command keys for ARexx macro definition 'wait fkey 6' ... 'wait fkey 10'. See also:

WAIT

.

ESC

		Suspends any waiting ARexx command. See also:
	WAIT	
	.	
SPACE		
CDTV = >		Play/Pause
SHIFT-SPACE		
CDTV = []		Stop
SHIFT-TAB		
		Eject
+		
		Extended track selection. See also:
	++	
	.	
E,e		
		Edit See also:
	Edit	
	.	
T,t		
		Time See also:
	Time	
	.	
^		
		mark passage 'A^B' See also:
	A^B	
	.	
C,c		
		Continue See also:
	Continue	
	.	
X,x		
		Invoke ARexx command interpreter See also:
	Macros	
	.	
R,r		
		Repeat (toggle) See also:
	Repeat	
	.	

S, s
 Shuffle (toggle)
 See also:
 Shuffle
 .

L, l
 Lock (toggle)
 See also:
 Lock
 .

<
 Left channel

>
 Right channel
 See also:
 Channel
 .

I, i
 Titles
 See also:
 Titles
 .

Arrow keys

UP
 Scroll up

DOWN
 Scroll down

LEFT
 CDTV = << (long)
 Time Set <<

RIGHT
 CDTV = >> (long)
 Time Set >>
 See also:
 Time Set
 .

SHIFT-UP
 Page up

SHIFT-DOWN
 Page down

SHIFT-LEFT
 CDTV = << (short)
 AMS/RMS |<<

SHIFT-RIGHT
 CDTV = >> (short)
 AMS/RMS >>|
 See also:

AMS/RMS

.

Numeric keys (also NKP and CDTV remote control)

0,1...9

Same as gadgets 10,1...9

See also:

1-16

.

1.90 Error Messages

++ Error 0 Unspecified error

Should never show up.

++ Error 1 Target is no CD-ROM

The specified scsi-target wasn't recognized as a CD-ROM player device.

++ Error 2 Can't create menu

The menu couldn't be created. This one might only occur if one of the following calls to system libraries, `GetVisualInfo()`, `GetScreenDrawInfo()`, `CreateMenus()`, `LayoutMenus()` or `SetMenuStrip()` fails for various reasons.

++ Error 3 Can't open timer.device

The `timer.device` couldn't be opened. This should never occur and is only there for the sake of consistency.

++ Error 4 Can't create timer request

The `timerequest` structure needed for timer I/O couldn't be allocated, probably due to the lack of memory.

++ Error 5 Can't create timer port

The `messageport` for doing timer I/O couldn't be allocated, probably due to the lack of memory.

++ Error 6 Player module "<name string>" not found

Searching for a matching player module failed. Might occur if there is no player module for a particular CD-ROM player device available. `<name string>` represents the vendor identification, as read from the drive's inquiry data.

++ Error 7 Can't open SCSI device unit <number>

Attempt to open the given unit number failed. Mostly caused by a request to open nonexistent drivers/target addresses.

++ Error 8 Can't create SCSI request

The IORequest structure needed for scsi I/O couldn't be allocated, probably due to the lack of memory.

++ Error 9 Can't create SCSI port

The messageport for doing scsi I/O couldn't be allocated, probably due to the lack of memory.

++ Error 10 Can't open font

The desired font, specified as
FONTNAME
=... and
FONTHEIGHT
=... isn't
available to be opened via OpenDiskFont().

++ Error 11 Can't open window

The window couldn't be opened. Might be due to the lack of memory, or at least the default public screen (almost workbench) isn't big enough (584x200 pixel minimum). Bigger fonts might require bigger workbench screen heights, e.g. when there are only 200 lines, you can't use any font higher than nine pixels or so. Try a smaller font when you see this error.

++ Error 12 Can't open diskfont.library

Standard system LIBS: device or exec libraries list lacks diskfont.library. Otherwise, the version found is older than 33.

++ Error 13 Can't open graphics.library

There's no graphics.library available. Should never occur and is only there for the sake of consistency. Otherwise, the version found is older than 33.

++ Error 14 Can't open mathtrans.library

Standard system LIBS: device or exec libraries list lacks mathtrans.library. Otherwise, the version found is older than 33.

++ Error 15 Can't open mathffp.library

There's no mathffp.library available. Should never occur and is only there for the sake of consistency. Otherwise, the version found is older than 33.

++ Error 16 Can't open icon.library

Standard system LIBS: device or exec libraries list lacks icon.library. Otherwise, the version found is older than 33.

++ Error 17 Can't open layers.library

There's no layers.library available. Should never occur and is only there for the sake of consistency. Otherwise, the version found is older than 33.

++ Error 18 Can't open intuition.library

There's no intuition.library available. Should never occur and is only there for the sake of consistency. Otherwise, the version found is older than 33.

++ Error 19 Can't open console.device

There's no console.device available. Should never occur and is only there for the sake of consistency.

++ Error 40 SCSI error: HFERR_SelfUnit
++ Error 41 SCSI error: HFERR_DMA
++ Error 42 SCSI error: HFERR_Phase
++ Error 43 SCSI error: HFERR_Parity
++ Error 44 SCSI error: HFERR_SelTimeout
++ Error 45 SCSI error: HFERR_BadStatus

These are specific SCSI-error numbers returned by the device driver upon startup. Possibly, the drive is connected/terminated the wrong way to the host adapter or doesn't conform correctly to HD_SCSICMD. During normal program operation, SCSI errors are displayed on the main display and the title name field (no requesters, since they might occur heavily).

++ Error 100 Out of memory

Not enough memory available. JukeBox allocates its memory dynamically. So, there might be no memory for a given operation, while there is sufficient memory for another.

++ Error 101 Not added, label already exists (line #<number>)

A disc ID number (MCN) already exists. One ID may be added only once to the catalog by issuing the "Append" command.

++ Error 102 ASL- or ARP-library not available

There's no arp.library (AmigaOS 1.3 and below) or asl.library (AmigaOS 2.x and above) available to bring up a file requester. The name is prompted by a simple string-requester then.

++ Error 103 No parent entry found for link (line #<number>)

Attempt to link a disc ID to a nonexistent catalog entry failed because there's no such catalog entry in the catalog file. (See "aliasing" in the catalog format description above).

++ Error 104 Media change interrupts not supported

The selected device driver (#?.device) doesn't implement TD_CHANGEINT and (gratefully!) responds with a value other than zero to the appropriate I/O operation. Thus, changeints can't be used and shouldn't be requested furthermore (just change

CHANGEINT

tooltype to zero). Warning: Some device drivers might actually claim to understand changeints, but can't really handle them correctly. Be aware of this, it may cause severe problems!

1.91 Supported drives

As of this writing, this program was developed for and tested with the following drives. Other devices might be easily adapted as well. There is an internal communication protocol (a vendor specific player "module" concept) provided to archive this, as well as there are means to add new player modules externally. If your drive is not in this list, don't worry. Try it, and if it doesn't work, just give me the chance to have a test unit and the appropriate scsi docs for a few days, and there's no reason why we shouldn't be able to support it.

NEC

TOSHIBA

MATSUSHITA

TEXEL

Commodore CDTV

SONY (NeXT/Apple)

CHINON

TEAC

ANSI (other)

1.92 TEAC

Tested: CD-50 1.00 (firmware: Mon Feb 22 10:29:00)

Exceptions: None known

Special notes:

- Channel control: choosing the left OR right channel will connect the particular audio channel to BOTH outputs,

so you will hear it on both speakers (mono sound).

- TEAC drives uses real media catalog numbers.
- TEAC/TEXEL drives are quite the same, from the viewpoint of firmware. There is a reselection bug in older releases which may cause the drive refuse to work with hostadaptors used on the amiga. Texel already fixed that problem in their current firmware, can't say if TEAC will ever do so. Best solution found so far is to disable reselection for ALL drives on the bus, but even then they work sometimes unreliable (certain commands will "hang", block the entire bus and never come back). Anybody going to buy this drive should carefully prove that the current firmware fits all needs. Remember, "working well on any IBM-PC" doesn't necessarily mean "flawless operation on any amiga".
- GVP Series-II hostadaptor users might want to issue the command "gvpscscitrl <unit> DCOFF" for ALL drives before the first access to the drive, thus avoiding protocol failures with the drive's firmware.

1.93 CHINON

Tested: CDS-431 (ROM H40)

Exceptions: None known

Special notes:

- Chinon drives use real media catalog numbers.
- Starting the program (or changing the unit) interrupts audio playback for a short period of time, then continues.
- CHANGEINT's might be a problem with certain hostadaptors! There is a bug in the firmware which may turn out to be a problem causing a NOT READY status each time the command 0xC6 (10) is issued (and JukeBox does this quite often), forcing the device driver to detect a media change. Typically, you will notice a "flashing" title listview, caused by repeatedly diskchange events. Just set
CHANGEINT
to zero.

1.94 ANSI

If your drive is not in the list of the vendors supported, don't worry. There's a good chance that a particular drive is able to understand the ANSI command set for CDROM drives.

To add the ANSI-player as default player module, just add the following text to the command line or the tooltypes list:

```
PLAYER=ansi.player
```

Make sure that the executable 'ansi.player' is located in the current directory, or specify an absolute path name.

1.95 NEC

Tested: CDR-25 1.0
 CDR-36
 CDR-55
 CDR-72/82
 CDR-73/83
 CDR-74/84

Exceptions: None known

Special notes:

- Current firmware doesn't support to read a media catalog number from the disc. Thus, "faked" MCN's, composed out of the track's starting addresses are used.
- Channel control: choosing the left OR right channel will connect the particular audio channel to BOTH outputs, so you will hear it on both speakers (mono sound).

1.96 TOSHIBA

Tested: XM-3301 (firmware 5.1)
 XM-3401 (firmware date 01/28/93)

Exceptions: XM-3201

Special notes:

- Toshiba drives use real media catalog numbers.
 - Channel control: choosing the left OR right channel will connect the particular audio channel to BOTH outputs, so you will hear it on both speakers (mono sound).
 - Some people might want to use the
 ANSI
 -player module
instead, thus giving the opportunity to connect left channel to left output with the right output muted, or right channel to right output with left output muted.
-

1.97 SONY / NeXT

Tested: CDU-541 (a.k.a. Apple CD-150, firmware 2.6a)
CDU-561 (a.k.a. Apple CD-300, ROM sony 8003)

Exceptions: None known

Special notes:

- Sony drives use real media catalog numbers.
- Starting the program (or changing the unit) causes audio playback to stop.
- GVP Series-II hostadaptor users might want to issue the command "gvpscscictrl <unit> DCOFF" before the first access to the drive, thus avoiding protocol failures with the drive's firmware. Newer firmware might fix this bug.

1.98 MATSUSHITA

Tested: CR-501B 1.0b
Conrad 977969 CDROM-Kit (firmware 1.0c)
TARGA TCD-320

Exceptions: None known

Special notes:

- Matsushita drives use real media catalog numbers.
- Starting or leaving the program (or changing the unit) causes audio playback to stop.
- GVP Series-II hostadaptor users might want to issue the command "gvpscscictrl <unit> DCOFF" before the first access to the drive, thus avoiding protocol failures with the drive's firmware 1.0b. firmware version 1.0c doesn't show this bug.

1.99 TEXEL

Tested: DM-3024 K1.0
DM-5024 K1.0

Exceptions: None known

Special notes:

- Texel drives use real media catalog numbers. Unfortunately, they sometimes miss to read the last digit, which other drives will recognize. This might result in two different MCN's for the same disc, depending on the player device actually used.

Example:

7-3145123632-7 (barcode on the disc)

will result in

000703010405010203060302000000 (Texel)

^^

000703010405010203060302070000 (any other drive)

^^

In order not to miss the matching catalog entry, any digit not recognized (i.e. '00') will be set to '0*', thus matching any digit read by a different player device from the same disc. The result will be:

0*07030104050102030603020*0*0*

- Channel control: choosing the left OR right channel will connect the particular audio channel to BOTH outputs, so you will hear it on both speakers (mono sound).

1.100 Commodore CDTV

Tested: CDTV, AmigaOS 1.3, cdtv.device 35.7 (6.3.91)

Exceptions: None known

Special notes:

- Channel (speaker symbols) control has a different meaning

```

none:      audio output muted
only left: quarter volume
only right: half volume
both:     full volume

```

- Leaving the program (or changing the unit, which is actually useless, since there's only ONE CDTV-Unit) causes audio playback to stop.

- Leaving shuffle mode causes the pickup to be repositioned at the beginning of the current track.

- The front panel is under JukeBox's control while the program is up. The keys act as usual.

-

CHANGEINT
=1 should always be used.

1.101 Localization

There are currently two foreign localizations available, a french one and a german one, both done by native speakers of the particular languages.

1.102 Compatibility

This program was developed on an A3000 using SAS/C 6.3. Much efforts had been taken to ensure compatibility to any version of AmigaOS. It was tested for 1.2 (33.180), 1.3 (34.5), A2024 Jumpstart disk, 2.04 (37.175 ROM, workbench 2.1 and locale.library) and AmigaOS 3.0 (V39). It should run on any amiga equipped with at least 1.2 ROM, 512K of chip memory (when using 1.3 and below, 2.0 requires 1M of chip memory), a scsi host adapter able to deal with HD_SCSICMD and a CD-ROM player device, of course. ARexx version 1.15 is required to make use of the macro capabilities provided by the built-in ARexx command interpreter. It was tested on A1000, A2000, A3000 and A4000.

1.103 Credits

Thanks to all people who helped me developing this program!

* Beta Testing:

Ralph Babel, Torsten Blum, Pius Nippgen,
Andreas Wallasch, Christian Witte.

* Test drives:

Amiga Plus Magazin, Pius Nippgen, Burkhard
Lilienbecker, Wallasch & Witte GmbH, Toshiba
Europe GmbH, NEC Deutschland GmbH, Starline
Computer GmbH, Conrad Electronic GmbH.

* Documentation:

Jörgen Klein of Toshiba disc product division,
NEC Deutschland GmbH, Starline Computer GmbH,
Wallasch & Witte GmbH.

* Catalog submissions:

Torsten Blum, Armin Sparr, Olaf 'Olsen' Barthel
and his little sister.

* Localisation:

Jean-Michel Forgeas (french).

* Additional programming:

Heiko Rath (Sony player module).
