

# **SCDP\_English**

Juan J. Soria

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# Chapter 1

## SCDP\_English

### 1.1 SCDPlayer 1.2 Documentation

SCDPlayer 1.2: Another CDDA Player. Copyright © 1996 Juan J. García de Soria.

**Copyright** Read this first.

**Introduction** What's SCDPlayer? Why SCDPlayer?

**Features** What does it have that other ones do not?

**Requirements** What do you need?

**About MUI** About MUI system.

**Installation** How to get it running.

**ToolTypes** The values in the icon.

**Usage** How to use it.

**History** Program releases.

**The future** What will be found in further releases.

**The author** Who made this.

**Bugs** Hidden features!

### 1.2 SCDPlayer 1.2 Copyright notice

SCDPlayer is Copyright © 1996 Juan J. García de Soria, all rights reserved.

SCDPlayer is freely distributable as long as no charge is made other than to cover copying and media costs. The files in this distribution must be kept together and unchanged in their original form.

You may use the sources of SCDPlayer as a learning example. If you use parts of the source for a program of yours, you may not distribute it without noting somewhere in your distribution the original work of the author.

Note that this program is distributed "AS IS" and without any warranty. The author won't be liable to you for any damage the program may do to your computer or your data if it proves to be faulty. **YOU USE IT AT YOUR OWN RISK.**

You may use SCDPlayer in a free manner, but if you really like it, send something to the author: a postcard, a program you have done, your suggestions...

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## 1.3 SCDPlayer was born!

Some time ago, I got a CD-ROM plugged to my A1200. It worked fine, and audio disks sounded great, so I started to use it to listen to my CD's. I found some programs to play CDDA tracks. Some of them were pretty good, but I wasn't too satisfied: everyone of them lacked some feature that I wanted.

One of these was MCDPlayer, by Boris Jakubaschk, that looked very good and worked well enough. Although it didn't have repeat, shuffle nor volume control options, I ended up using it all the time, until I got fed up of its limitations and decided to make my own CDDA Player.

Fortunately MCDPlayer came with sources (thanks Boris) and I could learn about the SCSI commands that control the CD-ROM. I started to program from MCDPlayer's SCSI control routines, and got this program to work. As I have not enough Amiga developer documentation to program a GUI, and because MUI, does a lot of things for me, I used it for the GUI.

By the way, SCDPlayer means Skandalfo's CD Player.

## 1.4 SCDPlayer 1.2 features

SCDPlayer has the following features:

- Works with SCSI and Atapi CD-ROM drives (well, it should, but I haven't tested it very much).
- Uses MUI for a fine looking GUI.
- Recognizes the CD's whose data has been already saved.
- Has a window for editing each CD titles, letting you save them. It uses the same format than MCDPlayer, so that if you were using this last one, you won't have to enter again the names of all the songs.
- Has a different program for each CD it knows, with a window to edit them.
- Has a shuffle mode for playing tracks randomly.
- Has a repeat option, for playing the CD or the program again and again.
- Has a volume control (well, I'm not sure if it works. See [bugs](#) section for details).
- Has not an awfully big GUI, as JukeBox does.
- Is localized (with OS2.1 or better).
- It's free!

## 1.5 What do you need to run SCDPlayer 1.2?

SCDPlayer requires to run:

- An Amiga.
  - A SCSI or Atapi CD-ROM drive.
  - AmigaOS 2.04 or better (2.1 or better for localization).
  - MagicUserInterface 3.1 or better, by Stefan Stuntz (see [About MUI](#) ).
  - About 100 kB free memory (not including muimaster.library).
-

## 1.6 About MUI system

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz

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## 1.7 Hidden features!

I hope SCDPlayer has not any serious bug. I have found none until now.

However, the volume control of SCDPlayer is not safe. The original function in MCDPlayer didn't work in my system, and I modified it by a process of trial-and-error until it worked. So it works on my system, but I don't know why it works, nor if it will work on any other system. If it doesn't work on yours, see NOVOLUME in [ToolTypes](#) section.

If you know how to set properly the volume on a SCSI CD-ROM, please contact me.

## 1.8 How to get it running

Simply drag SCDPlayer drawer to where you want to have it in, and set the DEVICE and UNIT [ToolTypes](#) to tell it how to find your CD-ROM.

## 1.9 SCDPlayer's icon ToolTypes

The following tooltypes are available in SCDPlayer's icon:

DEVICE: Selects the exec.library device that controls the CD-ROM. The default is:

DEVICE=scsi.device

UNIT: Selects the device unit in which the CD-ROM resides. The default is:

UNIT=4

NOVOLUME: Setting this ToolType disables SCDPlayer's volume control functionality. See [Bugs](#) section.

CUSTOMFONTS: Setting this ToolType makes SCDPlayer use the fonts stated in the tooltypes in place of MUI defined fonts.

NORMALFONT | TINYFONT | FIXEDFONT | LISTFONT | TITLEFONT: These ToolTypes set which fonts will be used for letters and buttons | titles above numbers in the display | the numbers in the display | the entries of the lists | the titles if CUSTOMFONTS is set. They must be in the format "\_\_\_\_FONT=name/size" (the name without ".font"). As an example:

NORMALFONT=topaz/11

These ToolTypes are case sensitive. If you want to run SCDPlayer from the CLI, you'll have to type the ToolTypes you need as arguments:

```
SCDP "DEVICE=scsi.device" "UNIT=4"
```

## 1.10 How to use SCDPlayer 1.2

You may start SCDPlayer from Workbench, double-clicking its icon, or from shell. If you start SCDPlayer from the shell, you'll have to give it arguments to set the device and unit of your CD-ROM drive (see [ToolTypes](#) ).

Note that SCDPlayer needs at least 20000 bytes of stack. You should make sure that the icon or the shell has enough stack.

Once loaded, SCDPlayer will open its window. You'll see the SCDPlayer logo, a box showing data on current CD, a set of buttons to control the CD, a list of the titles of the songs, and two buttons more.

The information box shows what track is being played, the time played of this track and of this CD, the name of the artist, and the name of the track or CD.

The first line of buttons contains:

Button	Meaning	Keyboard shortcut
>	Play	Space
	Pause	.
[]	Stop	s
<	Previous	p
>	Next	n
<<	Rewind	r
>>	Fast forward	f
^	Eject	e

The second line of buttons contains:

Button	Meaning	Keyboard shortcut
Slider	Volume control	
=	Program mode	o
%	Shuffle mode	q
@	Repeat mode	a

The list has the track titles. The track being played appears active. If you double-click on an entry, this track gets played.

The "List" button opens a window which lets you edit this information about the current CD:

·Artist.

·Title.

·Track titles.

This window has three buttons for using the edited names, saving them for further times, or cancelling the changes.

The "Program" button opens the program editing window. You get a list of playable titles, a list of the current program, a set of buttons for arrange it, and three buttons for using, saving, or cancelling the changes made to the program. You may also arrange the program by drag&drop.



## 1.11 Program releases

Date Version Changes

17-3-96 1.0 First release.

18-3-96 1.1 Custom font support added.

31-3-96 1.2 Fixed problem with logo on custom backgrounds.

Changed to MUI 3.1.

Included help bubbles.

Made program menu drag&drop.

Auto disappearing objects.

## 1.12 Future features

Well, I think the program is mostly finished, so there won't be further versions unless a serious bug is found.

I started to put an ARexx port into SCDPlayer, but I got bored of it, and as I don't need it, I dropped it. Perhaps if there are enough suggestions about it I will program it some day.

## 1.13 Who made this?

SCDPlayer was developed by:

Juan J. García de Soria.

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(I won't be able to get the e-mail from 28-4-96 to second half of July)

I'm a student of Telecommunications Engineering in Seville (Spain).

Send me your opinions on SCDPlayer.

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