

Interplay V3.0

COLLABORATORS

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REVISION HISTORY

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Chapter 1

Interplay V3.0

1.1 Interplay Documentation

```
(Version 3.0)          @@@          @@@          @@@@          @@@@
                      @@@          @@@@          .W@@@          @@@@
                      @@@          @@@@          @@@@          @@@@
```

About this program

Distribution

Credits for Interplay

GUI explanation

Why we made it

History

Contact the authors

Known bugs

System requirements

Final notes

Legal information

READ THIS

How to install

Menues

Greetings

1.2 Important info...

Information

=====

This release of Interplay (V3.0) is originally a bug-fixed version of version 2.0 ! We unfortunately spread the wrong compiled version which had alot of unfixed bugs. We hope this version is bugfree. We have also added some new features.

As you may see, the GUI is a bit changed too. The window is slightly larger than last time, but it was necessary for all the new features.

If anyone dislikes the new GUI, please tell me. I am not sure if I have found the best solution here. Feel free to mail me for suggestions (espen.skog@bbs.oslohd.no).

1.3 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.

This version hopefully works on the following setups:

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

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.

1.4 Credits for this program

Credits

=====

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

Code.....
 Stian Olsen
 Design+GUI.....
 Espen Skog

1.5 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. Therefore 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, therefore 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 :)

1.6 Contact the authors

Contact us for suggestions and/or bug-reports:

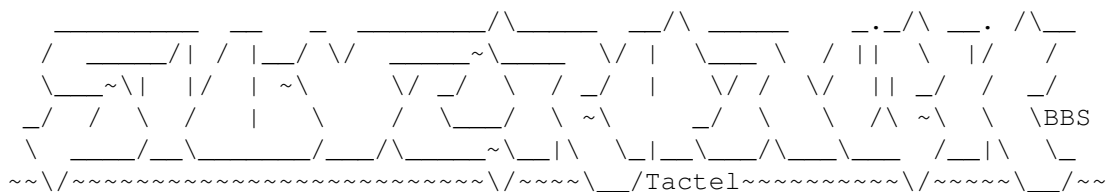
=====

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

1.7 Call our bulletin board now..



- * Many active conferences..
- * Plenty of new files..
- * Many files from AmiNET..
- * Active C64 conference..
- * Many C64 Files + SIDs..
- * Live Chess conference..
- * Home of The Saga and RPG..
- * Live Diplomacy conference..
- * Interplay support site
- * BotsB support site
- * NAM support site

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

Node #1: +47-64 93 41 00 or Node #2: +47-64 93 41 80

1.8 System requirements

System requirements

=====

- o Amiga with kick 3.0 or higher (sorry, a 2.0 version will come soon)
- o Overdrive CD-Rom or compatible (i.e. SCSI CD-Rom drives, CD32)

1.9 Legal information

Legal information

=====

Interplay V3.0 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.

1.10 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!

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.

/Interplay3.0/Interplay
/Interplay3.0/Interplay.guide
/Interplay3.0/Intstall.script


```

/Interplay3.0/Env/IPlay.prefs
/Interplay3.0/Env/IPlay2.prefs
/Interplay3.0/Env/IPlay3.prefs
/Interplay3.0/s/Interplay.list

```

1.11 Description of the buttons

===== ↔

Documentation of the control-panel in Interplay

=====

```

< Back, Forth >

< Skip, Skip >

Eject CD

Pause

Prev

Stop

Play

Loop

Track slider

Speed-Search slider

Counter

Time toggler

Status window

Random

Program

Open Listview

Preferences Window

```

1.12 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.

1.13 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.

1.14 Skip tracks

< Skip, Skip >
=====

Skip let's 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.

1.15 Open the CD tray

Eject CD
=====

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)

1.16 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.

1.17 Stop playing

Stop

===

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

1.18 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.

1.19 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.

1.20 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.

1.21 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.

1.22 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 :-)

1.23 Toggle how to show time on the counter

```
Time-toggler  
=====
```

We added the availability to show the elapsed time of a track, of the whole CD and time left of the track and the CD. By togling 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

1.24 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.

1.25 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.

1.26 Opens the program window

```
Program (n/a)  
=====
```

(Not yet available. Maybe next time ?? Keep those letters coming...)

1.27 Show the Artist-List editor

```
Artist list  
=====
```

A new and 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 (Used 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 information.

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.

This Interplay.list:

This version of "Interplay.list" is the same as was released in version 2.0 and has no new updates since 1st time. If you have been using Interplay V2.0 and have made your own Interplay.list you can still use it. You don't have to use the list that came with in this archive.

IMPORTANT: Mergelist is NOT included in this version afterall, cos we had to release a new version very fast. MergeList will be released as a stand-alone program the coming days. We're sorry about this, but we really wanted to get this version out ASAP.

1.28 Activates the user-defined program

```
Use Program (n/a)
=====
```

When activated, the player will use the program you made using the program editor. Remember that if you also activate Random, Interplay will randomly play the desired tracks specified in the program-editor.

(Not yet implemented since the editor ain't ready)

1.29 History of Interplay

History

=====

Version 3.0: * GUI was again changed (I like to change GUI's :))
(27/8/95) More room for track-names in the strinboxs 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 audio track.
- * 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 occurring on the CD32.
- * Stops the motor when Stop is pushed.
- * Search implemented.
- * Menues implemented.

Version 1.0 β : * 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

1.30 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 ↔ 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)

V10, V12: Versions up to V9 of the Overcd-handler works with IDE versions

of the CD-Rom, but Archos has been shipping ATAPI/EIDE drives aswell lately, and they've also made V10 and V11 of the device. This is not usable with the old cd-rom. We only have the chance to test Interplay with V9 (and older versions) so if you have a new Overdrive CD-Rom and Inerplay works with it, please contact us.

1.31 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.

We thank you all who have sent use mails (and snails). Without you guys, we would have lost interest in future development. Consider yourselves as the main reason why Version 3.0 was released :)

There are still quite some more features that we are gonna include, and the next version will be even better than this one. As you may have seen already, there are some ghosted features inthe prefs window, and in the main window (Programming, Pubscreen, Font adaptive etc..) and if we decide to release a next version, then these things will be included.

Within a week or two, we are gonna release the MergeList program. Because of too less time, we couldn't get it finished before our deadline. It will be released as a stand alone program the coming days though.

1.32 Installation of Interplay 3.0

How to install Interplay 3.0

=====

Installation of Interplay is quite easy.

Just execute the installation script that is included in the archive by doubleclicking on its icon (IconX is needed).

If your system fails to find IconX, you will have to execute the installation.script from CLI. Do this by going to the "/Interplay30"

directory and then type "Execute Install.script".

1.33 Using the menus in Interplay

Using the menus

=====

Interplay has also got some menu-functions. These are as follows:

```

Preferences
.....Opens the prefs-window

List window
.....Opens the list window (n/a)

Use program
.....Enables the actual user-program (n/a)
-----

Iconify
.....Iconifies the window.

About
.....The normal About-requester

Quit
.....Quits Interplay

```

To get the window back up again after it has been Iconified, simply choose Interplay from the Tools-menu on the workbench screen.

1.34 Using the preference-window

Preferences

=====

This window lets the user to configure Interplay to fulfill 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.

Autplay CD after insert....When a CD is inserted and the tray is closed, Interplay will start playing track 1 when this mode is activated.

Update/Use Interplay.list..If this switch is 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 is 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.

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.

Requesters:

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

The font-requester enables the user to choose 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.

Choose public-screen (Not implemented yet)

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 choose the name from the available pub.screens from the list by pressing the file-requester. 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.

1.35 Greetings to friends and contacts...

Greetings

=====

Greetings to : Mr. Øyvind Narum jr.
Sir. Snorre Jergan
Dr. Guido Gouweloos
Dr. Phd. Marcel Boeren
Cand.litt Thomas Hansen
Spurk D. Arnesen (Tatuator ACE)
Major Dølje
Eivind "Gøtt" Sommersten