Interplay V4.1

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	TITLE : Interplay V4.1		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 11, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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I N T E R P L A Y V E R S I O N 4.1

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SilverHawk Software

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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..."

Amiga Shopper:

"Rolls Royce's of CD players"

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 a 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)

* HiSoft's Power CD-Rom (Using squirrel pcmcia scsi-2 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.

1.3 Legal information

Legal information

Interplay V4.1 software and documentation is copyrighted 1994/95/96 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 4.1

How to install Interplay 4.1

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. Threfore, 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:

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.

The GUIs was made byEspen Skog using GadtoolsBox.

Bugtesting also by Espen. Document was written by Espen using

Cygnus Ed Professional V3.5. Designing and the look of the player and

its windows by Espen.

Interplay is written in C, and some routines in Assembler, using SAS/C.

1.6　Contact the authors

Contact us for suggestions and/or bug-reports:

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IRC : Decoy IRC: Palm

Official 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

Welcome to another version. The previous version was just a beta-version

and it had alot of bugs. Hopefully, this version is bugfree. At the

moment, more than 20 bugs are removed, and therefore this version

should be a much more stabile one to use. Maybe the biggest change this

time is that we have added an ARexx interface.

Due to some major changes to come in the player, the next real release

may not come until april/may because it will have so many new

features that we need alot of time to finish it. However, bug-fixed

releases will of course be released as they are ready. So, keep

those bug-reports coming. Without them, no bug-fixes would have been

released. Please send us feedback so we can make Interplay an even

better player. Send the bugreports to one of the authors.

1.8 Distribution of this software

Distribution

Interplay is Gift-Ware, and you may use it for free and make copies

Interplay may be put on non-profit PD archives like Fred-Fish, AmiNet

etc, but you must 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 to see future development, please mail

us and tell us you like it. Or you could call, snail or even send us a

postcard, or a little cool thing from your country. The important

thing is that you let us know you use the program.

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

You may _not_ delete any parts of this archive.

/Interplay4.1/Interplay

/Interplay4.1/Interplay.guide

/Interplay4.1/Arexx.guide

/Interplay4.1/Interplay.Install

/Interplay4.1/Env/IPlay.prefs

/Interplay4.1/Env/IPlay2.prefs

/Interplay4.1/Env/IPlay3.prefs

/Interplay4.1/s/Interplay.list

1.9 History of Interplay

History

Version 4.1: * ARexx interface included

(18/02/96)

* Fixed a but with the iconify vs. screemmode

* Updated Loop/TimeMode after an Iconify

* Fixed the error with the StopMotor bit

* After pressing Add Track in the program-editor,

the number will not be reset to zero

* Now only one copy of Interplay can be started.

* Fixed an error with the Open Listview function

* Corrected a little bug with the Pause button

* If "Load specific Program" was on, and a cd had

no program made for it, the cd wouldn't play :-)

This is of course fixed.

* Eject is now ghosted on CD32 systems after re-iconifying.

* Fixed up alot of bugs when using a CD32.

* Preview & Play should ve ghosted on CD32 when the tray

is opened (not tested).

* Fixed a problem with the Minimize button

* Finally the SpeedSearch-Slider works

* "Load Program" now works ok

* Document rewritten and ARexx document added

Version 4.0ß: * 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 completly 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

neccesary 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.

Again, we would like to thank all the users around the world who has

sent us positive reports aswell as bugreports. We are now closing up

on the final release which will be V5.0. That version will have ALL

the features you need for a cdda player, so when it is ready, you

won't need to fiddle with any other players, because Interplay 5.0

will be THE cdda player of the century.

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.

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!

CD32: Some CD32 users has reported that the "Time left of track/cd"

is always tilted. Could someone confirm this?

Sliderbars: The number next to the sliderbars does change only the first

times (when the slider is pressed down). I do not know what's

wrong with this. We are using gadtools.library routines, so

so they should work. If anyone got a solution to this problem

please conntact us.

1.12 System requirements

System requirements

o Amiga with kick 3.0 or higher (preferably 3.1 if you use SCSI)

o Overdrive CD-Rom or compatible (or SCSI CD-Rom drives, CD32 etc.)

o About 90KB of free memory

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 are Interplay-compatible:

Interplay CD-Editor

1.14   Interplay CD-Editor...

Interplay CD-Editor

It is actually made explicitly for Interplay, and it 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 sent us a copy of
this program and it worked perfectly. If you want to take a look at it,
you can download it from AmiNet, or from the Interplay Support BBS.
The most recent version of the Editor today is V1.08. Find it on AmiNet
if you want to check your interplay.list files.

1.15   Description of the buttons

===
Documentation of the control-panel in Interplay
===
.--------------------------------------.
Stop Play Pause Prev	Counter
< Skip Skip > Track slider	Eject
< Back Forth> Search slider	Minimize
<Time toggler>	Program
The status window	Prefs
«Name of the track»	Loop
«Name of Group/Artist»	
Random ./ Open Listview ./`---------
In this part of the window, the
track-list is displayed. This
is loaded from the disk and is
user-defined. read more about
how to make such a list:
>HERE<
`--------------------------------------'

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. Rememer that this is a problem which

is caused by the cd-rom player, and not our program. We have no way of

correcting this problem because it's a hardware problem. However, this

seldomly happen on newer CD-Rom drives anyway. So, if this 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 :-)

(However, we do not encourage you to kick your player to see this)

1.21   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.

1.22   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. Also, if the tray is open when you start

Interplay, it will automatically close.

(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 $\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.

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

1 2 3 + and by pressing the button "Add to program", this track

4 5 6 - will be added to the current program. You can also see

7 8 9 0 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

Clear 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 wan tot 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...

Clear program

If you want to cancel a program, press Clear. This will clear the program
and let you play all tracks independantly 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 Clear-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 ./ Iconify on startup

./ Halt CD-Motor on stop ./ Joystick/Joypad support

./ Autoplay CD after insert ./ Minimize on startup

./ Update/Use Interplay.list ./ Autoload specific CD-Program

./ Number tracks in listview

Requesters Directories Public Screens Coordinates Lines in listwindow

1.40   Open listview on startup

Open listview on startup

If ON, the listview window will pop up every time Interplay is started.

1.41   Halt CD_Motor on stop

Halt the motor

Stops the motor when the user press Stop or when you exit/quit Interplay.

1.42   Autoplay the CD when inserted

Autoplay

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.

1.43   Update/Use interplay.list

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.

1.44   Number tracks in listeview

Number tracks

If ON, Interplay will insert tracknumbers in front of the trackname in

the listwindow. Very handy if you want to know which trackunmber a

desired track in the list has. Remember that if this switch also works

with the list-view in the Program-Editor.

1.45   Iconify on startup

Iconify

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.

1.46   Use Joystick/Joypad

Joystick/Joypad

Lets you use Interplay with the Joypad/Joystick.

Up : Start Down : Stop

Left: <Skip Right: Skip>

1.47   Minimize Interplay on startup

Minimize

Is this feature is on, you are able to tell Interplay to shrink

the window even more a the time it's started. This can be handy if you

think the player-window already is too large.

Read more about Minimizehere.

1.48   Autoload specific CD-Program

Autoloading

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)

1.49   Requesters in the Config-Window...

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.

1.50   Directory-spsifications in the config-window...

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 alwys be called Interplay.list no matter what.

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

1.51   Public screen selection...

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.

1.52   Window coordinates...

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.

1.53   Lines in listview window...

Lines in listwindow (Not implemented yet)
Enter the number of lines you want the listwindow to be. You
may enter numbers from 1 up to the length you want depending
on your vertical screensize.

1.54   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.

1.55   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.

1.56   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.

1.57   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.

1.58   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.

1.59   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)

1.60   Using the ARexx Interface

ARexx in Interplay

Interplay's internal ARexx interface offers the ability to control

its functions via a script. See the ARexx Document for more information.

1.61   Using the menues in Interplay

Using the menues

Interplay has also got some menu-functions.

Menues in the Main window

Menues in the Prefs window

Menues in the Program-Editor window

1.62   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

1.63   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.

1.64   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

1.65   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

1.66 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.

1.67 Shuffles the data in the program randomly

Shuffle

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

order.

1.68 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

1.69 Final notes from the authors

Final Note

If you encounter a bug, you like Interplay, you don't like Interplay,

yous 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.

1.70   Greetings to friends and contacts...

Greetings

Greetings to : Snorre Narum

Øyvind Jergan

Guido Gouweloos & Marcel Boeren

Thomas Hansen

Darius Arnesen

Eivind Sommersten

We would also like to thank all of you who sent us bug-reports, letters

and emails. All the response we've gotten has kept the development

moving. Keep those letters coming.

A special thank goes to Gregor B. Rosenauer for the Interplay icon.

1.71   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

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* 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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