Interplay V1.1

COLLABORATORS

	TITLE : Interplay V1.1		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Interplay V1.1

1.1 Interplay Documentation

```
                                          @@@                        @@@@
        (Version 2.0)                     @@@                       .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
```

1.2 Important info...

```
Information
=----------=
```

```
Please notice that this CD player will be named Interplay from now on.
Future releases on AmiNET will carry the name Interplay. Since Dan Cannon's
player was called DC-Player, we thought it was a bit confusing, so we gave
the player a new name.
```

```
MESSAGE TO ARCHOS:      If you want a better player to sell with your
        Overdrive CD-Rom we could always make a deal.
        It's obvious that our player is better than your
        CDDA player :)
```

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.

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.
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 :)

1.6   Contact the authors

Contact us for suggestions and/or bug-reports:
      =--=

Stian André Olsen   Espen Skog
Orrelia 2   Heer Allé 8
N-1440 Drøbak   N-1445 HEER

```
Norway                            Norway

Email: stianol@ifi.uio.no         Email: espen.skog@oslohd.no


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

1.7   Call our bulletin board now..

```
   _____  __   _  _____/_____  __/\ _____      _._/\ __. /\___
  /  _____/| / |__/  \/  _____~\_____   \/ |  \___ \  / || \  |/  /
  \___~\|  |/  | ~\     \/ _/  \  /  _/  |   \/ /  \/  || _/  /  _/
  _/  /  \  /   |  \     /  \___/   \ ~\    _/  \   \  /\ ~\   \  \BBS
   \  ____/_____/___/_____~\__|\  \_|__\___/_____  /__|\  \_
~~\/~~~~~~~~~~~~~~~~~~~~~~~~~~\/~~~~\__/Tactel~~~~~~~~~~\/~~~~~\__/~~
```

```
                   * 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.
o Version *9* of the cd.device (OverCD-handler) that comes with Overdrive.
  (only needed when used with Overdrive/Zappo)
```

1.9   Legal information

```
Legal information
===============

Interplay V2.0 software and documentation is copyrighted 1994/95 by
```

```
Stian André 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.

/Interplay2.0/s/Interplay.list
/Interplay2.0/Docs/Interplay.guide
/Interplay2.0/Interplay
/Interplay2.0/Interplay.info
```

1.11   Description of the buttons

```
=================================================================
  Documentation of the control-panel in Interplay
=================================================================

        « Search, Search »
        < Skip, Skip >
        Eject CD
        Pause
        Prev
        Stop
        Play
        Loop
        Track slider
        Counter
        Time toggler
        Status window
        Random
        Program
        Use Program
          List
```

1.12   Search back and forth

```
« Search, Search »
=----------------=
```

This function is used to fastforward the CD. Search is used when you
want to skip to a part of the track. If you don't like the beginning
of a track, you simply search thru the track until you come to the
part you like. Search-speed is about 5 times faster than normal play-
time. Search functions works both forward and backward.

NOTE: In version 2.0 of Interplay, this feature is limited. We have had
      some problems with the CD-Rom when searching, so we just added
      time-search instead.

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 chose 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 button is pressed. PLAY and PREV buttons ca
also be pressed to close the CD-door, and if you press PLAY when the
door is open, Interplay will start playing after the door has closed.
The same thing goes for PREV.

Not available on CD32 of course :)

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 below the slider,
      so it's easy to keep control of which track you're on.

1.21   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 :-)

1.22   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:

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

1.23   Status window

```
Status window
=-----------=
```

The window at the bottom of the player 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 your volume is turned down.

1.24   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.

1.25   Opens the program window

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

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

1.26   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)

1.27   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 show 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
saven in an info file (in the S: dir called Interplay.list) which
hold information on how how many tracks 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 LIST checkbox below the status-window, the player-window
will expand, and a list of all the tracknames will come up. 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.

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 which you should copy
to the S: directory of your boot-partition/diskette.

1.28 History of Interplay

```
History
=------=
```

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
```


1.29 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 \ensuremath{\pm}1 second from the original time. Since this is such a ←
          small
      problem, we decided not to do more about it. If, for some reason,
                we find out that a 100% correct timer is needed, we will try  ←
                  to
      fix it. But in the meantime, this will do.

Skip-bug:   We have experienced that the player sometimes simply skip to the
      next track..without any reason. If this is Interplay's fault or
      a bug in the cd.device from archos we really don't know.
      (But it HAS to be Archos' fault..hehe)

Windows:    If you press the LIST very fast, the window will get sized wrong.
                If you experience this, please Iconify and re-iconify the  ←
                  window.
                It should now come up correctly. ..we hope :)

Search:     The search routines are not 100% perfect, but it works.
```


1.30 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.

BTW: Could someone design a nice icon for Interplay (both MagicWB and
normal WB). You will be credited :)

We also gave the player a name : Interplay. First version didn't really have
a name (CD-Player) so I poked around in the dictionary to find a name.
Interplay, a cooperation between two persons, was more suitable. So we choosed
that.

We have planned to add some new features in the next versions. Some guys
reported that it should be possible to control it by using a plain CD32
and we will try to make it compatible with CD32 somewhere in the future.
(It will of course work fine if you have a mouse connected)

The Archos cd.device (OverCD-handler) V8.0 was buggy. It didn't include
the CD_EJECT function, so if you encounter the problem that your Overdrive
or Zappo drive won't Eject when you press Eject, then you probably have an
old version of the cd.device. Pause is also buggy in V8. Get V9 *NOW*!! :)

Also thanx to the ones who sent us bug reports and tips for improvements...

1.31   Installation of Interplay 2.0

How to install Interplay 2.0
===========================

Installation of Interplay is quite easy.

Copy /Interplay2.0/s/Interplay.list   to   s:

Copy the rest of the files in the archive to your desired directory.

1.32   Using the menues in Interplay

Using the menues
=--------------=

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

  About.......................The normal About-requester
  Prefs.......................Opens the preferences window (n/a)
  Iconify (Hotkey = Amiga-I)...Iconifies the window.

To get the window back up again, simply choose it from the Tools-menu
on the workbench screen.