

Interplay V1.1

COLLABORATORS

	TITLE : Interplay V1.1		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		August 10, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Interplay V1.1	1
1.1	Interplay Documentation	1
1.2	Important info...	1
1.3	About this program	1
1.4	Credits for this program	2
1.5	Why we made this program	2
1.6	Contact the authors	2
1.7	Call our bulletin board now.. . . .	3
1.8	System requirements	3
1.9	Legal information	3
1.10	Distribution of this software	4
1.11	Description of the buttons	4
1.12	Search back and forth	5
1.13	Preview 10 seconds of each track	5
1.14	Skip tracks	5
1.15	Open the CD tray	5
1.16	Pauses the current track	6
1.17	Stop playing	6
1.18	Play track	6
1.19	Loop functions	6
1.20	Use the track slider to choose a track	7
1.21	Time Counter	7
1.22	Toggle how to show time on the counter	7
1.23	Status window	7
1.24	Randomly play tracks	8
1.25	Opens the program window	8
1.26	Activates the user-defined program	8
1.27	Show the Artist-List editor	8
1.28	History of Interplay	9
1.29	Known bugs	10
1.30	Final notes from the authors	10
1.31	Installation of Interplay 2.0	11
1.32	Using the menues in Interplay	11

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

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 toggling 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 saved in an info file (in the S: dir called Interplay.list) which hold information on 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 information.

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 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 occuring on the CD32.

- * Stops the motor when Stop is pushed.
- * Search implemented.
- * Menues implemented.

Version 1.0B: * 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.