ACDPlay AmigaGuide documentation

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ACDPlay AmigaGuide documentation

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                        ACDPlay Version 1.6
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1.2 Introduction

We were asked a lot why we were doing a cd player, probably because there are
much more important things.

Let us say two things about it:

1. This project was startet in spring of 1996. Thus, it then lay fallow until
   September. At that time, there weren't as many cd players as today.

2. There was just no Amiga cd player that matched our personal tastes, so
   we created a player which combined our personal ideas.

ACDPlay

ACDPlay's main ideas are quickness and a compromise between comfort and avoidance
of unnecessary program code. ACDPlay's main characteristics are asynchronus ←
   window
handling as well as an user interface not based on MUI (this may be an advantage
and a disadvantage).
ACDPlay definitely wouldn't exist without the cdplay.library programmed by
Patrick Hess which is now replaced by own SCSI routines for several reasons.

1.3 Features

ACDPlay...

   - is EMail-Ware
   - uses own SCSI routines written in Assembly
   - supports cd.device for ATAPI drives
   - features a small, fontsensitive, compact GUI with the ability of
     enabling/disabling parts (main window)
   - features both standard and MagicWB graphics
   - comes with fully asynchronus window handling
   - has a so-called "Trackslider" for easier positioning within tracks

- works as a commodity
- supports locale.library (OS 2.1)
- supports screennotify.library
- comes with a huge ARexx port
- is partly done in Assembly
- is able to open on any public screen; a public screen window may be opened
  to change screen immediately
- allows you to snapshot window positions
- of course lets you save your CD titles and programs
- has an extra window for programming
- supports random playing as well as several repeat modes including
  A-B repeat
- is configured via tooltypes in order to keep it small

1.4   Requirements

ACDPlay requires the following hardware/software constellation:

- an Amiga
- OS 2.04 (OS 3.0 or greater recommended)
- a SCSI CD-ROM drive or (via cd.device) an ATAPI drive

Additionally ACDPlay makes use of the following optional software:

- OS 2.1 or greater - ACDPlay uses locale.library
- screennotify.library by Stefan Becker - If the Workbench screen has to
  be closed in order to perform changes ACDPlay will close its windows
  temporarily.
- ARexx - If RexxMast has been started, ACDPlay may be controlled with the
  help of
          ARexx commands
          .

1.5   Copyright

Disclaimer

The authors cannot be made responsible for any damage or loss caused
directly or indirectly by this product.

Copyright

The copyright-owners on this product are the authors Marc Altmann and
Martin Kresse. This product may only be passed on in its original state.

This product is Emailware. It is freely distributable, however, the user
is asked to send an email to at least one of the authors, as long as the
possibility of sending email is given to them.

These regulations are subject to change.

1.6   Installation

Normally ACDPlay is to be installed with the help of the included Installer
script. Nevertheless ACDPlay may be installed manually by following the steps
below:

Manual installation

1. Create a drawer "ACDPlay" somewhere.
2. Create three other drawers within the new one: "ARexx", "catalogs",
   "Disks"
3. Copy the main program "ACDPlay" from the archiv's ACDPlay-directory and
   the corresponding Amigaguide file from the Docs-directory into the just
   created ACDPlay-drawer.
   4-colour icons are situated in the Icons-drawer.
4. Copy the contents of the ARexx-drawer into the new ARexx-drawer.
5. Copy the corresponding drawer along with the catalog from the Catalogs-
   directory into the new Catalogs-drawer.
6. You may optionally copy the example title files from Disks/ to Disks/.
7. If not yet existing, copy the cdplay.library from libs-Drawer to LIBS:
8. Adjust the DEVICE- and UNIT-Tooltypes in the main program's icon
   corresponding to your SCSI device's name and your CD-ROM drive's unit
   number.

1.7   Usage

                    Usage - Overview

Even though the usage of a cd player is pretty self-explaining it may be
useful to know what ACDPlay exactly does in a specific situation (unfortunately
I can't memorize any examples :-)

                    General usage

                    The 'Frontend' menu
                         ... main window,   ... MagicWB mode
        ... title selection window   ... GUI elements
        ... cd & program modes,   ... Public Screen window
        ... random playing   ... snapshotting windows
        ... time button

                    Programming

                    Drive settings
                         ... building a program   ... volume window
        ... loading and saving   ... changing unit/LUN
        ... PLAYMODE tooltype   ... locking the drive

1.8 Usage - General usage

                General usage

Main window:

The main window contains the most important functions and the most
important information displays.

Window bar:

The window bar displays the CD-ROM drive's current state, namely "No CD inserted ←
    ",
"CD inserted", "Playing CD" or "Pause".
If the Tooltype USEWINDOWBAR is set to YES, it displays additionally the current
CD's name, however not the artist's name.

Title display and title selection window:

Displays the current track's name.

By pressing the little 'T'-button at the right of the title display, the
title selection window is opened. This can also be done by selecting
"CD" -> "Select title..." from the menu or by pressing Amiga + T.

The title selection window shows the currently available tracks by name,
that means that it shows either the CD contents or the program.
Double-clicking on one of the tracks will make ACDPlay play it. The
currently played track is marked under OS3.0 and OS3.1.

Track, index-, time display:

The current track and index are displayed as well as the current time.
You may click on the time display to cycle through the display modes:

```
1. elapsed time    (track)/ total time (track)
2. remaining time (track)/ total time (track)
3. elapsed time    (CD)   / total time (CD)
4. remaining time (CD)    / total time (CD)
```

Playmode cycle gadget:

Changes playmode. If ACDPlay is already playing, it starts again in the new
playmode.

1. CD: The CD will be played without ACDPlay having influence on it. Direct ←
   choice
       of tracks via Directchoice buttons is only possible in this mode.

2. Random CD: Each track will be played in random order. For continueous playing
             "Repeat all" has to be selected.

3. Program: The current program will be played.
                How to build programs
                  4. Random Program: Each program entry will be played in random ←
                     order. This way it
                     is possible to exclude tracks from random playing or to ←
                        increase
                     the playing-probability of certain tracks.

Repeatmode cycle gadget

Changes the current repeat characteristics.
                Repeat modes
                 Panel:

These are the buttons known from "real" cd players.
Explanations (from the left):

1. Ejects the CD. Title and program data will be lost unless saved before.

2. Jumps one track or one program item back and starts playing it.
   In random mode the next track will be determined and played.
3. Jumps one track or one program item forward and starts playing it.
   In random mode the next track will be determined and played.
4. Jumps within the track several seconds back. If the new position is
   not in the current track, nothing will happen.
5. Jumps within the track several seconds forward. If the new position
   is not in the current track, nothing will happen.

6. Stops playing.
7. Switches pause mode on or off. In pause mode playing is stopped and the ←
   current
   position is kept. Furthermore one can for example jump at a certain position
   within the track or start a new track and then start playing it - by pressing
   the pause or play button.
8. Normally ACDPlay will start playing the CD or the program respectively.
   If pause mode is turned on, ACDPlay will continue playing. If ACDPlay is
   already playing, it will jump back to the beginning of the track.

Trackslider:

With the help of the trackslider positioning within a track is made easier
and quicker, since one may only drag the slider knop to the desired point.
The precision depends on the track's length (1%).

1.9   Usage - Programming

Programming

Building a program:

The programs are made in the Program editor ("CD" -> "Edit program..." or
Amiga + P).
The CD contents are situated in the left listview, the program is shown in the
right one. The program may be edited while playing it, except situations when the ←
    whole
program or the currently played track is deleted (in this case ACDPlay will
stop playing).
To add a certain title to the program, just doubleclick on the desired title
in the left listview.
Press the button 'Copy all' to produce a mirror-program of the cd contents.
Doubleclick on an item in the right listview to delete it from the program.
To simply delete the whole program at once press the button 'Delete program'.

Loading and saving:

You can save one program for each CD. Even though an available program
is loaded when the CD is inserted or ACDPlay is started it is also possible
to load a program by pressing the 'Load' button in the Program editor.
By pressing 'Save' a possibly existing program will be overwritten by the
new one. If an empty program is to be saved, the program file will be deleted (as ←
    far as
available).
The length of programs is not limited.

1.10   Usage - Repeat modes

Repeat modes

Repeat track, Repeat all:

The standard repeat modes. Repeat track repeats the current track,
Repeat all repeats the whole CD or the current program. If the playmode
is a random mode, ACDPlay will repeat the random playing procedure,
either with the CD or the program.

```
A-B repeat:

A-B repeat replays a certain range of the CD that can last over several
tracks.
The start and end points of the A-B range can be set in the A-B repeat
window. When 'A' or 'B' is pressed, ACDPlay inserts the current position
into the respective track and time fields.
However, you may also set the range by just typing in start and end point.
Enter the desired track and the desired time in minutes, seconds and
frames (1/75 seconds).

Example time entry: 3 min, 25 secs and 63 1/75 secs is entered in the following
way: 03:25.63

Menuitem: "CD" -> "Set A-B..."       Shortcut: Amiga + A
```

1.11 Usage - Title editing

```
                 Title editing


Title editor:

In order to enter names for CD and tracks you have to open the Title editor
that can be found under "CD" -> "Edit titles..." or by pressing Amiga + E.
After having entered the names of the CD and the artist, click on the first
track in the listview. The old name disappears, so just enter the new name
and hit enter. ACDPlay will jump to the next track and delete its old name,
automatically.

Warning: Only by pressing 'Save' the title data is really saved on disk!


File handling:

ACDPlay creates one
                title file
                  for each CD in the 'Disks/' directory, that's
why you shouldn't list the directory's contents if you have entered many CDs
or if you use large title databases.
```

1.12 Usage - The 'Frontend' menu

```
The 'Frontend' menu


MagicWB mode:

Turns MagicWB 8-colour-graphics on or off (the screen must have at least 8  ←
   colours
```

```
itself!)
This doesn't work properly in ACDPlay V1.6.



GUI elements:

You may turn on or off several elements of the main window. Due to multiselection
with left mousebutton it's easy to get the desired GUI with a single menu call.

These elements are namely:

    - Directchoice 1-10 : the first 10 Directchoice buttons
    - Direktchoice 10-20: the second Directchoice row
    - Title             : a text gadget containing the current track name
    - Track/Index/Time  : two number gadgets for current track and current index
                          plus a (clickable) time display
    - Playmode/Repeat   : two cycle gadgets for selecting and displaying the  ←
      current

                          play/repeatmodes
    - Panel             : cd-player-like buttons like "Pause" or "Stop"
    - Track Slider      : a slider gadget for better orientation and postioning
                          within the current track


Public Screen window:

If opened, it shows all at the time of opening available Public Screens.
Doubleclick on a list item to make ACDPlay open its GUI on the belonging
screen.
For updating the display, the 'Update'-button has to be pressed or the
window has to be closed and reopened.



Snapshot windows:

Saves the current window positions and sizes of every window, plus,
whether the respective window shall be opened when ACDPlay is started.
In order to just save the window positions close the corresponding window
before snapshotting, otherwise this window will be opened automatically
next time.
```

1.13   Usage - Drive settings

```
Drive settings



The volume window:

This window contains three sliders. The outer ones allow you to adjust the
left and right sound channels separatly, while the middle one controls
the volume for both channels at once.

Menu item: "CD" -> "Set volume..."      Shortcut: Amiga + V
```

```
Unit / LUN settings:

The SCSI unit and LUN (logical unit number) can be changed while ACDPlay is
running. This is useful for users of multiple CD-ROM drives or CD changers.

Menu item: "Drive" -> "LUN", "Drive" -> "Unit"
Shortcut: Amiga + 0-7 for corresponding LUN


Drive lock:

If this is selected, it isn't possible to open or close the drive with
the button on the front of the device.

Menu item: "Drive" -> "Drive lock"
```

1.14   Keyboard shortcuts

```
Keyboard shortcuts


Main window:

Key            | Qualifier | Function
-------------|-----------|---------------
Numeric pad  |           | Tracks 1  .. 10
Numeric pad  | Shift     | Tracks 11 .. 20
Numeric pad  | Alt       | Tracks 21 .. 30
             |           |
Cursor-left  |           | Search backward
Cursor-right |           | Search forward
Cursor-up    |           | Jump backward
Cursor-down  |           | Jump forward


Title selection window:

Key          | Qualifier | Function
-----------|-----------|---------------
Cursor-up   |           | Jump backward
Cursor-down |           | Jump forward
```

1.15   Arexx usage

```
                Arexx usage


ACDPlay's ARexx port:

ACDPlay can be remote-controlled via its ARexx port. With its help the user may
make ACDPlay execute many of its functions "from the outside".
```

Example: For adding a fading function to ACDPlay one has to create an ARexx
script that decreases the CD-ROM drive's volume gradually by sending SETVOLUME-
Arexx-commands to ACDPlay's port.

The port's name is 'ACDPLAY', the commands are listed
                here
                 .

Launching scripts:

Scripts can be started from within ACDPlay by using the "ARexx" menu. It shows
all files that could be found in the "arexx/" directory upon start.
Launching scripts is also possible by selecting "Execute script..." from the
same menu.

1.16 Preferences

Preferences via Tooltypes

ACDPlay is configured via so-called Tooltypes. These Tooltypes are embedded
in the program icon and may be changed by selecting the menu item
"Icons->Information..." from the Workbench menu.
All configurations can be overwritten using shell arguments.
If ACDPlay is started with a '?' as parameter, and you type the question
mark again, you get a brief description of all known shell arguments.

Tooltypes:

CX_POPUP: decides whether ACDPlay opens its GUI when it's started the first
               time. (Default: YES)
CX_POPKEY: determines the hotkey for ACDPlay. "rawkey" must be stated too.
               (Default: rawkey lshift alt F1)
CX_PRIORITY: ACDPlay's priority as a commodity (Default: 0)

DEVICE: SCSI device (Default: "1230scsi.device")

UNIT: unit that belongs to the CD-ROM drive (Default: 0)

LUN: Logical Unit Number

PUBSCREEN: Public Screen on which ACDPlay is to be opened

AUTOACTIVE: determines whether ACDPlay's main window should be activated
               on start. (Default: YES)

MAGICWB: whether ACDPlay should use the MagicWB graphics initially.
               (Default: NO)

PANELWIDTH: width of the panel buttons in the main window (Default: 28)

PANELHEIGHT: height of the panel buttons (Default: 23)

USEWINDOWBAR: Whether ACDPlay should use the main window bar to display the CD's ←
      name.
                (Default: YES)

USESCREENBAR: Whether ACDPlay should use the screen bar to display the CD's and
                artist's names. (Default: NO)

QUITONCLOSE: determines whether ACDPlay quits or hides when hitting
                the closewindow gadget. (Default: YES)

HOTKEYMODE: determines ACDPlay's behaviour if the hotkey is pressed and ACDPlay ←
      's

                GUI is already opened:

                FRONTMOST: ACDPlay tries to open its GUI on the frontmost ←
                    screen
                HIDE: ACDPlay's GUI will be closed/hidden (Default)
                SCREENTOFRONT: ACDPlay's current screen will be brought to front

HIDEMODE: determines the way ACDPlay is iconified:

                APPICON: an Appicon is placed on the desktop (Default)
                APPMENUITEM: ACDPlay is listed in the 'Tools' menu while being ←
                    iconified
                NONE: none of them

UPDATEDELAY: Defines how often (1–50) the update of the drive data
                will be delayed (Default: 5)

PLAYMODE: sets the initial playmode (also settable in main window):

                CD: ACDPlay plays all of the CD's tracks (Default).
                PROGRAM: ACDPlay plays the current program, a list of
                          tracks. This setting is useful in combination
                          with the AUTOSTART feature.

AUTOSTART: determines whether ACDPlay immediately should start playing
                CDs which have just been inserted. (Default: YES)

DISKPATH: The drawer in which the title and program files are situated.
                (Default: Disks/)

1.17 ARexx port

ARexx commands

rudimentary controls

PLAY
starts playing the cd or continues with playing
after pause

PLAY <track>
plays a specific track

STOP
stops playing

PAUSE
interrupts playing, continue by command PLAY

NEXTSONG
jumps to the track next to the current one and
starts playing

PREVSONG
jumps to the track previous to the current one and
starts playing

EJECT and
OPEN
both open the cd tray

CLOSE
closes cd tray

LOCKCD
disables eject button on cd-rom drive

UNLOCKCD
enables eject button on cd-rom drive

application

SHOW
uniconifies ACDPlay

HIDE
iconifies ACDPlay

OPENWINDOW <window>
opens a specific window, 0 .. 9

CLOSEWINDOW <window>
closes a specific window, 0 .. 9

SHOWMESSAGE <text>
opens a requester which displays the given text

QUIT
don't use ;-)

current data

GETCURRENTTRACK
returns the number of the track currently played

GETCURRENTINDEX
returns the current index

```
GETTRACKLENGTH
returns  the  length  of the  current track  in msf
format

GETTRACKPOSITION
returns  the  position  within  the  track  in msf
format

GETABSPOSITION
returns the  position within the  cd in msf format

ISUNITREADY
tests if the cd-rom drive is ready

GETSTATUS
returns the  current playing status  of the cd-rom
drive:
0 - no disk inserted
1 - stopped
2 - playing
3 - paused


cd data

GETTITLE
returns the cd title

GETARTIST
returns the cd's artist

GETSONGNAME
returns the current track's name

UPDATETITLES
reads titles from hd

SAVETITLES
saves current titles onto hd

GETCDLENGTH
returns length of current cd in seconds

GETTRACKNUMBER
returns number of tracks

GETFIRSTTRACK
returns the number of the first track

GETFIRSTAUDIOTRACK
returns the number of the first audio track

GETCDID
returns the  cd  id  used for  saving  titles  and
programs
```

drive data

SETVOLUME <volume>
sets the master volume, 0 .. 255

GETVOLUME
returns the master volume

GETVENDOR
returns the name of the cd-rom drive's vendor

GETVENDORID
returns the vendor id

GETPRODUCT
returns the product's name

GETREVISION
returns the revision of the product

GETVENDORSPECIFIC
returns information specific to the vendor

scsi/atapi data

GETDEVICE
returns the name of the device driver

GETUNIT
returns the unit of the device

GETLUN
returns the logical unit number

GETSENSEKEY,
GETADDSENSECODE and
GETADDSENSECODEQUAL
return values that are used to determine errors
which the device probably reported

programming

APPENDELEMENT <track>
adds one of the cd's track to the program

DELETEELEMENT <element>
deletes one element from the program, 0 being the first

DELETEPROGRAM
deletes the whole program

COPYALLPROGRAM
builds a program which is identical to the track
list

```
SAVEPROGRAM
saves the program cd-specificly

LOADPROGRAM
loads the specific program
```

1.18   File formats

```
The title files' format

Filename: "ID" (2 characters) + number of tracks (2 characters, decimal)
          + third track's start address (6 characters, hexadecimal)
          + last track's start address (6 characters, hexadecimal)

Format:   artist's name + linefeed
          CD's name + linefeed
          first track's name + linefeed
          ...
          last track's name + linefeed
```

ACDPlay reads 128 characters per name at most, the following characters will be
ignored until next linefeed.

(This file format is also read by many other cd players, plus there is a huge
collection of cd titles in Aminet (around 2600 entries):
disk/cdrom/CDIDCollection.lha)

```
The program file's format

Filename: "PR" (2 characters) + number of tracks (2 characters, decimal)
          + third track's start address (6 characters, hexadecimal)
          + last track's start address (6 characters, hexadecimal)

Format:   first track number (1 Byte)
          second track number (1 Byte)
          ...
```

1.19   Known bugs

```
ACDPlay's bugs

- MagicWB mode doesn't work due to the new sizeable panel buttons.

- With the AUTOSTART feature turned on ACDPlay starts with the second
  or third track instead of the first one when a new CD is inserted.

- hundreds of drive incompatiblities
```

1.20 FAQ

```
Frequently asked questions

Q: There are only a few title files in the archive. Where can I get more?
A: There's a huge collection of cd titles in Aminet (around 2600 entries):
   disk/cdrom/CDIDCollection.lha

Q: In the CD menu, there's a "Save audio data..."-item. Why is it shaded and
   therefore unselectable?
A: It's not yet implemented.
```

1.21 Future

```
What is still to come

- Usage of title databases instead of one file per CD.
- Bugfixes  :-)
- Audiosaving

What is still a bit more far away

- possible port to the operating system BeOS
```

1.22 The authors

```
The programmers

ACDPlay was programmed (under high efforts) by the following people
(alphabetically ordered):

   Marc Altmann
   mcthree@berlin.snafu.de

   Martin Kresse
   mak@ATP.dame.de


For hot information, updates or new catalogs, ARexx scripts etc., visit
the ACDPlay homepage: http://www.snafu.de/~mcthree/acdplay
```

1.23 Thank-yous

```
Some thank-yous go to...

Everybody who was participated constructive in our project.
Every translator and proof reader, of whom most attend to the Amiga
Translator's Organisation. Thanks go also to the beta testers, everybody,
who just sent us an EMail (remember: this program is EMailware!) and
```

everyone who is forgotten here, but whose name is in the scroller
of the about window.

Special thanks go to Patrick Hess, without him we never had started
programming a CD player.