Cup of Fungus Audio CD Player

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The Cup of Fungus Audio CD Player (hereafter, CDPlay) was written because I wasn't satisfied with any existing shareware audio CD player for Windows 3.1. Also, my CD drive only came with a DOS TSR CD player, and, while it had a lot of features, I don't like TSRs, and I really don't like DOS. So, I wrote my own for Windows 3.1. For those that care, I wrote it with ObjectWindows from Borland C++ and Application Frameworks 3.1. That explains why it is so much larger than any other CD player I have ever seen. Still I think it is better, and worth the extra space.

To use CDPlay you must do the following:

1)   Install the **[MCI] CD Audio** driver through the Control Panel | Drivers | Add facility. If you already have it installed, it will be listed in the Drivers box that comes up. If you don't already have it installed, it should be somewhere in the Add list box. When you select it, you will be asked to put disk #5 (or some other disk) in a drive so that Windows can install the driver. Then you will need to restart Windows for the changes to take effect.

2)   Add CDPlay to a program group in Program Manager.

3)   Double click the CDPlay icon to begin.

The features of CDPlay are best documented in the online help, but here is a brief rundown of them to get you started:

<<:	Jumps back one track.
<:	Jumps back 10 seconds.
Play:	Begins playing the CD or resumes playing if paused.
>:	Jumps forward 10 seconds.
>>:	Jumps forward one track.
Pause:	Pauses the CD if playing or resumes playing if paused.
Stop:	Stops the CD from playing.
Eject:	Stops the CD and ejects it--but only if the drive has a software eject.
Close:	Ends CDPlay but allows the music to continue to play.
Help:	Brings up the online Fungus Help system.
About:	Brings up a dialog box telling you a little about CDPlay.
Play Mode:	Switches playback mode from Continuous (linear) to Random (nonlinear)
or	Single (point) modes. These are explained online.

In addition to the above, CDPlay displays the track number and length for each track in a list box. Also, the current track, track time, total time, and status (Playing, Paused, or Stopped) of the CD are displayed. A help system is also provided. To use it press the Help button on the CDPlay main dialog box. Then, in the dialog box that comes up, double-click on the topic you need help on, OR single-click on the topic and press the new Help button.

I have only tested CDPlay with Microsoft CD-ROM Extensions 2.21 and 2.22. It may work with older versions, but I don't know. Also, multiple CD audio drives aren't supported because I don't have two drives to test that feature. It may work depending upon how the **[MCI] CD Audio** driver handles multiple CDs. Also CDPlay will only run on Windows 3.1. Originally, I was going to try to make it work for Windows 3.0 with MultiMedia Extensions, but I had to end up using some Windows 3.1 specific resources and instructions. Sorry, to those Win3.0 + MM users.

In testing CDPlay I have noticed a few things that I should probably explain to users. Of course, I think of these as features and not as bugs. :-)

1)   When playing the first track one would expect the track time and total time to be the same. This is not the case, however, because there is usually a 2-3 second lead-in gap before the beginning of each track, including the first one, and this gets added in to the total time.

2)   Only one instance of CDPlay can be run at a time. I wrote it this way because

with multiple instaces, **weird** things happened in all the instances but the first. I might could have fixed this by allowing a shareable CD, but I decided against it.

       3)   When using Single mode, you must go back to Continuous mode to change tracks. The forward and back tracking buttons will only take you to the beginning of the current track.

       4)   To jump to a specific track and begin playing, double-click on it in the Track Numbers and Times box. This isn't a bug; I wrote it to do that.

       5)   In both Random and Single modes, the CD will stop playing if allowed to play the entire last track. What this means is that in Random mode when it jumps to the last track and plays it, then playback will end. In Single mode this means that the last track will not continue playing in a loop like other tracks would. This feature/bug is present because the CD device stops playing when the last track is done, and there is no good way to catch it before it quits (at least, that I know of). It is annoying, but I have to live with it. (Maybe I could check if the last track was playing and if so, check every second until I get to, say, one second before the end of the CD. At that point I could loop or jump or whatever. But that is ugly.)

       6)   An **audio** CD should be in the drive when the program begins execution; otherwise, the program reports an error and waits for you to insert one. It can't play non-audio CDs or empty space.

       Shareware Policy: My shareware policy is very flexible. If you continue to use the software after a two week trial period, please send me the amount of money that it is worth to you. This is, of course, very subjective, but I think payment should roughly be proportional to use. If you are only going to use it once a month, a couple of bucks would be a nice payment. If you are going to use it 20-30 times a day or so, then your payment should be more. You get the idea; just pay what you think is fair. Also, if you are going to need multiple copies (for instance, one for at work and one for at home) please pay for all the copies proportionally. If you don't think this is fair, then get a hold of me, and we can work something out.

       Distribution policy: Cup of Fungus Audio CD Player may be freely distributed and modified. A small fee (no more than $5) may be charged for distribution media cost. This is a fully functioning version of CDPlay and has not been crippled in any way.

       Standard Disclaimer: CDPlay is provided **AS IS** without warranty of any kind, either expressed or implied. The entire risk as to the quality and performance of the program is with you. Should the program prove defective, you assume the cost of all necessary servicing, repair, or correction. In no event shall the author, copyright holder, or any other party who may redistribute the software be liable to you for damages, including any general, special, incidental, or consequential damages arising out of the use or inability to use the program (including, but not limited to, loss of data, data being rendered inaccurate, loss of business profits, loss of business information, business interruptions, loss sustained by you or third parties, or a failure of the program to operate with any other programs), even if the author, copyright holder, or other party has been advised of the possibility of such damages.

       Please support the Cup of Fungus Creative Team by sending in your money and registering CDPlay. We also welcome your comments, suggestions (like what software would you like to see us release next--understanding that we are under no obligation to do so), questions, and especially compliments. Send the money and registration information (name, address, comments, etc.) to the address below. I hope you enjoy the Cup of Fungus Audio CD Player.

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Important Fungus Announcement!

This important addition was made 7/3/93. As I was just about to release CDPlay, I noticed a bug in it. When you are playing a CD with more than 15 tracks and you try to jump to track 16 or above, CDPlay plays the correct track, but it reports the track as being six less (i.e. track 16 shows as track 10; track 25 shows as track 19; etc.)   I know the exact place where things are going wrong (in the UpdateInfo function, right before you enter the switch statement, when it polls for the current track), and I know it is not my fault! There is a bug in either Borland's or Microsoft's code for reading the current track information. I tried four or five work-arounds, but none of them helped. So, I put CDPlay on the back burner for a while.

A few weeks later I needed some money in a hurry, and I sold my Borland C++ and Application Frameworks 3.1 package. So now I can't work on CDPlay anymore; which means the 16+ track bug won't be fixed by me.

What I decided to do was to go on and release everything I have on CDPlay. This means source code, resource files, project files, etc. I figure that CDPlay is perfect for CDs with less than 16 tracks and still useful on CDs with 16 or more tracks. With the source code though you can possibly make it more perfect for you (and possibly fix the bug). My shareware payment policy is still the same: send me what you think the package is worth. Whether you use the executable or the source code or both, send me money in proportion to your use. Fair enough.

If you have any questions regarding the code or use of the program, please feel free to include them when you send payment. I will try to answer your questions if I can, but I make no claims or warrenties to that effect. The standard disclaimer written above applies to all the code and executables. Everything is AS IS.

I welcome all comments, and I hope you enjoy CDPlay.

Bill Menees