

SCDP_English

Juan J. Soria

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Chapter 1

SCDP_English

1.1 SCDPlayer 1.6 Documentation

SCDPlayer 1.6: Another CDDA Player. Copyright © 1996 Juan J. García de Soria.

Copyright Read this first.

Introduction What's SCDPlayer? Why SCDPlayer?

Features What does it have that other ones do not?

Requirements What do you need?

About MUI About MUI system.

Installation How to get it running.

ToolTypes The values in the icon.

Usage How to use it.

ARexx port SCDPlayer's ARexx port and commands.

SCDPLyrics SCDPlayer's synchronized lyrics.

History Program releases.

The future What will be found in further releases.

The author Who made this.

Bugs Hidden features!

Thanks to Boris Jakubaschk
for the original MCDP code.

Brian Aagaard Petersen
for his help with ARexx.

Thomas Andersson
for the swedish catalog.

Ingo Nehls
for the german AmigaGuide® docs.

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for the MWB icons and norsk catalog.

Pascal Rullier

for the french catalog.

Jürgen Urbanek

for the alternative 3D button images and the german catalog.

Nicola Salmoria, Eric Sauvageau, Phil Vedovatti and Roger McVey

for all NewIcons.

Russel Leighton

for MUIRexx.

1.2 SCDPLyrics 1.0

SCDPLyrics is an ARexx script for SCDPlayer that allows synchronized lyrics in a separate window. For this, the script uses MUIRexx by Russel Leighton.

SCDPLyrics has been inspired by RexxCD (by Urban Lindeskog, also in Aminet) Lyrics capabilities.

For SCDPLyrics to run properly, MUIRexx executable should be in MUIRexx: assign directory. Also the supplied command "Delay" should be copied somewhere in the default path, or made resident.

Two SCDPlayer scripts for controlling SCDPLyrics are supplied:

- StartLyrics.scdp: Runs SCDPLyrics and opens its window.

- QuitLyrics.scdp: Stops SCDPLyrics, closing its window.

If you want to use SCDPLyrics, SCDPlayer should be configured to run QuitLyrics.scdp when it quits. It may be done adding the ToolType:

```
SCRIPTONQUIT=Rexx/QuitLyrics.scdp
```

For starting it whenever you start SCDPlayer, add this ToolType:

```
SCRIPTONSTART=Rexx/StartLyrics.scdp
```

If you want to start it manually, you may execute StartLyrics.scdp using the "Execute..." item in SCDPlayer's ARexx menu, or installing the script in the menu using:

```
MENUSCRIPT=Rexx/StartLyrics.scdp
```

Also you could start it using a RexxButton.

For SCDPLyrics showing correctly the lyrics, these must be put in a file, in the correct format (which I borrowed from RexxCD). First, the file name should be the same of ID-file for the CD for which you want to enter the lyrics, but changing 'ID' for 'LY'.

In this file, for each track which has lyrics, you should enter:

```
#n
```

```
mm:ss.t Lyric_line1
```

```
mm:ss.t Lyric_line2
```

Where 'n' is the number of the track, mm:ss.t the time of the track (minutes:seconds.tenths of second) at which you want to appear the lyrics you have typed next.

Note that '.t.' is optional (if it doesn't appear, it will be taken as '.0') and that there shouldn't be any blank line in the lyrics for a track. You should repeat this format for each track with lyrics.

This format is roughly compatible to that of RexxCD, except for the fact that RexxCD stores lyrics information in the ID-file, rather than in a separate one, as SCDPLyrics does. If you want to use some lyrics supplied for RexxCD, the only thing you have to do is to rename the ID-file, changing 'ID' for 'LY' (and removing ID information if you aren't too lazy).

1.3 SCDPlayer 1.6 ARexx port

Since version 1.5 SCDPlayer has an ARexx port. It has a lot of commands for controlling the CD drive and the CD database.

SCDPlayer can launch ARexx scripts. It has a menu for launching them, and buttons (RexxButtons) may be configured to launch scripts also. Besides SCDPlayer can be configured to launch some scripts when the program starts, when it quits, or when a CD is inserted.

One important thing about SCDPlayer's ARexx scripts is that SCDPlayer won't quit until all scripts it has launched have finished. This means that if an ARexx script remains in a loop without exiting SCDPlayer will never quit.

For avoiding this, all scripts which don't exit immediately should use the function **USERACTION** for quitting when SCDPlayer wants to quit and perhaps when user press some buttons.

List of ARexx commands:

PLAYRAW SAVEPROGRAM FASTFORWARD

PLAYTRACK CDTITLE EJECT

PLAYINGPOS CDARTIST LOAD

PLAYINGTRACK TRACKS VOLUME

PROGRAM TRACKNAME IDFILENAME

SHUFFLE TRACKSTART DISKSPATH

REPEAT TRACKEND OPENLIST

AUTOPROGRAM ISDATATRACK CLOSELIST

AUTOSHUFFLE SAVECDDATA OPENPROGRAM

AUTOREPEAT PLAY CLOSEPROGRAM

AUTOPLAY STOP STATUS

SETPROGRAM PAUSE USERACTION

PROGRAMMEDTRACKS PREVIOUS SLEEP

PROGRAMMEDTRACK NEXT

ADDPROGRAMMEDTRACK REWIND

All these commands return a return code of 0 if all went ok, or 5 if an error occurred. Also, if the result string is supposed to be a number, it will be -1 if an error occurred.

1.4 playraw

PLAYRAW STARTADDRESS/N/A,ENDADDRESS/N

This command will play the CD from the start address given to the end address, if given, or the end of the CD otherwise. It will fail if no disc is inserted.

The addresses are in index units. There are 75 index units in a second.

1.5 playtrack

PLAYTRACK TRACK/N/A

This command will play the specified track. It will fail if no disc is inserted or the track number is wrong.

1.6 playingpos

PLAYINGPOS

This command will return the CD position being played in index units. It will fail if no disc is inserted or it is not playing or paused.

The addresses are in index units. There are 75 index units in a second.

1.7 playingtrack

PLAYINGTRACK

This command will return the CD track being played. It will fail if no disc is inserted or it is not playing or paused.

1.8 program

PROGRAM NEW/N

This command will return the status of Program mode button. It will return 1 if the button is selected (and Program Mode active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling Program Mode.

1.9 shuffle

SHUFFLE NEW/N

This command will return the status of Shuffle mode button. It will return 1 if the button is selected (and Shuffle Mode active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling Shuffle Mode.

1.10 repeat

REPEAT NEW/N

This command will return the status of Repeat mode button. It will return 1 if the button is selected (and Repeat Mode active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling Repeat Mode.

1.11 autoprogram

AUTOPROGRAM NEW/N

This command will return the status of AutoProgram mode checkmark. It will return 1 if the gadget is checked (and AutoProgram active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling AutoProgram.

1.12 autoshuffle

AUTOSHUFFLE NEW/N

This command will return the status of AutoShuffle mode checkmark. It will return 1 if the gadget is checked (and AutoShuffle active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling AutoShuffle.

1.13 autorepeat

AUTOREPEAT NEW/N

This command will return the status of AutoRepeat mode checkmark. It will return 1 if the gadget is checked (and AutoRepeat active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling AutoRepeat.

1.14 autoplay

AUTOPLAY NEW/N

This command will return the status of AutoPlay mode checkmark. It will return 1 if the gadget is checked (and AutoPlay active) or 0 otherwise.

You also may specify a new value in NEW for enabling/disabling AutoPlay.

1.15 setprogram

SETPROGRAM TRACKNUMBERS/N/M

This command sets the programmed tracks. You supply a list of numbers, being these the track numbers of the programmed tracks. Your list is copied to the program. An empty list will get you an empty program.

It fails if a number is wrong or there is no CD inserted.

1.16 programmedtracks

PROGRAMMEDTRACKS

This command returns the number of tracks in the program.

1.17 programmedtrack

PROGRAMMEDTRACK NUMBER/N,NEW/N

If no arguments are given it returns the index in the program of the track being played (fails if not in Program mode and playing).

If the first argument is given, it returns the number of the track programmed in the program index given (fails if the number is wrong).

If the second argument is given, it changes the track in program index NUMBER with that in NEW.

1.18 addprogrammedtrack

ADDPROGRAMMEDTRACK NEW/N/A

Adds the track given in NEW at the end of the program, failing if the number is wrong.

1.19 saveprogram

SAVEPROGRAM

This command saves the current program as the default program for the inserted CD.

1.20 cdtitle

CDTITLE TITLE

Returns the title of the inserted CD. Fails if no CD inserted.

If the argument is given, the title is set to that.

1.21 cdartist

CDARTIST ARTIST

Returns the artist name of the inserted CD. Fails if no CD inserted.

If the argument is given, the artist is set to that.

1.22 tracks

TRACKS

Returns the total number of tracks of the inserted CD. Fails if no CD inserted.

1.23 trackname

TRACKNAME NUMBER/N/A,NAME

If only the first argument is given, it returns the name of the track with the number given.

If the second argument is given, it changes the track name with that in NAME.

1.24 trackstart

TRACKSTART NUMBER/N/A

It returns the start address of the track with the number given.

The address is in index units (75 per second).

1.25 trackend

TRACKEND NUMBER/N/A

It returns the end address of the track with the number given.

The address is in index units (75 per second).

1.26 isdatatrack

ISDATATRACKSTART NUMBER/N/A

Returns 1 if the given track is a data track or 0 otherwise.

1.27 savecddata

SAVECDDATA

This command saves the current track names, title and artist as the defaults for the inserted CD.

1.28 play

PLAY

It does the same as pressing the play button in SCDPlayer's main window.

1.29 stop

STOP

It does the same as pressing the stop button in SCDPlayer's main window.

1.30 pause

PAUSE

It does the same as pressing the pause button in SCDPlayer's main window.

1.31 previous

PREVIOUS

It does the same as pressing the previous button in SCDPlayer's main window.

1.32 next

NEXT

It does the same as pressing the next button in SCDPlayer's main window.

1.33 rewind

REWIND

It does the same as pressing the rewind button in SCDPlayer's main window.

1.34 fastforward

FASTFORWARD

It does the same as pressing the fastforward button in SCDPlayer's main window.

1.35 eject

EJECT

It ejects the inserted CD.

1.36 load

LOAD

It loads the tray.

1.37 volume

VOLUME LEVEL/N

It returns the current volume level (1..31). If the LEVEL argument is given, the volume is set to that.

1.38 idfilename

IDFILENAME

It returns the filename for the "ID-file" of the inserted CD. Fails if no CD inserted.

The "ID-file" contains the current CD info, in the following format:

- One line with artist's name.
- One line with CD title.
- One line for each track, with the names of the tracks.
- With newer versions (1.4 and up) a line which starts with an asterisk and has an extra character as flags for automatic functions.

These "ID-files" are stored in the path given with DISKSPATH Tooltype.

1.39 diskspath

DISKSPATH

It returns the path for "ID-files" configured in DISKSPATH Tooltype.

1.40 openlist

OPENLIST

It opens the List Window.

1.41 closelist

CLOSELIST

It closes the List Window.

1.42 openprogram

OPENPROGRAM

It opens the Program Window.

1.43 closeprogram

CLOSEPROGRAM

It closes the Program Window.

1.44 status

STATUS

It returns one of the following strings depending on the CD status:

NODISK

PLAYING

STOPPED

PAUSED

1.45 useraction

USERACTION

It returns one of these values:

0 -> The user didn't do anything with SCDPlayer since the last ARexx command.

1 -> The user gave some commands since the last ARexx command.

2 -> SCDPlayer is trying to quit.

Any ARexx script that keeps waiting should call USERACTION periodically, and quit if the result is 2 and most times also if the result is 1.

1.46 sleep

SLEEP NEW/N/A

If you give argument 1, SCDPlayer's windows are marked as busy so that no user input will be processed (busy pointer).

If you give 0, They will be unfreezed.

NOTE: These commands are nested. There should be a call with 0 for each previous call with 1.

1.47 SCDPlayer 1.6 Copyright notice

SCDPlayer is Copyright © 1996 Juan J. García de Soria, all rights reserved.

SCDPlayer is freely distributable as long as no charge is made other than to cover copying and media costs. The files in this distribution must be kept together and unchanged in their original form.

You may use the sources of SCDPlayer as a learning example. If you use parts of the source for a program of yours, you may not distribute it without noting somewhere in your distribution the original work of the author.

Note that this program is distributed "AS IS" and without any warranty. The author won't be liable to you for any damage the program may do to your computer or your data if it proves to be faulty. YOU USE IT AT YOUR OWN RISK.

You may use SCDPlayer in a free manner, but if you really like it, send something to the author: a postcard, a program you have done, your suggestions...

1.48 SCDPlayer was born!

Some time ago, I got a CD-ROM plugged to my A1200. It worked fine, and audio disks sounded great, so I started to use it to listen to my CD's. I found some programs to play CDDA tracks. Some of them were pretty good, but I wasn't too satisfied: everyone of them lacked some feature that I wanted.

One of these was MCDPlayer, by Boris Jakubaschk, that looked very good and worked well enough. Although it didn't have repeat, shuffle nor volume control options, I ended up using it all the time, until I got fed up of its limitations and decided to make my own CDDA Player.

Fortunately MCDPlayer came with sources (thanks Boris) and I could learn about the SCSI commands that control the CD-ROM. I started to program from MCDPlayer's SCSI control routines, and got this program to work. As I have not enough Amiga developer documentation to program a GUI, and because MUI does a lot of things for me, I used it for the GUI.

By the way, SCDPlayer means Skandalfo's CD Player.

1.49 SCDPlayer 1.6 features

SCDPlayer has the following features:

- Works with SCSI and Atapi CD-ROM drives (well, it should, but I haven't tested it very much).
 - Uses MUI for a fine looking GUI.
 - Recognizes the CD's whose data has been already saved.
 - Has a window for editing each CD titles, letting you save them. It uses the same format than MCDPlayer, so that if you were using this last one, you won't have to enter again the names of all the songs.
 - Has a different program for each CD it knows, with a window to edit them.
 - Has a shuffle mode for playing tracks randomly.
 - Has a repeat option, for playing the CD or the program again and again.
-

- Has the possibility to start playing the CD when it is inserted, with program, shuffle or repeat if you like. A different setting for each CD.
- Has a volume control (well, I'm not sure if it works. See [bugs](#) section for details).
- Can be operated while iconified via definable hotkeys.
- Has not an awfully big GUI, as JukeBox does.
- Is localized (with OS2.1 or better).
- A full-featured ARexx port.
- Includes an MUIRexx program for synchronized lyrics.
- It's free!

1.50 What do you need to run SCDPlayer 1.6?

SCDPlayer requires to run:

- An Amiga.
- A SCSI or Atapi CD-ROM drive.
- AmigaOS 2.04 or better (2.1 or better for localization).
- MagicUserInterface 3.1 or better, by Stefan Stuntz (see [About MUI](#)).
- MUIRexx 2.1 by Russel Leighton if you want to run SCDPLyrics (it can be found in Aminet, directory dev/gui).
- About 100 kB free memory (not including muimaster.library).

1.51 About MUI system

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz

Eduard-Spranger-Straße 7

80935 München

GERMANY

1.52 Hidden features!

I hope SCDPlayer has not any serious bug. I have found none until now.

However, the volume control of SCDPlayer is not safe. The original function in MCDPlayer didn't work in my system, and I modified it by a process of trial-and-error until it worked. So it works on my system, but I don't know why it works, nor if it will work on any other system. If it doesn't work on yours, see NOVOLUME in [ToolTypes](#) section.

If you know how to set properly the volume on a SCSI CD-ROM, please contact me.

1.53 How to get it running

Since version 1.5, SCDPlayer comes with an installation script. Simply double-click "Install" icon and answer the questions the installer will make.

NOTE 1: The supplied installation scripts need Installer V42.9 or newer. You can get V43.3 in Aminet (I don't remember which directory).

NOTE 2: If you select NOVICE or AVERAGE level in the installer, the icons installed will be those of NewIcons style, and the images will be the standard black ones. If you prefer MagicWB icons or 3D images, select EXPERT, and you will be given the possibility to choose.

For manual installation, simply drag SCDPlayer drawer to where you want to have it in, and set the DEVICE and UNIT [ToolTypes](#) to tell it how to find your CD-ROM.

Check also the "alternative" drawer for alternative images and icons.

1.54 SCDPlayer's icon ToolTypes

The following tooltypes are available in SCDPlayer's icon:

DEVICE:

Selects the exec.library device that controls the CD-ROM. The default is:

DEVICE=scsi.device

UNIT:

Selects the device unit in which the CD-ROM resides. The default is:

UNIT=4

NOVOLUME:

Setting this ToolType disables SCDPlayer's volume control functionality. See [Bugs](#) section.

DISKSPATH:

This Tooltype tells SCDPlayer where to find disks and programs data. The default value for this ToolType is "PROGDIR:disks".

CUSTOMFONTS:

Setting this ToolType makes SCDPlayer use the fonts stated in the tooltypes in place of MUI defined fonts.

NORMALFONT | TINYFONT | FIXEDFONT | LISTFONT | TITLEFONT: These ToolTypes set which fonts will be used for letters and buttons | titles above numbers in the display | the numbers in the display | the entries of the lists | the titles if CUSTOMFONTS is set. They must be in the format "****FONT=name/size" (the name without ".font"). As an example:

NORMALFONT=topaz/11

CX_POPUP:

If specified, will instruct SCDPlayer to start in iconified state, if the tooltype value is "NO" or with its window open if the value is "YES". If this tooltype is not specified, the default action is taken from MUI system preferences for SCDPlayer.

CX_POPKEY:

Sets the hotkey used to iconify/deiconify SCDPlayer. The default value is "control lcommand numericpad enter".

PLAY_KEY | PAUSE_KEY | STOP_KEY | PREVIOUS_KEY | NEXT_KEY | REWIND_KEY | FASTFORWARD_KEY | EJECT_KEY | PROGRAM_KEY | SHUFFLE_KEY | REPEAT_KEY:

These are the hotkey equivalents to the image buttons on SCDPlayer's main window. They will work even when SCDPlayer is iconified. To see default values refer to [Usage](#) section.

SCRIPTONSTART:

Specifies the path and name of an ARexx script that will be executed when SCDPlayer is started. The default extension is ".scdp".

SCRIPTONQUIT:

Specifies the path and name of an ARexx script that will be executed when SCDPlayer is quitted. The default extension is ".scdp".

SCRIPTONINSERT:

Specifies the path and name of an ARexx script that will be executed when a CD is inserte. The default extension is ".scdp".

NOTE: The last three Tooltypes may specify ONLY ONE script. This means that if you specify, for example, two times SCRIPTONINSERT with different values only the last one will have effect.

MENUSCRIPT:

Specifies the path and name of an ARexx script that will be shown in SCDPlayer's ARexx menu, and executed if selected. The default extension is ".scdp". There can be a maximum of 8 menu scripts.

BUTTONSCRIPT:

This Tooltype specifies the script path and name and the image for a RexxButton, one of SCDPlayer's outstanding features. There can be a maximum of 8 RexxButtons. The format of these Tooltypes is "BUTTONSCRIPT=ScriptPathAndNameImageFileName". The ARexx script has the same default extension as before. The ImageFileName should be the name of a MUIBrush located on the Images drawer in SCDPlayer's drawer. For each of these Tooltypes a new button will appear in SCDPlayer's main window, with the specified image, that will launch the specified ARexx script when selected.

These ToolTypes are case sensitive. If you want to run SCDPlayer from the CLI, you'll have to type the ToolTypes you need as arguments:

```
SCDP "DEVICE=scsi.device" "UNIT=4"
```

1.55 How to use SCDPlayer 1.6

You may start SCDPlayer from Workbench, double-clicking its icon, or from shell. If you start SCDPlayer from the shell, you'll have to give it arguments to set the device and unit of your CD-ROM drive (see [ToolTypes](#)).

Note that SCDPlayer needs at least 20000 bytes of stack. You should make sure that the icon or the shell has enough stack.

Once loaded, SCDPlayer will open its window. You'll see the SCDPlayer logo, a box showing data on current CD, a set of buttons to control the CD, a list of the titles of the songs, and two buttons more.

The information box shows what track is being played, the time played of this track and of this CD, the name of the artist and the CD, and the name of the track or CD.

The first line of buttons contains:

Button	Meaning	Default keyboard shortcut
>	Play	control lcommand Space
	Pause	control lcommand z
[]	Stop	control lcommand x
<	Previous	control lcommand <
>	Next	control lcommand >

<< Rewind control lcommand c

>> Fast forward control lcommand v

^ Eject control lcommand `

A middle line of buttons will appear if at least one RexxButton is configured. These are buttons that the user may add (see **ToolTypes**). They launch configured ARExx scripts. The configuration that comes in the archive has two buttons, one for repeating a single track and other for repeating a part of the CD.

The last line of buttons contains:

Button Meaning Default keyboard shortcut

Slider Volume control

= Program mode control lcommand p

% Shuffle mode control lcommand s

@ Repeat mode control lcommand r

These keyboard shortcuts are only the default settings. They may be changed using **ToolTypes** . These hotkeys remain usable even when SCDPlayer is in iconified state.

The list has the track titles or the programmed tracks, selectable by the register controls. The track being played appears active. If you double-click on an entry, this track gets played (program mode gets either activated or deactivated depending on the list you clicked).

The "List" button opens a window which lets you edit this information about the current CD:

·Artist.

·Title.

·Track titles.

There are four checkmarks for selecting how will act SCDPlayer when a CD is inserted (Auto Play, Auto Program, Auto Shuffle & Auto Repeat).

This window has three buttons for using the edited names, saving them for further times, or cancelling the changes.

The "Program" button opens the program editing window. You get a list of playable titles, a list of the current program, a set of buttons for arrange it, and three buttons for using, saving, or cancelling the changes made to the program. You may also arrange the program by drag&drop.

1.56 Program releases

Date Version Changes

17-3-96 1.0 First release.

18-3-96 1.1 Custom font support added.

31-3-96 1.2 Fixed problem with logo on custom backgrounds.

Changed to MUI 3.1.

Included help bubbles.

Made program menu drag&drop.

Auto disappearing objects.

22-6-96 1.3 AutoPlay, AutoProgram, AutoShuffle & AutoRepeat on inserting the CD.

19-7-96 1.4 Added balancing to main window and DISKSPATH tooltype.

Added complete commodities support, with configurable hotkeys.

Slightly changed CD info display to show CD title everytime.
 Changed fastforward and rewind jumps to 5 seconds (were 10).
 16-8-96 1.5 Added program list and tracks/program register to main window.
 Fixed some undesirable behaviours.
 Added ARexx port and example scripts.
 Fixed DISKSPATH (the Tooltype wasn't being read).
 Added installation script.
 03-9-96 1.6 Now DISKSPATH ARexx command expands the path.
 Added French catalog.
 Added SCDPLyrics V1.0.
 Modified installation script.

1.57 Future features

Well, I think the program is mostly finished, so there won't be further versions unless a serious bug is found.
 (Note that the main reason for including ARexx support was for not having to implement all the suggestions I got, because now you may program them via ARexx ;-)

1.58 Who made this?

SCDPlayer was developed by:

Juan J. García de Soria.

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SPAIN

e-mail: amisanf@ctv.es

I'm a student of Telecommunications Engineering in Seville (Spain).

Send me your comments about SCDPlayer.

<<< Skandalfo is a member of

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