

# CD Player Professional

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For Tower Software & Systems  
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This documentation is ment only to give the user a basic understanding of how CD Player Professional works. Items NOT supported in the shareware version will not be discussed in te document. Unsupported features will be listed with brief summeries of thier functions in an appendix.

This Product is offered as shareware and is not fully functional in all respects. Inorder to obtain Full documentation and functionality you

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## **SECTION #1: PLAY CONTROLS**

There are 4 buttons in the main control section of CD Player Professional (referred to hereafter as CDP). They are:

1. **PLAY:** This button causes the CDP to begin playing whichever track is currently displayed.
2. **PAUSE:** This button causes the CDP to Pause whichever track the CDP is currently playing. toggle button and clicking it a second time will cause play to resume
3. **STOP:** This button stops playback of the current track & erases any currently stored play back sequence.
4. **OFF:** This button causes the application to terminate. The track that is currently playing will continue to play however until it is finished. To stop playback at exit STOP must be clicked first then OFF.

## **SECTION #2 TRACK CONTROLS**

The track controls section contains controls that handle which track is played and how that track is played.

1. **F.F./Rewind Scroll Bar :** this scroll bar lets you control which portion of the current track will play. There are 3 basic operational modes as follows:
  - a) Arrows: clicking the arrows advances/rewinds the track in 1 second intervals
  - b) Scroll bar: clicking in the scroll bar advances/rewinds the track in 10 second intervals

- c) Scroll Thumb: clicking & dragging the scroll bar thumb allows the user to place the playback anywhere in the track.
- point
2. & 3. **Prev. & Next** : These buttons advance/rewind the playback by one track at a time.

### **SECTION # 3 ADVANCED PROGRAMMING CONTROLS**

The controls in this section control the programming of sequences. A sequence is a program of music that you enter into CD Player Pro via these controls to control the playback of a CD to meet your specific desires.

1. **REPEAT:** This control loops the playback of any cd or sequence continually until it is clicked off PAUSE , STOP, or OFF buttons or the are clicked.
2. **SELECT:** This button selects tracks that make up the sequence you are programming. (the process of programming a sequence will be explained later)
3. **EDIT & MARK :** These buttons are used for very percise playback and loopng control over portions of the current track (the process of programming a Marked loop will be explained later)

### **SECTION #4 STATUS DISPLAY AND OPEN CADY**

This status display is fairly selfexplanitory so I won't go into it's description in this document.

1. **OPEN CADY** This button causes the player to re-read the track information from the disk. in later registered versions it will also open the CD cady on CDROM unit that have that capability.

## **SECTION #5 PROGRAMMING SEQUENCES**

The process of programming sequences is fairly simple. You simply use the NEXT & PREV buttons to reach a desired track and then click the SELECT button. once you have made all you selections you simply press the PLAY button and your selections are stored and the first selection you picked will begin to play. Clicking the REPEAT button at any time during the play back will cause the Repeat to toggle on & off signified by the Repeat indicator in the status display section. to erase a stored sequence simply click STOP. **\*\*NOTE\*\*** if you wish to stop the music but retain your program in this version of CD Pro you must use the PAUSE button clicking STOP will erase your Sequence.

In the registered version of CD Pro you'll be allowed to save your playback sequences into album files which you can reload later and use without having to reprogram the sequence each time.

## **SECTION #6 MARKED LOOP PROGRAMMING**

Marked loop programming is very simple. The Mark key is a Toggle key, one click starts marking, a second click stops marking. After a section of a track has been marked simply click the PLAY button to listen to the marked loop. The loop may be as short as 2/80th's of a second or as long as the entire length of the track. usually the marking procedure is not 100% percise. So by pressing the EDIT button you can see the actual bounds of the marked loop in tracks ,minutes,seconds,&frames, both start and stop positions may be manipulated in the edit box. There is also a Clear button in this box the is used to cancel a marked loop the same way STOP is used to cancel a sequence.