

Structure of Player A2

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by [MrTwister aka D3mon](#) on 05 Aug 2010 23:12

Hi to all)

I'm new here..

There is a structure of player (db3210):

Code: [Select all](#)

```
typedef void* PMusicServer;

typedef struct
{
    int hour;
    int min;
    int sec;
}TIME_int;

typedef struct
{
    BOOK book;
    PMusicServer pIMusicServer;
    char dummy_0x0[0x4];
    GUI * Music_Gui_PlayQueue;
    char dummy_0x1[0x16];
    wchar_t current_track_id;
    wchar_t tracks_count;
    char dummy[0x6];
    TIME_int ElapsedTime;
    char dummy_0x2[0x4];
    SUB_EXECUTE *CurrentTrack_SUB_EXECUTE;
    char dummy_0x3[0x4C];
}MUSIC_APPLICATION_BOOK;

class IUnknown
{
public:
    virtual void* pguid(); //GUID
    virtual void* QueryInterface();
    virtual void* AddRef();
    virtual void* Release();
};

class CMusicServer : public IUnknown
```

```

{
public:
    virtual void* unk_0x10();
    virtual void* unk_0x14();
    virtual void* unk_0x18();
    virtual void* unk_0x1C();
    virtual void* unk_0x20();
    virtual void* unk_0x24();
    virtual void* unk_0x28();
    virtual void* unk_0x2C();
    virtual void* unk_0x30();
    virtual int GetTrackFullpath(wchar_t track_id,int bufsize,wchar_t
*buf);
    virtual void* unk_0x38();
    virtual void* unk_0x3C();
    virtual void* unk_0x40();
    virtual void* unk_0x44();
    virtual void* unk_0x48();
    virtual void* unk_0x4C();
    virtual void* unk_0x50();
    virtual void* unk_0x54();
    virtual void* unk_0x58();
    virtual void* unk_0x5C();
    virtual void* unk_0x60();
    virtual void* unk_0x64();
    virtual void* unk_0x68();
    virtual void* unk_0x6C();
    virtual void* unk_0x70();
    virtual int EqualizerGain_Set(int band,int level);
};

```

And one function to get file path and name:

Code: [Select all](#)

```

int MusicApplication_GetCurrentTrackPN(BOOK *
MusicApplicationBook,wchar_t *fpath,wchar_t *fname)
{
    int retcode = _NULL;
    wchar_t *fullpath = new wchar_t[0x101];
    if (!MusicApplicationBook || !
((MUSIC_APPLICATION_BOOK*)MusicApplicationBook)->pIMusicServer)
return retcode;
    if (((CMusicServer*)
((MUSIC_APPLICATION_BOOK*)MusicApplicationBook)->pIMusicServer)-
>GetTrackFullpath(((MUSIC_APPLICATION_BOOK*)MusicApplicationBook)-

```

```
>current_track_id,0x200,fullpath)>=0) retcode = 1;
    else return retcode;
    wchar_t * pos = wstrrchr(fullpath, '/');
    *pos = _NULL;
    wstrcpy(fpath,fullpath);
    wstrcpy(fname,pos+1);
    delete fullpath;
    return retcode;
};
```

Can someone tell me, how i can get quantity of tracks in the current playlist, number of current track, full path and name **IN ASM** ??

Also I would know, how i can know, is music playing or not **IN** the opened player (not standby or other place)

Re: Structure of Player A2

by **blacklizard** on 22 Aug 2010 17:08

Look in this patch for patch and file name

VKP patch: [Select all](#)

```
;Add item "Tag Editor" to Options->File menu in
MusicApplication_Book
;Elf should be placed in "/usb/other/ZBin" and named as
"TagEditor.elf"
;Original idea by ilmir5555
;(c) blacklizard
```

To get the track number, use this function

MetaData_Desc_GetTrackNum(void* MetaData_Desc, int __NULL);

To get total number of track, look at this struct

Code: [Select all](#)

```
typedef struct
{
    BOOK book;
    PMusicServer pIMusicServer;
    char dummy_0x0[0x4];
    GUI * Music_Gui_PlayQueue;
```

```
char dummy_0x1[0x16];
wchar_t current_track_id;
wchar_t tracks_count; //<----- you need this
char dummy[0x6];
TIME_int ElapsedTime;
char dummy_0x2[0x4];
SUB_EXECUTE *CurrentTrack_SUB_EXECUTE;
char dummy_0x3[0x4C];
}MUSIC_APPLICATION_BOOK;
```

Re: Structure of Player A2

by [MrTwister aka D3mon](#) on 22 Aug 2010 21:14

blacklizard wrote:

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VKP patch: [Select all](#)

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MusicApplication_Book
;Elf should be placed in "/usb/other/ZBin" and named as
"TagEditor.elf"
;Original idea by ilmir5555
;(c) blacklizard
```

Can you explain me, what is **SVC** command?

blacklizard wrote:

To get the track number, use this function

```
MetaData_Desc_GetTrackNum( void* MetaData_Desc, int __NULL );
```

but this function doesn't exist on db3210...or??

blacklizard wrote:

To get total number of track, look at this struct

Code: [Select all](#)

```
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}MUSIC_APPLICATION_BOOK;
```

I know it! How I can write it IN ASM??