

libbluray

Generated by Doxygen 1.6.1

Mon Jan 28 10:47:55 2013



# Contents

<b>1</b>	<b>Class Index</b>	<b>1</b>
1.1	Class List . . . . .	1
<b>2</b>	<b>File Index</b>	<b>3</b>
2.1	File List . . . . .	3
<b>3</b>	<b>Class Documentation</b>	<b>5</b>
3.1	bd_chapter Struct Reference . . . . .	5
3.2	bd_clip Struct Reference . . . . .	6
3.3	BD_EVENT Struct Reference . . . . .	7
3.4	bd_stream_info Struct Reference . . . . .	8
3.5	bd_title_info Struct Reference . . . . .	9
3.6	BLURAY_DISC_INFO Struct Reference . . . . .	10
<b>4</b>	<b>File Documentation</b>	<b>11</b>
4.1	src/libbluray/bluray.h File Reference . . . . .	11
4.1.1	Detailed Description . . . . .	15
4.1.2	Define Documentation . . . . .	15
4.1.2.1	TITLES_ALL . . . . .	15
4.1.2.2	TITLES_FILTER_DUP_CLIP . . . . .	15
4.1.2.3	TITLES_FILTER_DUP_TITLE . . . . .	15
4.1.2.4	TITLES_RELEVANT . . . . .	15
4.1.3	Function Documentation . . . . .	15
4.1.3.1	bd_chapter_pos . . . . .	15

---

4.1.3.2	<a href="#">bd_close</a>	16
4.1.3.3	<a href="#">bd_free_clpi</a>	16
4.1.3.4	<a href="#">bd_free_title_info</a>	16
4.1.3.5	<a href="#">bd_get_clpi</a>	16
4.1.3.6	<a href="#">bd_get_current_angle</a>	16
4.1.3.7	<a href="#">bd_get_current_chapter</a>	17
4.1.3.8	<a href="#">bd_get_current_title</a>	17
4.1.3.9	<a href="#">bd_get_disc_info</a>	17
4.1.3.10	<a href="#">bd_get_event</a>	18
4.1.3.11	<a href="#">bd_get_meta</a>	18
4.1.3.12	<a href="#">bd_get_playlist_info</a>	18
4.1.3.13	<a href="#">bd_get_title_info</a>	19
4.1.3.14	<a href="#">bd_get_title_size</a>	19
4.1.3.15	<a href="#">bd_get_titles</a>	19
4.1.3.16	<a href="#">bd_menu_call</a>	20
4.1.3.17	<a href="#">bd_mouse_select</a>	20
4.1.3.18	<a href="#">bd_open</a>	20
4.1.3.19	<a href="#">bd_play</a>	21
4.1.3.20	<a href="#">bd_play_title</a>	21
4.1.3.21	<a href="#">bd_read</a>	21
4.1.3.22	<a href="#">bd_read_ext</a>	22
4.1.3.23	<a href="#">bd_read_skip_still</a>	22
4.1.3.24	<a href="#">bd_register_overlay_proc</a>	22
4.1.3.25	<a href="#">bd_seamless_angle_change</a>	23
4.1.3.26	<a href="#">bd_seek</a>	23
4.1.3.27	<a href="#">bd_seek_chapter</a>	23
4.1.3.28	<a href="#">bd_seek_mark</a>	23
4.1.3.29	<a href="#">bd_seek_time</a>	24
4.1.3.30	<a href="#">bd_select_angle</a>	24
4.1.3.31	<a href="#">bd_select_playlist</a>	24
4.1.3.32	<a href="#">bd_select_title</a>	25

---

4.1.3.33	<a href="#">bd_set_player_setting</a>	25
4.1.3.34	<a href="#">bd_tell</a>	25
4.1.3.35	<a href="#">bd_tell_time</a>	25
4.1.3.36	<a href="#">bd_user_input</a>	26



# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">bd_chapter</a>	5
<a href="#">bd_clip</a>	6
<a href="#">BD_EVENT</a>	7
<a href="#">bd_stream_info</a>	8
<a href="#">bd_title_info</a>	9
<a href="#">BLURAY_DISC_INFO</a>	10





# Chapter 2

# File Index

## 2.1 File List

Here is a list of all documented files with brief descriptions:

src/libbluray/[bluray.h](#) . . . . . 11



## Chapter 3

# Class Documentation

### 3.1 bd\_chapter Struct Reference

#### Public Attributes

- uint32\_t **idx**
- uint64\_t **start**
- uint64\_t **duration**
- uint64\_t **offset**

The documentation for this struct was generated from the following file:

- src/libbluray/[bluray.h](#)

## 3.2 bd\_clip Struct Reference

### Public Attributes

- uint32\_t **pkt\_count**
- uint8\_t **still\_mode**
- uint16\_t **still\_time**
- uint8\_t **video\_stream\_count**
- uint8\_t **audio\_stream\_count**
- uint8\_t **pg\_stream\_count**
- uint8\_t **ig\_stream\_count**
- uint8\_t **sec\_audio\_stream\_count**
- uint8\_t **sec\_video\_stream\_count**
- [BLURAY\\_STREAM\\_INFO](#) \* **video\_streams**
- [BLURAY\\_STREAM\\_INFO](#) \* **audio\_streams**
- [BLURAY\\_STREAM\\_INFO](#) \* **pg\_streams**
- [BLURAY\\_STREAM\\_INFO](#) \* **ig\_streams**
- [BLURAY\\_STREAM\\_INFO](#) \* **sec\_audio\_streams**
- [BLURAY\\_STREAM\\_INFO](#) \* **sec\_video\_streams**

The documentation for this struct was generated from the following file:

- [src/libbluray/bluray.h](#)

## 3.3 BD\_EVENT Struct Reference

### Public Attributes

- uint32\_t **event**
- uint32\_t **param**

The documentation for this struct was generated from the following file:

- src/libbluray/[bluray.h](#)

## 3.4 bd\_stream\_info Struct Reference

### Public Attributes

- `uint8_t coding_type`
- `uint8_t format`
- `uint8_t rate`
- `uint8_t char_code`
- `uint8_t lang` [4]
- `uint16_t pid`
- `uint8_t aspect`

The documentation for this struct was generated from the following file:

- `src/libbluray/bluray.h`

## 3.5 bd\_title\_info Struct Reference

### Public Attributes

- uint32\_t **idx**
- uint32\_t **playlist**
- uint64\_t **duration**
- uint32\_t **clip\_count**
- uint8\_t **angle\_count**
- uint32\_t **chapter\_count**
- [BLURAY\\_CLIP\\_INFO](#) \* **clips**
- [BLURAY\\_TITLE\\_CHAPTER](#) \* **chapters**

The documentation for this struct was generated from the following file:

- [src/libbluray/bluray.h](#)

## 3.6 BLURAY\_DISC\_INFO Struct Reference

### Public Attributes

- uint8\_t **bluray\_detected**
- uint8\_t **first\_play\_supported**
- uint8\_t **top\_menu\_supported**
- uint32\_t **num\_hdmv\_titles**
- uint32\_t **num\_bdj\_titles**
- uint32\_t **num\_unsupported\_titles**
- uint8\_t **aacs\_detected**
- uint8\_t **libaacs\_detected**
- uint8\_t **aacs\_handled**
- uint8\_t **bdplus\_detected**
- uint8\_t **libbdplus\_detected**
- uint8\_t **bdplus\_handled**

The documentation for this struct was generated from the following file:

- src/libbluray/[bluray.h](#)



## Chapter 4

# File Documentation

### 4.1 src/libbluray/bluray.h File Reference

```
#include <stdint.h>
```

#### Classes

- struct [bd\\_stream\\_info](#)
- struct [bd\\_clip](#)
- struct [bd\\_chapter](#)
- struct [bd\\_title\\_info](#)
- struct [BLURAY\\_DISC\\_INFO](#)
- struct [BD\\_EVENT](#)

#### Defines

- #define [TITLES\\_ALL](#) 0
- #define [TITLES\\_FILTER\\_DUP\\_TITLE](#) 0x01
- #define [TITLES\\_FILTER\\_DUP\\_CLIP](#) 0x02
- #define [TITLES\\_RELEVANT](#) (TITLES\_FILTER\_DUP\_TITLE | TITLES\_FILTER\_DUP\_CLIP)
- #define [BLURAY\\_TITLE\\_FIRST\\_PLAY](#) 0xffff
- #define [BLURAY\\_TITLE\\_TOP\\_MENU](#) 0

#### Typedefs

- typedef struct bluray [BLURAY](#)

- typedef struct [bd\\_stream\\_info](#) BLURAY\_STREAM\_INFO
- typedef struct [bd\\_clip](#) BLURAY\_CLIP\_INFO
- typedef struct [bd\\_chapter](#) BLURAY\_TITLE\_CHAPTER
- typedef struct [bd\\_title\\_info](#) BLURAY\_TITLE\_INFO
- typedef void(\* [bd\\_overlay\\_proc\\_f](#))(void \*, const struct bd\_overlay\_s \*const)

## Enumerations

- enum [bd\\_stream\\_type\\_e](#) {  
**BLURAY\_STREAM\_TYPE\_VIDEO\_MPEG1** = 0x01, **BLURAY\_STREAM\_TYPE\_VIDEO\_MPEG2** = 0x02, **BLURAY\_STREAM\_TYPE\_AUDIO\_MPEG1** = 0x03, **BLURAY\_STREAM\_TYPE\_AUDIO\_MPEG2** = 0x04,  
**BLURAY\_STREAM\_TYPE\_AUDIO\_LPCM** = 0x80, **BLURAY\_STREAM\_TYPE\_AUDIO\_AC3** = 0x81, **BLURAY\_STREAM\_TYPE\_AUDIO\_DTS** = 0x82, **BLURAY\_STREAM\_TYPE\_AUDIO\_TRUEHD** = 0x83,  
**BLURAY\_STREAM\_TYPE\_AUDIO\_AC3PLUS** = 0x84, **BLURAY\_STREAM\_TYPE\_AUDIO\_DTSHD** = 0x85, **BLURAY\_STREAM\_TYPE\_AUDIO\_DTSHD\_MASTER** = 0x86, **BLURAY\_STREAM\_TYPE\_VIDEO\_VC1** = 0xea,  
**BLURAY\_STREAM\_TYPE\_VIDEO\_H264** = 0x1b, **BLURAY\_STREAM\_TYPE\_SUB\_PG** = 0x90, **BLURAY\_STREAM\_TYPE\_SUB\_IG** = 0x91, **BLURAY\_STREAM\_TYPE\_SUB\_TEXT** = 0x92 }
- enum [bd\\_video\\_format\\_e](#) {  
**BLURAY\_VIDEO\_FORMAT\_480I** = 1, **BLURAY\_VIDEO\_FORMAT\_576I** = 2, **BLURAY\_VIDEO\_FORMAT\_480P** = 3, **BLURAY\_VIDEO\_FORMAT\_1080I** = 4,  
**BLURAY\_VIDEO\_FORMAT\_720P** = 5, **BLURAY\_VIDEO\_FORMAT\_1080P** = 6, **BLURAY\_VIDEO\_FORMAT\_576P** = 7 }
- enum [bd\\_video\\_rate\\_e](#) {  
**BLURAY\_VIDEO\_RATE\_24000\_1001** = 1, **BLURAY\_VIDEO\_RATE\_24** = 2, **BLURAY\_VIDEO\_RATE\_25** = 3, **BLURAY\_VIDEO\_RATE\_30000\_1001** = 4,  
**BLURAY\_VIDEO\_RATE\_50** = 6, **BLURAY\_VIDEO\_RATE\_60000\_1001** = 7 }
- enum [bd\\_video\\_aspect\\_e](#) { **BLURAY\_ASPECT\_RATIO\_4\_3** = 2, **BLURAY\_ASPECT\_RATIO\_16\_9** = 3 }
- enum [bd\\_audio\\_format\\_e](#) { **BLURAY\_AUDIO\_FORMAT\_MONO** = 1, **BLURAY\_AUDIO\_FORMAT\_STEREO** = 3, **BLURAY\_AUDIO\_FORMAT\_MULTI\_CHAN** = 6, **BLURAY\_AUDIO\_FORMAT\_COMBO** = 12 }

- enum **bd\_audio\_rate\_e** {  
**BLURAY\_AUDIO\_RATE\_48** = 1, **BLURAY\_AUDIO\_RATE\_96** = 4,  
**BLURAY\_AUDIO\_RATE\_192** = 5, **BLURAY\_AUDIO\_RATE\_192\_-COMBO** = 12,  
  
**BLURAY\_AUDIO\_RATE\_96\_COMBO** = 14 }
- enum **bd\_char\_code\_e** {  
**BLURAY\_TEXT\_CHAR\_CODE\_UTF8** = 0x01, **BLURAY\_TEXT\_-CHAR\_CODE\_UTF16BE** = 0x02, **BLURAY\_TEXT\_CHAR\_CODE\_-SHIFT\_JIS** = 0x03, **BLURAY\_TEXT\_CHAR\_CODE\_EUC\_KR** = 0x04,  
  
**BLURAY\_TEXT\_CHAR\_CODE\_GB18030\_20001** = 0x05, **BLURAY\_-TEXT\_CHAR\_CODE\_CN\_GB** = 0x06, **BLURAY\_TEXT\_CHAR\_CODE\_-BIG5** = 0x07 }
- enum **bd\_still\_mode\_e** { **BLURAY\_STILL\_NONE** = 0x00, **BLURAY\_-STILL\_TIME** = 0x01, **BLURAY\_STILL\_INFINITE** = 0x02 }
- enum **bd\_player\_setting** {  
  
**BLURAY\_PLAYER\_SETTING\_PARENTAL** = 13, **BLURAY\_PLAYER\_-SETTING\_AUDIO\_CAP** = 15, **BLURAY\_PLAYER\_SETTING\_AUDIO\_-LANG** = 16, **BLURAY\_PLAYER\_SETTING\_PG\_LANG** = 17,  
  
**BLURAY\_PLAYER\_SETTING\_MENU\_LANG** = 18, **BLURAY\_-PLAYER\_SETTING\_COUNTRY\_CODE** = 19, **BLURAY\_PLAYER\_-SETTING\_REGION\_CODE** = 20, **BLURAY\_PLAYER\_SETTING\_-VIDEO\_CAP** = 29,  
  
**BLURAY\_PLAYER\_SETTING\_TEXT\_CAP** = 30, **BLURAY\_PLAYER\_-SETTING\_PLAYER\_PROFILE** = 31 }
- enum **bd\_event\_e** {  
  
**BD\_EVENT\_NONE** = 0, **BD\_EVENT\_ERROR**, **BD\_EVENT\_-ENCRYPTED**, **BD\_EVENT\_ANGLE**,  
  
**BD\_EVENT\_TITLE**, **BD\_EVENT\_PLAYLIST**, **BD\_EVENT\_PLAYITEM**,  
**BD\_EVENT\_CHAPTER**,  
  
**BD\_EVENT\_END\_OF\_TITLE**, **BD\_EVENT\_AUDIO\_STREAM**, **BD\_-EVENT\_IG\_STREAM**, **BD\_EVENT\_PG\_TEXTST\_STREAM**,  
  
**BD\_EVENT\_PIP\_PG\_TEXTST\_STREAM**, **BD\_EVENT\_SECONDARY\_-AUDIO\_STREAM**, **BD\_EVENT\_SECONDARY\_VIDEO\_STREAM**, **BD\_-EVENT\_PG\_TEXTST**,  
  
**BD\_EVENT\_PIP\_PG\_TEXTST**, **BD\_EVENT\_SECONDARY\_AUDIO**,  
**BD\_EVENT\_SECONDARY\_VIDEO**, **BD\_EVENT\_SECONDARY\_-VIDEO\_SIZE**,  
  
**BD\_EVENT\_SEEK**, **BD\_EVENT\_STILL**, **BD\_EVENT\_STILL\_TIME** }

## Functions

- uint32\_t [bd\\_get\\_titles](#) (BLURAY \*bd, uint8\_t flags, uint32\_t min\_title\_length)
- [BLURAY\\_TITLE\\_INFO](#) \* [bd\\_get\\_title\\_info](#) (BLURAY \*bd, uint32\_t title\_idx, unsigned angle)
- [BLURAY\\_TITLE\\_INFO](#) \* [bd\\_get\\_playlist\\_info](#) (BLURAY \*bd, uint32\_t playlist, unsigned angle)
- void [bd\\_free\\_title\\_info](#) ([BLURAY\\_TITLE\\_INFO](#) \*title\_info)
- BLURAY \* [bd\\_open](#) (const char \*device\_path, const char \*keyfile\_path)
- void [bd\\_close](#) (BLURAY \*bd)
- int64\_t [bd\\_seek](#) (BLURAY \*bd, uint64\_t pos)
- int64\_t [bd\\_seek\\_time](#) (BLURAY \*bd, uint64\_t tick)
- int [bd\\_read](#) (BLURAY \*bd, unsigned char \*buf, int len)
- int [bd\\_read\\_skip\\_still](#) (BLURAY \*bd)
- int64\_t [bd\\_seek\\_chapter](#) (BLURAY \*bd, unsigned chapter)
- int64\_t [bd\\_chapter\\_pos](#) (BLURAY \*bd, unsigned chapter)
- uint32\_t [bd\\_get\\_current\\_chapter](#) (BLURAY \*bd)
- int64\_t [bd\\_seek\\_mark](#) (BLURAY \*bd, unsigned mark)
- int [bd\\_select\\_playlist](#) (BLURAY \*bd, uint32\_t playlist)
- int [bd\\_select\\_title](#) (BLURAY \*bd, uint32\_t title)
- int [bd\\_select\\_angle](#) (BLURAY \*bd, unsigned angle)
- void [bd\\_seamless\\_angle\\_change](#) (BLURAY \*bd, unsigned angle)
- uint64\_t [bd\\_get\\_title\\_size](#) (BLURAY \*bd)
- uint32\_t [bd\\_get\\_current\\_title](#) (BLURAY \*bd)
- unsigned [bd\\_get\\_current\\_angle](#) (BLURAY \*bd)
- uint64\_t [bd\\_tell](#) (BLURAY \*bd)
- uint64\_t [bd\\_tell\\_time](#) (BLURAY \*bd)
- const [BLURAY\\_DISC\\_INFO](#) \* [bd\\_get\\_disc\\_info](#) (BLURAY \*)
- int [bd\\_set\\_player\\_setting](#) (BLURAY \*bd, uint32\_t idx, uint32\_t value)
- int [bd\\_set\\_player\\_setting\\_str](#) (BLURAY \*bd, uint32\_t idx, const char \*s)
- int [bd\\_start\\_bdj](#) (BLURAY \*bd, const char \*start\_object)
- void [bd\\_stop\\_bdj](#) (BLURAY \*bd)
- int [bd\\_get\\_event](#) (BLURAY \*bd, [BD\\_EVENT](#) \*event)
- int [bd\\_play](#) (BLURAY \*bd)
- int [bd\\_read\\_ext](#) (BLURAY \*bd, unsigned char \*buf, int len, [BD\\_EVENT](#) \*event)
- int [bd\\_play\\_title](#) (BLURAY \*bd, unsigned title)
- int [bd\\_menu\\_call](#) (BLURAY \*bd, int64\_t pts)
- void [bd\\_register\\_overlay\\_proc](#) (BLURAY \*bd, void \*handle, bd\_overlay\_proc\_func)
- int [bd\\_user\\_input](#) (BLURAY \*bd, int64\_t pts, uint32\_t key)
- int [bd\\_mouse\\_select](#) (BLURAY \*bd, int64\_t pts, uint16\_t x, uint16\_t y)
- struct meta\_dl \* [bd\\_get\\_meta](#) (BLURAY \*bd)
- struct clpi\_cl \* [bd\\_get\\_clpi](#) (BLURAY \*bd, unsigned clip\_ref)
- void [bd\\_free\\_clpi](#) (struct clpi\_cl \*cl)

### 4.1.1 Detailed Description

external API header

### 4.1.2 Define Documentation

#### 4.1.2.1 `#define TITLES_ALL 0`

all titles.

#### 4.1.2.2 `#define TITLES_FILTER_DUP_CLIP 0x02`

remove titles that have duplicate clips.

#### 4.1.2.3 `#define TITLES_FILTER_DUP_TITLE 0x01`

remove duplicate titles.

#### 4.1.2.4 `#define TITLES_RELEVANT (TITLES_FILTER_DUP_TITLE | TITLES_FILTER_DUP_CLIP)`

remove duplicate titles and clips

### 4.1.3 Function Documentation

#### 4.1.3.1 `int64_t bd_chapter_pos (BLURAY * bd, unsigned chapter)`

Find the byte position of a chapter

**Parameters:**

*bd* BLURAY object

*chapter* chapter to find position of

**Returns:**

seek position of chapter start

**4.1.3.2 void bd\_close (BLURAY \* *bd*)**

Free libbluray objects

**Parameters:**

*bd* BLURAY object

**4.1.3.3 void bd\_free\_clpi (struct clpi\_cl \* *cl*)**

Free CLPI\_CL object

**Parameters:**

*cl* CLPI\_CL objects

**4.1.3.4 void bd\_free\_title\_info (BLURAY\_TITLE\_INFO \* *title\_info*)**

Free BLURAY\_TITLE\_INFO object

**Parameters:**

*title\_info* BLURAY\_TITLE\_INFO object

**4.1.3.5 struct clpi\_cl\* bd\_get\_clpi (BLURAY \* *bd*, unsigned *clip\_ref*) [read]**

Get copy of clip information for requested playitem.

**Parameters:**

*bd* BLURAY objects

*clip\_ref* requested playitem number

**Returns:**

pointer to allocated CLPI\_CL object on success, NULL on error

**4.1.3.6 unsigned bd\_get\_current\_angle (BLURAY \* *bd*)**

Return the current angle

**Parameters:**

*bd* BLURAY object

**Returns:**

current angle

**4.1.3.7 uint32\_t bd\_get\_current\_chapter (BLURAY \* *bd*)**

Get the current chapter

**Parameters:**

*bd* BLURAY object

**Returns:**

current chapter

**4.1.3.8 uint32\_t bd\_get\_current\_title (BLURAY \* *bd*)**

Returns the current title index

**Parameters:**

*bd* BLURAY object

**Returns:**

current title index

**4.1.3.9 const BLURAY\_DISC\_INFO\* bd\_get\_disc\_info (BLURAY \*)**

Get information about current BluRay disc

**Parameters:**

*bd* BLURAY object

**Returns:**

pointer to [BLURAY\\_DISC\\_INFO](#) object, NULL on error

#### 4.1.3.10 `int bd_get_event (BLURAY * bd, BD_EVENT * event)`

Get event from libbluray event queue.

##### Parameters:

*bd* BLURAY object

*event* next `BD_EVENT` from event queue

##### Returns:

1 on success, 0 if no events

#### 4.1.3.11 `struct meta_dl* bd_get_meta (BLURAY * bd) [read]`

Get meta information about the bluray disc.

##### Parameters:

*bd* BLURAY object

##### Returns:

allocated META\_DL (disclib) object, NULL on error

#### 4.1.3.12 `BLURAY_TITLE_INFO* bd_get_playlist_info (BLURAY * bd, uint32_t playlist, unsigned angle)`

Get information about a playlist

##### Parameters:

*bd* BLURAY object

*playlist* playlist number

*angle* angle number (chapter offsets and clip size depend on selected angle)

##### Returns:

allocated BLURAY\_TITLE\_INFO object, NULL on error



#### 4.1.3.13 BLURAY\_TITLE\_INFO\* bd\_get\_title\_info (BLURAY \* *bd*, uint32\_t *title\_idx*, unsigned *angle*)

Get information about a title

**Parameters:**

*bd* BLURAY object

*title\_idx* title index number

*angle* angle number (chapter offsets and clip size depend on selected angle)

**Returns:**

allocated BLURAY\_TITLE\_INFO object, NULL on error

#### 4.1.3.14 uint64\_t bd\_get\_title\_size (BLURAY \* *bd*)

Returns file size in bytes of currently selected title, 0 in no title selected

**Parameters:**

*bd* BLURAY object

**Returns:**

file size in bytes of currently selected title, 0 if no title selected

#### 4.1.3.15 uint32\_t bd\_get\_titles (BLURAY \* *bd*, uint8\_t *flags*, uint32\_t *min\_title\_length*)

This must be called after [bd\\_open\(\)](#) and before [bd\\_select\\_title\(\)](#). Populates the title list in BLURAY. Filtering of the returned list is controled through title flags

**Parameters:**

*bd* BLURAY object

*flags* title flags

*min\_title\_length* filter out titles shorter than min\_title\_length seconds

**Returns:**

number of titles found

**4.1.3.16** `int bd_menu_call (BLURAY * bd, int64_t pts)`

Open BluRay disc Top Menu.

Current pts is needed for resuming playback when menu is closed.

**Parameters:**

*bd* BLURAY object

*pts* current playback position (1/90000s) or -1

**Returns:**

1 on success, 0 if error

**4.1.3.17** `int bd_mouse_select (BLURAY * bd, int64_t pts, uint16_t x, uint16_t y)`

Select menu button at location (x,y).

**Parameters:**

*bd* BLURAY object

*pts* current playback position (1/90000s) or -1

*x* mouse pointer x-position

*y* mouse pointer y-position

**Returns:**

<0 on error, 0 when mouse is outside of buttons, 1 when mouse is inside button

**4.1.3.18** `BLURAY* bd_open (const char * device_path, const char * keyfile_path)`

Initializes libbluray objects

**Parameters:**

*device\_path* path to mounted Blu-ray disc

*keyfile\_path* path to KEYDB.cfg (may be NULL)

**Returns:**

allocated BLURAY object, NULL if error

#### 4.1.3.19 int bd\_play (BLURAY \* *bd*)

Start playing disc in navigation mode (using on-disc menus).

Playback is started from "First Play" title.

**Parameters:**

*bd* BLURAY object

**Returns:**

1 on success, 0 if error

#### 4.1.3.20 int bd\_play\_title (BLURAY \* *bd*, unsigned *title*)

Play a title (from disc index).

Title 0 = Top Menu Title 0xffff = First Play title Number of titles can be found from [BLURAY\\_DISC\\_INFO](#).

**Parameters:**

*bd* BLURAY object

*title* title number from disc index

**Returns:**

1 on success, 0 if error

#### 4.1.3.21 int bd\_read (BLURAY \* *bd*, unsigned char \* *buf*, int *len*)

Read from currently selected title file, decrypt if possible

**Parameters:**

*bd* BLURAY object

*buf* buffer to read data into

*len* size of data to be read

**Returns:**

size of data read, -1 if error

#### 4.1.3.22 `int bd_read_ext (BLURAY * bd, unsigned char * buf, int len, BD_EVENT * event)`

Read from currently playing title.

When playing disc in navigation mode this function must be used instead of `bd_read()`.

##### Parameters:

*bd* BLURAY object

*buf* buffer to read data into

*len* size of data to be read

*event* next `BD_EVENT` from event queue (BD\_EVENT\_NONE if no events)

##### Returns:

size of data read, -1 if error, 0 if event needs to be handled first, 0 if end of title was reached

#### 4.1.3.23 `int bd_read_skip_still (BLURAY * bd)`

Continue reading after still mode clip

##### Parameters:

*bd* BLURAY object

##### Returns:

0 on error

#### 4.1.3.24 `void bd_register_overlay_proc (BLURAY * bd, void * handle, bd_overlay_proc_f func)`

Register overlay graphics handler function.

##### Parameters:

*bd* BLURAY object

*handle* application-specific handle that will be passed to handler function

*func* handler function pointer

##### Returns:

1 on success, 0 if error

**4.1.3.25 void bd\_seamless\_angle\_change (BLURAY \* *bd*, unsigned *angle*)**

Initiate seamless angle change

**Parameters:**

*bd* BLURAY object

*angle* angle to change to

**4.1.3.26 int64\_t bd\_seek (BLURAY \* *bd*, uint64\_t *pos*)**

Seek to pos in currently selected title

**Parameters:**

*bd* BLURAY object

*pos* position to seek to

**Returns:**

current seek position

**4.1.3.27 int64\_t bd\_seek\_chapter (BLURAY \* *bd*, unsigned *chapter*)**

Seek to a chapter. First chapter is 0

**Parameters:**

*bd* BLURAY object

*chapter* chapter to seek to

**Returns:**

current seek position

**4.1.3.28 int64\_t bd\_seek\_mark (BLURAY \* *bd*, unsigned *mark*)**

Seek to a playmark. First mark is 0

**Parameters:**

*bd* BLURAY object

*mark* playmark to seek to

**Returns:**

current seek position

**4.1.3.29 int64\_t bd\_seek\_time (BLURAY \* *bd*, uint64\_t *tick*)**

Seek to specific time in 90Khz ticks

**Parameters:**

*bd* BLURAY object

*tick* tick count

**Returns:**

current seek position

**4.1.3.30 int bd\_select\_angle (BLURAY \* *bd*, unsigned *angle*)**

Set the angle to play

**Parameters:**

*bd* BLURAY object

*angle* angle to play

**Returns:**

1 on success, 0 if error

**4.1.3.31 int bd\_select\_playlist (BLURAY \* *bd*, uint32\_t *playlist*)**

Select a playlist

**Parameters:**

*bd* BLURAY object

*playlist* playlist to select

**Returns:**

1 on success, 0 if error

**4.1.3.32** `int bd_select_title (BLURAY * bd, uint32_t title)`

Select the title from the list created by [bd\\_get\\_titles\(\)](#)

**Parameters:**

*bd* BLURAY object

*title* title to select

**Returns:**

1 on success, 0 if error

**4.1.3.33** `int bd_set_player_setting (BLURAY * bd, uint32_t idx, uint32_t value)`

Update player setting registers

**Parameters:**

*bd* BLURAY object

*idx* Player setting register

*value* New value for player setting register

**Returns:**

1 on success, 0 on error (invalid setting)

**4.1.3.34** `uint64_t bd_tell (BLURAY * bd)`

Return current pos

**Parameters:**

*bd* BLURAY object

**Returns:**

current seek position

**4.1.3.35** `uint64_t bd_tell_time (BLURAY * bd)`

Return current time

**Parameters:**

*bd* BLURAY object

**Returns:**

current time

**4.1.3.36 int bd\_user\_input (BLURAY \* *bd*, int64\_t *pts*, uint32\_t *key*)**

Pass user input to graphics controller. Keys are defined in libbluray/keys.h. Current pts can be updated by using BD\_VK\_NONE key. This is required for animated menus.

**Parameters:**

*bd* BLURAY object

*pts* current playback position (1/90000s) or -1

*key* input key

**Returns:**

<0 on error, 0 on success, >0 if selection/activation changed



# Index

bd\_chapter, [5](#)  
bd\_chapter\_pos  
    [bluray.h, 15](#)  
bd\_clip, [6](#)  
bd\_close  
    [bluray.h, 15](#)  
BD\_EVENT, [7](#)  
bd\_free\_clpi  
    [bluray.h, 16](#)  
bd\_free\_title\_info  
    [bluray.h, 16](#)  
bd\_get\_clpi  
    [bluray.h, 16](#)  
bd\_get\_current\_angle  
    [bluray.h, 16](#)  
bd\_get\_current\_chapter  
    [bluray.h, 17](#)  
bd\_get\_current\_title  
    [bluray.h, 17](#)  
bd\_get\_disc\_info  
    [bluray.h, 17](#)  
bd\_get\_event  
    [bluray.h, 17](#)  
bd\_get\_meta  
    [bluray.h, 18](#)  
bd\_get\_playlist\_info  
    [bluray.h, 18](#)  
bd\_get\_title\_info  
    [bluray.h, 18](#)  
bd\_get\_title\_size  
    [bluray.h, 19](#)  
bd\_get\_titles  
    [bluray.h, 19](#)  
bd\_menu\_call  
    [bluray.h, 19](#)  
bd\_mouse\_select  
    [bluray.h, 20](#)  
bd\_open  
    [bluray.h, 20](#)  
bd\_play  
    [bluray.h, 20](#)  
bd\_play\_title  
    [bluray.h, 21](#)  
bd\_read  
    [bluray.h, 21](#)  
bd\_read\_ext  
    [bluray.h, 21](#)  
bd\_read\_skip\_still  
    [bluray.h, 22](#)  
bd\_register\_overlay\_proc  
    [bluray.h, 22](#)  
bd\_seamless\_angle\_change  
    [bluray.h, 22](#)  
bd\_seek  
    [bluray.h, 23](#)  
bd\_seek\_chapter  
    [bluray.h, 23](#)  
bd\_seek\_mark  
    [bluray.h, 23](#)  
bd\_seek\_time  
    [bluray.h, 24](#)  
bd\_select\_angle  
    [bluray.h, 24](#)  
bd\_select\_playlist  
    [bluray.h, 24](#)  
bd\_select\_title  
    [bluray.h, 24](#)  
bd\_set\_player\_setting  
    [bluray.h, 25](#)  
bd\_stream\_info, [8](#)  
bd\_tell  
    [bluray.h, 25](#)  
bd\_tell\_time  
    [bluray.h, 25](#)

bd\_title\_info, 9  
bd\_user\_input  
    bluray.h, 26  
bluray.h  
    bd\_chapter\_pos, 15  
    bd\_close, 15  
    bd\_free\_clpi, 16  
    bd\_free\_title\_info, 16  
    bd\_get\_clpi, 16  
    bd\_get\_current\_angle, 16  
    bd\_get\_current\_chapter, 17  
    bd\_get\_current\_title, 17  
    bd\_get\_disc\_info, 17  
    bd\_get\_event, 17  
    bd\_get\_meta, 18  
    bd\_get\_playlist\_info, 18  
    bd\_get\_title\_info, 18  
    bd\_get\_title\_size, 19  
    bd\_get\_titles, 19  
    bd\_menu\_call, 19  
    bd\_mouse\_select, 20  
    bd\_open, 20  
    bd\_play, 20  
    bd\_play\_title, 21  
    bd\_read, 21  
    bd\_read\_ext, 21  
    bd\_read\_skip\_still, 22  
    bd\_register\_overlay\_proc, 22  
    bd\_seamless\_angle\_change, 22  
    bd\_seek, 23  
    bd\_seek\_chapter, 23  
    bd\_seek\_mark, 23  
    bd\_seek\_time, 24  
    bd\_select\_angle, 24  
    bd\_select\_playlist, 24  
    bd\_select\_title, 24  
    bd\_set\_player\_setting, 25  
    bd\_tell, 25  
    bd\_tell\_time, 25  
    bd\_user\_input, 26  
    TITLES\_ALL, 15  
    TITLES\_FILTER\_DUP\_CLIP, 15  
    TITLES\_FILTER\_DUP\_TITLE, 15  
    TITLES\_RELEVANT, 15  
BLURAY\_DISC\_INFO, 10  
src/libbluray/bluray.h, 11  
TITLES\_ALL  
    bluray.h, 15  
TITLES\_FILTER\_DUP\_CLIP  
    bluray.h, 15  
TITLES\_FILTER\_DUP\_TITLE  
    bluray.h, 15  
TITLES\_RELEVANT  
    bluray.h, 15