

libbluray

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Contents

1	Class Index	1
1.1	Class List	1
2	File Index	3
2.1	File List	3
3	Class Documentation	5
3.1	bd_chapter Struct Reference	5
3.2	bd_clip Struct Reference	5
3.3	BD_EVENT Struct Reference	6
3.4	bd_stream_info Struct Reference	6
3.5	bd_title_info Struct Reference	7
3.6	BLURAY_DISC_INFO Struct Reference	7
4	File Documentation	9
4.1	src/libbluray/bluray.h File Reference	9
4.1.1	Detailed Description	12
4.1.2	Define Documentation	12
4.1.2.1	TITLES_ALL	12
4.1.2.2	TITLES_FILTER_DUP_CLIP	13
4.1.2.3	TITLES_FILTER_DUP_TITLE	13
4.1.2.4	TITLES_RELEVANT	13
4.1.3	Function Documentation	13
4.1.3.1	bd_chapter_pos	13

4.1.3.2	bd_close	13
4.1.3.3	bd_free_clpi	13
4.1.3.4	bd_free_title_info	14
4.1.3.5	bd_get_clpi	14
4.1.3.6	bd_get_current_angle	14
4.1.3.7	bd_get_current_chapter	14
4.1.3.8	bd_get_current_title	15
4.1.3.9	bd_get_disc_info	15
4.1.3.10	bd_get_event	15
4.1.3.11	bd_get_meta	15
4.1.3.12	bd_get_playlist_info	16
4.1.3.13	bd_get_title_info	16
4.1.3.14	bd_get_title_size	16
4.1.3.15	bd_get_titles	17
4.1.3.16	bd_menu_call	17
4.1.3.17	bd_mouse_select	17
4.1.3.18	bd_open	18
4.1.3.19	bd_play	18
4.1.3.20	bd_play_title	18
4.1.3.21	bd_read	19
4.1.3.22	bd_read_ext	19
4.1.3.23	bd_read_skip_still	19
4.1.3.24	bd_register_overlay_proc	20
4.1.3.25	bd_seamless_angle_change	20
4.1.3.26	bd_seek	20
4.1.3.27	bd_seek_chapter	20
4.1.3.28	bd_seek_mark	21
4.1.3.29	bd_seek_time	21
4.1.3.30	bd_select_angle	21
4.1.3.31	bd_select_playlist	22
4.1.3.32	bd_select_title	22

4.1.3.33	bd_set_player_setting	22
4.1.3.34	bd_tell	22
4.1.3.35	bd_tell_time	23
4.1.3.36	bd_user_input	23

Chapter 1

Class Index

1.1 Class List

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

bd_chapter	5
bd_clip	5
BD_EVENT	6
bd_stream_info	6
bd_title_info	7
BLURAY_DISC_INFO	7

Chapter 2

File Index

2.1 File List

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

src/libbluray/ bluray.h	9
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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_TRUHD** = 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_f 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

<i>bd</i>	BLURAY object
<i>chapter</i>	chapter to find position of

Returns

seek position of chapter start

4.1.3.2 void bd_close (BLURAY * *bd*)

Free libbluray objects

Parameters

<i>bd</i>	BLURAY object
-----------	---------------

4.1.3.3 void bd_free_clpi (struct clpi_cl * *cl*)

Free CLPI_CL object

Parameters

<i>cl</i>	CLPI_CL objects
-----------	-----------------

4.1.3.4 void bd_free_title_info (BLURAY_TITLE_INFO * *title_info*)

Free BLURAY_TITLE_INFO object

Parameters

<i>title_info</i>	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

<i>bd</i>	BLURAY objects
<i>clip_ref</i>	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

<i>bd</i>	BLURAY object
-----------	---------------

Returns

current angle

4.1.3.7 uint32_t bd_get_current_chapter (BLURAY * *bd*)

Get the current chapter

Parameters

<i>bd</i>	BLURAY object
-----------	---------------

Returns

current chapter

4.1.3.8 uint32_t bd_get_current_title (BLURAY * *bd*)

Returns the current title index

Parameters

<i>bd</i>	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

<i>bd</i>	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

<i>bd</i>	BLURAY object
<i>event</i>	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

<i>bd</i>	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

<i>bd</i>	BLURAY object
<i>playlist</i>	playlist number
<i>angle</i>	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

<i>bd</i>	BLURAY object
<i>title_idx</i>	title index number
<i>angle</i>	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

<i>bd</i>	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

<i>bd</i>	BLURAY object
<i>flags</i>	title flags
<i>min_title_length</i>	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

<i>bd</i>	BLURAY object
<i>pts</i>	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

<i>bd</i>	BLURAY object
<i>pts</i>	current playback position (1/90000s) or -1
<i>x</i>	mouse pointer x-position
<i>y</i>	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

<i>device_path</i>	path to mounted Blu-ray disc
<i>keyfile_path</i>	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

<i>bd</i>	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

<i>bd</i>	BLURAY object
<i>title</i>	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

<i>bd</i>	BLURAY object
<i>buf</i>	buffer to read data into
<i>len</i>	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

<i>bd</i>	BLURAY object
<i>buf</i>	buffer to read data into
<i>len</i>	size of data to be read
<i>event</i>	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

<i>bd</i>	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

<i>bd</i>	BLURAY object
<i>handle</i>	application-specific handle that will be passed to handler function
<i>func</i>	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

<i>bd</i>	BLURAY object
<i>angle</i>	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

<i>bd</i>	BLURAY object
<i>pos</i>	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

<i>bd</i>	BLURAY object
<i>chapter</i>	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

<i>bd</i>	BLURAY object
<i>mark</i>	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

<i>bd</i>	BLURAY object
<i>tick</i>	tick count

Returns

current seek position

4.1.3.30 `int bd_select_angle (BLURAY * bd, unsigned angle)`

Set the angle to play

Parameters

<i>bd</i>	BLURAY object
<i>angle</i>	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

<i>bd</i>	BLURAY object
<i>playlist</i>	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

<i>bd</i>	BLURAY object
<i>title</i>	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

<i>bd</i>	BLURAY object
<i>idx</i>	Player setting register
<i>value</i>	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

<i>bd</i>	BLURAY object
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Returns

current seek position

4.1.3.35 uint64_t bd_tell_time (BLURAY * *bd*)

Return current time

Parameters

<i>bd</i>	BLURAY object
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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

<i>bd</i>	BLURAY object
<i>pts</i>	current playback position (1/90000s) or -1
<i>key</i>	input key

Returns

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

Index

bd_chapter, [5](#)
bd_chapter_pos
 [bluray.h, 13](#)
bd_clip, [5](#)
bd_close
 [bluray.h, 13](#)
BD_EVENT, [6](#)
bd_free_clpi
 [bluray.h, 13](#)
bd_free_title_info
 [bluray.h, 14](#)
bd_get_clpi
 [bluray.h, 14](#)
bd_get_current_angle
 [bluray.h, 14](#)
bd_get_current_chapter
 [bluray.h, 14](#)
bd_get_current_title
 [bluray.h, 14](#)
bd_get_disc_info
 [bluray.h, 15](#)
bd_get_event
 [bluray.h, 15](#)
bd_get_meta
 [bluray.h, 15](#)
bd_get_playlist_info
 [bluray.h, 16](#)
bd_get_title_info
 [bluray.h, 16](#)
bd_get_title_size
 [bluray.h, 16](#)
bd_get_titles
 [bluray.h, 17](#)
bd_menu_call
 [bluray.h, 17](#)
bd_mouse_select
 [bluray.h, 17](#)
bd_open
 [bluray.h, 17](#)
bd_play
 [bluray.h, 18](#)
bd_play_title
 [bluray.h, 18](#)
bd_read
 [bluray.h, 18](#)
bd_read_ext
 [bluray.h, 19](#)
bd_read_skip_still
 [bluray.h, 19](#)
bd_register_overlay_proc
 [bluray.h, 19](#)
bd_seamless_angle_change
 [bluray.h, 20](#)
bd_seek
 [bluray.h, 20](#)
bd_seek_chapter
 [bluray.h, 20](#)
bd_seek_mark
 [bluray.h, 21](#)
bd_seek_time
 [bluray.h, 21](#)
bd_select_angle
 [bluray.h, 21](#)
bd_select_playlist
 [bluray.h, 21](#)
bd_select_title
 [bluray.h, 22](#)
bd_set_player_setting
 [bluray.h, 22](#)
bd_stream_info, [6](#)
bd_tell
 [bluray.h, 22](#)
bd_tell_time
 [bluray.h, 23](#)

bd_title_info, [7](#)
bd_user_input
 bluray.h, [23](#)
bluray.h
 bd_chapter_pos, [13](#)
 bd_close, [13](#)
 bd_free_clpi, [13](#)
 bd_free_title_info, [14](#)
 bd_get_clpi, [14](#)
 bd_get_current_angle, [14](#)
 bd_get_current_chapter, [14](#)
 bd_get_current_title, [14](#)
 bd_get_disc_info, [15](#)
 bd_get_event, [15](#)
 bd_get_meta, [15](#)
 bd_get_playlist_info, [16](#)
 bd_get_title_info, [16](#)
 bd_get_title_size, [16](#)
 bd_get_titles, [17](#)
 bd_menu_call, [17](#)
 bd_mouse_select, [17](#)
 bd_open, [17](#)
 bd_play, [18](#)
 bd_play_title, [18](#)
 bd_read, [18](#)
 bd_read_ext, [19](#)
 bd_read_skip_still, [19](#)
 bd_register_overlay_proc, [19](#)
 bd_seamless_angle_change, [20](#)
 bd_seek, [20](#)
 bd_seek_chapter, [20](#)
 bd_seek_mark, [21](#)
 bd_seek_time, [21](#)
 bd_select_angle, [21](#)
 bd_select_playlist, [21](#)
 bd_select_title, [22](#)
 bd_set_player_setting, [22](#)
 bd_tell, [22](#)
 bd_tell_time, [23](#)
 bd_user_input, [23](#)
 TITLES_ALL, [12](#)
 TITLES_FILTER_DUP_CLIP, [12](#)
 TITLES_FILTER_DUP_TITLE, [13](#)
 TITLES_RELEVANT, [13](#)
BLURAY_DISC_INFO, [7](#)
src/libbluray/bluray.h, [9](#)
TITLES_ALL
 bluray.h, [12](#)
TITLES_FILTER_DUP_CLIP
 bluray.h, [12](#)
TITLES_FILTER_DUP_TITLE
 bluray.h, [13](#)
TITLES_RELEVANT
 bluray.h, [13](#)