

libbluray

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# 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 . . . . .	5
3.3	BD_EVENT Struct Reference . . . . .	6
3.4	bd_sound_effect Struct Reference . . . . .	6
3.5	bd_stream_info Struct Reference . . . . .	6
3.6	bd_title_info Struct Reference . . . . .	6
3.7	BLURAY_DISC_INFO Struct Reference . . . . .	7
<b>4</b>	<b>File Documentation</b>	<b>9</b>
4.1	src/libbluray/bluray.h File Reference . . . . .	9
4.1.1	Detailed Description . . . . .	11
4.1.2	Define Documentation . . . . .	12
4.1.2.1	TITLES_ALL . . . . .	12
4.1.2.2	TITLES_FILTER_DUP_CLIP . . . . .	12
4.1.2.3	TITLES_FILTER_DUP_TITLE . . . . .	12
4.1.2.4	TITLES_RELEVANT . . . . .	12
4.1.3	Function Documentation . . . . .	12
4.1.3.1	bd_chapter_pos . . . . .	12
4.1.3.2	bd_close . . . . .	12
4.1.3.3	bd_free_clpi . . . . .	12
4.1.3.4	bd_free_title_info . . . . .	13
4.1.3.5	bd_get_clpi . . . . .	13

4.1.3.6	<a href="#">bd_get_current_angle</a>	13
4.1.3.7	<a href="#">bd_get_current_chapter</a>	13
4.1.3.8	<a href="#">bd_get_current_title</a>	13
4.1.3.9	<a href="#">bd_get_disc_info</a>	14
4.1.3.10	<a href="#">bd_get_event</a>	14
4.1.3.11	<a href="#">bd_get_meta</a>	14
4.1.3.12	<a href="#">bd_get_playlist_info</a>	14
4.1.3.13	<a href="#">bd_get_sound_effect</a>	15
4.1.3.14	<a href="#">bd_get_title_info</a>	15
4.1.3.15	<a href="#">bd_get_title_size</a>	15
4.1.3.16	<a href="#">bd_get_titles</a>	16
4.1.3.17	<a href="#">bd_get_version</a>	16
4.1.3.18	<a href="#">bd_menu_call</a>	16
4.1.3.19	<a href="#">bd_mouse_select</a>	16
4.1.3.20	<a href="#">bd_open</a>	17
4.1.3.21	<a href="#">bd_play</a>	17
4.1.3.22	<a href="#">bd_play_title</a>	17
4.1.3.23	<a href="#">bd_read</a>	17
4.1.3.24	<a href="#">bd_read_ext</a>	18
4.1.3.25	<a href="#">bd_read_skip_still</a>	18
4.1.3.26	<a href="#">bd_register_overlay_proc</a>	18
4.1.3.27	<a href="#">bd_seamless_angle_change</a>	18
4.1.3.28	<a href="#">bd_seek</a>	19
4.1.3.29	<a href="#">bd_seek_chapter</a>	19
4.1.3.30	<a href="#">bd_seek_mark</a>	19
4.1.3.31	<a href="#">bd_seek_time</a>	19
4.1.3.32	<a href="#">bd_select_angle</a>	20
4.1.3.33	<a href="#">bd_select_playlist</a>	20
4.1.3.34	<a href="#">bd_select_title</a>	20
4.1.3.35	<a href="#">bd_set_player_setting</a>	21
4.1.3.36	<a href="#">bd_tell</a>	21
4.1.3.37	<a href="#">bd_tell_time</a>	21
4.1.3.38	<a href="#">bd_user_input</a>	21

# 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>	5
<a href="#">BD_EVENT</a>	6
<a href="#">bd_sound_effect</a>	6
<a href="#">bd_stream_info</a>	6
<a href="#">bd_title_info</a>	6
<a href="#">BLURAY_DISC_INFO</a>	7



# Chapter 2

## File Index

### 2.1 File List

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

src/libbluray/ <a href="#">bluray.h</a> . . . . .	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\_sound\_effect Struct Reference

#### Public Attributes

- uint8\_t **num\_channels**
- uint32\_t **num\_frames**
- const int16\_t \* **samples**

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

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

### 3.5 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](#)

### 3.6 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](#)

## 3.7 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 [bd\\_sound\\_effect](#)
- 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 struct [bd\\_sound\\_effect](#) **BLURAY\_SOUND\_EFFECT**
- 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,  
**BLURAY\_STREAM\_TYPE\_AUDIO\_AC3PLUS\_SECONDARY** = 0xa1, **BLURAY\_STREAM\_TYPE\_AUDIO\_DTSHD\_SECONDARY** = 0xa2 }
- 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\_READ\_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**,  
**BD\_EVENT\_SOUND\_EFFECT**, **BD\_EVENT\_POPUP**, **BD\_EVENT\_MENU** }

## Functions

- void [bd\\_get\\_version](#) (int \*major, int \*minor, int \*micro)
- 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)
- int [bd\\_get\\_sound\\_effect](#) (BLURAY \*bd, unsigned sound\_id, struct [bd\\_sound\\_effect](#) \*effect)
- 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 <a href="#">BD_EVENT</a> from event queue, NULL to initialize 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

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 `int bd_get_sound_effect ( BLURAY * bd, unsigned sound_id, struct bd_sound_effect * effect )`

Get sound effect

## Parameters

<i>bd</i>	BLURAY object
<i>effect_id</i>	sound effect id (0...N)
<i>effect</i>	sound effect data

## Returns

<0 when no effects, 0 when id out of range, 1 on success

4.1.3.14 `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

4.1.3.15 `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

#### 4.1.3.16 `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

#### 4.1.3.17 `void bd_get_version ( int * major, int * minor, int * micro )`

Get library version

#### 4.1.3.18 `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

#### 4.1.3.19 `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

**4.1.3.20 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 or device
<i>keyfile_path</i>	path to KEYDB.cfg (may be NULL)

**Returns**

allocated BLURAY object, NULL if error

**4.1.3.21 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

**4.1.3.22 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

**4.1.3.23 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, 0 if EOF

4.1.3.24 `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 <a href="#">BD_EVENT</a> 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

4.1.3.25 `int bd_read_skip_still ( BLURAY * bd )`

Continue reading after still mode clip

**Parameters**

<i>bd</i>	BLURAY object
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**Returns**

0 on error

4.1.3.26 `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

4.1.3.27 `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

4.1.3.28 `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

4.1.3.29 `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

4.1.3.30 `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

4.1.3.31 `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

#### 4.1.3.32 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

#### 4.1.3.33 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

#### 4.1.3.34 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



**4.1.3.35 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)

**4.1.3.36 uint64\_t bd\_tell ( BLURAY \* *bd* )**

Return current pos

**Parameters**

<i>bd</i>	BLURAY object
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**Returns**

current seek position

**4.1.3.37 uint64\_t bd\_tell\_time ( BLURAY \* *bd* )**

Return current time

**Parameters**

<i>bd</i>	BLURAY object
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**Returns**

current time

**4.1.3.38 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\_V-K\_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\_EVENT, [6](#)  
BLURAY\_DISC\_INFO, [7](#)  
bd\_chapter, [5](#)  
bd\_chapter\_pos  
    [bluray.h, 12](#)  
bd\_clip, [5](#)  
bd\_close  
    [bluray.h, 12](#)  
bd\_free\_clpi  
    [bluray.h, 12](#)  
bd\_free\_title\_info  
    [bluray.h, 12](#)  
bd\_get\_clpi  
    [bluray.h, 13](#)  
bd\_get\_current\_angle  
    [bluray.h, 13](#)  
bd\_get\_current\_chapter  
    [bluray.h, 13](#)  
bd\_get\_current\_title  
    [bluray.h, 13](#)  
bd\_get\_disc\_info  
    [bluray.h, 14](#)  
bd\_get\_event  
    [bluray.h, 14](#)  
bd\_get\_meta  
    [bluray.h, 14](#)  
bd\_get\_playlist\_info  
    [bluray.h, 14](#)  
bd\_get\_sound\_effect  
    [bluray.h, 15](#)  
bd\_get\_title\_info  
    [bluray.h, 15](#)  
bd\_get\_title\_size  
    [bluray.h, 15](#)  
bd\_get\_titles  
    [bluray.h, 15](#)  
bd\_get\_version  
    [bluray.h, 16](#)  
bd\_menu\_call  
    [bluray.h, 16](#)  
bd\_mouse\_select  
    [bluray.h, 16](#)  
bd\_open  
    [bluray.h, 16](#)  
bd\_play  
    [bluray.h, 17](#)  
bd\_play\_title  
    [bluray.h, 17](#)  
bd\_read  
    [bluray.h, 17](#)  
bd\_read\_ext  
    [bluray.h, 18](#)  
bd\_read\_skip\_still  
    [bluray.h, 18](#)  
bd\_register\_overlay\_proc  
    [bluray.h, 18](#)  
bd\_seamless\_angle\_change  
    [bluray.h, 18](#)  
bd\_seek  
    [bluray.h, 19](#)  
bd\_seek\_chapter  
    [bluray.h, 19](#)  
bd\_seek\_mark  
    [bluray.h, 19](#)  
bd\_seek\_time  
    [bluray.h, 19](#)  
bd\_select\_angle  
    [bluray.h, 20](#)  
bd\_select\_playlist  
    [bluray.h, 20](#)  
bd\_select\_title  
    [bluray.h, 20](#)  
bd\_set\_player\_setting  
    [bluray.h, 20](#)  
bd\_sound\_effect, [6](#)  
bd\_stream\_info, [6](#)  
bd\_tell  
    [bluray.h, 21](#)  
bd\_tell\_time  
    [bluray.h, 21](#)  
bd\_title\_info, [6](#)  
bd\_user\_input  
    [bluray.h, 21](#)  
bluray.h  
    bd\_chapter\_pos, [12](#)  
    bd\_close, [12](#)  
    bd\_free\_clpi, [12](#)  
    bd\_free\_title\_info, [12](#)  
    bd\_get\_clpi, [13](#)  
    bd\_get\_current\_angle, [13](#)

- bd\_get\_current\_chapter, [13](#)
- bd\_get\_current\_title, [13](#)
- bd\_get\_disc\_info, [14](#)
- bd\_get\_event, [14](#)
- bd\_get\_meta, [14](#)
- bd\_get\_playlist\_info, [14](#)
- bd\_get\_sound\_effect, [15](#)
- bd\_get\_title\_info, [15](#)
- bd\_get\_title\_size, [15](#)
- bd\_get\_titles, [15](#)
- bd\_get\_version, [16](#)
- bd\_menu\_call, [16](#)
- bd\_mouse\_select, [16](#)
- bd\_open, [16](#)
- bd\_play, [17](#)
- bd\_play\_title, [17](#)
- bd\_read, [17](#)
- bd\_read\_ext, [18](#)
- bd\_read\_skip\_still, [18](#)
- bd\_register\_overlay\_proc, [18](#)
- bd\_seamless\_angle\_change, [18](#)
- bd\_seek, [19](#)
- bd\_seek\_chapter, [19](#)
- bd\_seek\_mark, [19](#)
- bd\_seek\_time, [19](#)
- bd\_select\_angle, [20](#)
- bd\_select\_playlist, [20](#)
- bd\_select\_title, [20](#)
- bd\_set\_player\_setting, [20](#)
- bd\_tell, [21](#)
- bd\_tell\_time, [21](#)
- bd\_user\_input, [21](#)
- TITLES\_ALL, [12](#)
- TITLES\_RELEVANT, [12](#)

src/libbluray/bluray.h, [9](#)

TITLES\_ALL

bluray.h, [12](#)

TITLES\_RELEVANT

bluray.h, [12](#)