

libbluray

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# Chapter 1

## Class Index

### 1.1 Class List

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

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# Chapter 2

## File Index

### 2.1 File List

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

src/libbluray/[bluray.h](#) . . . . . 13



## 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\_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:**

*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, 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:**

*bd* 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:**

*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 int bd\_get\_sound\_effect (BLURAY \* *bd*, unsigned *sound\_id*, struct bd\_sound\_effect \* *effect*)

Get sound effect

##### Parameters:

*bd* BLURAY object

*effect\_id* sound effect id (0...N)

*effect* 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:

*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

#### 4.1.3.15 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

#### 4.1.3.16 `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:

*bd* BLURAY object

*flags* title flags

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

##### Returns:

number of titles found

#### 4.1.3.17 `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:

*bd* BLURAY object

*pts* current playback position (1/900000s) 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:

*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

**4.1.3.20 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

**4.1.3.21 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

**4.1.3.22 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:**

*bd* BLURAY object  
*title* 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:**

*bd* BLURAY object  
*buf* buffer to read data into  
*len* 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:**

*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

#### 4.1.3.25 int bd\_read\_skip\_still (BLURAY \* *bd*)

Continue reading after still mode clip

**Parameters:**

*bd* BLURAY object

**Returns:**

0 on error

#### 4.1.3.26 void bd\_register\_overlay\_proc (BLURAY \* *bd*, void \* *handle*, bd\_overlay\_proc\_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

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

Initiate seamless angle change

**Parameters:**

*bd* BLURAY object

*angle* angle to change to

#### 4.1.3.28 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

**4.1.3.29 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

**4.1.3.30 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

**4.1.3.31 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



**4.1.3.32 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

**4.1.3.33 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

**4.1.3.34 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

**4.1.3.35 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)

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

Return current pos

**Parameters:**

*bd* BLURAY object

**Returns:**

current seek position

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

Return current time

**Parameters:**

*bd* BLURAY object

**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\_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

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