

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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bd_stream_info	8
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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](#) 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 corrently 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

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