

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/ <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\_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)
- **BLURAY\_TITLE\_INFO** \* **bd\_get\_title\_info** (BLURAY \*bd, uint32\_t title\_idx)
- **BLURAY\_TITLE\_INFO** \* **bd\_get\_playlist\_info** (BLURAY \*bd, uint32\_t playlist)
- 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)
- `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)
- `void bd_user_input` (BLURAY \*bd, int64\_t pts, uint32\_t key)
- `void bd_mouse_select` (BLURAY \*bd, int64\_t pts, uint16\_t x, uint16\_t y)
- `struct meta_dl * bd_get_meta` (BLURAY \*bd)

### 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_title_info ( BLURAY_TITLE_INFO * title_info )`

Free BLURAY\_TITLE\_INFO object

##### Parameters

<i>title_info</i>	BLURAY_TITLE_INFO object
-------------------	--------------------------

#### 4.1.3.4 unsigned bd\_get\_current\_angle ( BLURAY \* *bd* )

Return the current angle

##### Parameters

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

##### Returns

current angle

#### 4.1.3.5 uint32\_t bd\_get\_current\_chapter ( BLURAY \* *bd* )

Get the current chapter

##### Parameters

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

##### Returns

current chapter

#### 4.1.3.6 uint32\_t bd\_get\_current\_title ( BLURAY \* *bd* )

Returns the current title index

##### Parameters

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

##### Returns

current title index

#### 4.1.3.7 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

**4.1.3.8 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

**Returns**

1 on success, 0 if no events

**4.1.3.9 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

**4.1.3.10 BLURAY\_TITLE\_INFO\* bd\_get\_playlist\_info ( BLURAY \* *bd*, uint32\_t *playlist* )**

Get information about a playlist

**Parameters**

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

**Returns**

allocated BLURAY\_TITLE\_INFO object, NULL on error

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

Get information about a title

##### Parameters

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

##### Returns

allocated BLURAY\_TITLE\_INFO object, NULL on error

#### 4.1.3.12 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

#### 4.1.3.13 uint32\_t bd\_get\_titles ( BLURAY \* *bd*, uint8\_t *flags* )

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

##### Parameters

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

##### Returns

number of titles found

#### 4.1.3.14 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

**4.1.3.15 void 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**

none

**4.1.3.16 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

**4.1.3.17 int bd\_play ( BLURAY \* *bd* )**

Start playing disc in navigation mode.

Playback is started from "First Play" title.

**Parameters**

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

**Returns**

1 on success, 0 if error

**4.1.3.18 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

**4.1.3.19 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

**4.1.3.20 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

**4.1.3.21** 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

**4.1.3.22** 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

**4.1.3.23** 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

**4.1.3.24** `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

**4.1.3.25** `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

**4.1.3.26** `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

**4.1.3.27** `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

**4.1.3.28 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

**4.1.3.29 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

**4.1.3.30 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)

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

Return current pos

**Parameters**

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

current seek position

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

Return current time

**Parameters**

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

current time

**4.1.3.33 void 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**

1 on success, 0 if error

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