

libplayer
2.0.1

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1 Main Page

libplayer is a multimedia A/V abstraction layer API. Its goal is to interact with Enna Media Center.

libplayer provides a generic A/V API that relies on various multimedia player for Linux systems. It currently supports [MPlayer](#) (through slave-mode), [xine](#), [VLC](#) and [GStreamer](#).

Its main goal is to provide an unique API that player frontends can use to control any kind of multimedia

player underneath. For example, it provides a library to easily control MPlayer famous slave-mode.

1.1 MT-Level

Most functions in this API are indicated as being MT-Safe in multithreaded applications. That is right **only** if the functions are used concurrently with the same ([player_t](#)) controller. Else, unexpected behaviours can appear.

2 Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

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mrl_resource_network_args_t (Arguments for network streams)	3
mrl_resource_tv_args_t (Arguments for radio/tv streams)	3
mrl_resource_videodisc_args_t (Arguments for video discs)	4
player_init_param_t (Parameters for player_init())	4

3 File Index

3.1 File List

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

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4 Data Structure Documentation

4.1 [mrl_resource_cd_args_t](#) Struct Reference

Arguments for audio CD.

```
#include <player.h>
```

4.1.1 Detailed Description

Arguments for audio CD.

Definition at line 330 of file [player.h](#).

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

- [player.h](#)

4.2 `mrl_resource_local_args_t` Struct Reference

Arguments for local streams.

```
#include <player.h>
```

4.2.1 Detailed Description

Arguments for local streams.

Definition at line 324 of file `player.h`.

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

- [player.h](#)

4.3 `mrl_resource_network_args_t` Struct Reference

Arguments for network streams.

```
#include <player.h>
```

4.3.1 Detailed Description

Arguments for network streams.

Definition at line 367 of file `player.h`.

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

- [player.h](#)

4.4 `mrl_resource_tv_args_t` Struct Reference

Arguments for radio/tv streams.

```
#include <player.h>
```

4.4.1 Detailed Description

Arguments for radio/tv streams.

Definition at line 354 of file `player.h`.

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

- [player.h](#)

4.5 mrl_resource_videodisc_args_t Struct Reference

Arguments for video discs.

```
#include <player.h>
```

4.5.1 Detailed Description

Arguments for video discs.

Definition at line 338 of file player.h.

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

- [player.h](#)

4.6 player_init_param_t Struct Reference

Parameters for [player_init\(\)](#) .

```
#include <player.h>
```

Data Fields

- [player_ao_t](#) ao
- [player_vo_t](#) vo
- [uint32_t](#) winid
- [int](#)(* [event_cb](#))([player_event_t](#) e, void *[data](#))
- void * [data](#)
- const char * [display](#)
- [player_quality_level_t](#) [quality](#)

4.6.1 Detailed Description

Parameters for [player_init\(\)](#) .

Definition at line 173 of file player.h.

4.6.2 Field Documentation

4.6.2.1 [player_ao_t](#) [player_init_param_t::ao](#)

Audio output driver.

Definition at line 175 of file player.h.

4.6.2.2 [void*](#) [player_init_param_t::data](#)

User data for event callback.

Definition at line 184 of file player.h.

4.6.2.3 `const char* player_init_param_t::display`

Display to use with X11 video outputs.

The string has to follow the same rules that the `DISPLAY` environment variable. If `display` is `NULL`, then the environment variable is considered.

Definition at line 193 of file `player.h`.

4.6.2.4 `int(* player_init_param_t::event_cb)(player_event_t e, void *data)`

Public event callback.

Definition at line 182 of file `player.h`.

4.6.2.5 `player_quality_level_t player_init_param_t::quality`

Picture decoding quality.

Definition at line 196 of file `player.h`.

4.6.2.6 `player_vo_t player_init_param_t::vo`

Video output driver.

Definition at line 177 of file `player.h`.

4.6.2.7 `uint32_t player_init_param_t::winid`

Window ID to attach the video (X Window).

Definition at line 179 of file `player.h`.

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

- [player.h](#)

5 File Documentation

5.1 `player.h` File Reference

```
#include <inttypes.h>
#include <sys/types.h>
```

Data Structures

- struct [player_init_param_t](#)
Parameters for `player_init()`.
- struct [mrl_resource_local_args_t](#)
Arguments for local streams.

- struct `mrl_resource_cd_args_t`
Arguments for audio CD.
- struct `mrl_resource_videodisc_args_t`
Arguments for video discs.
- struct `mrl_resource_tv_args_t`
Arguments for radio/tv streams.
- struct `mrl_resource_network_args_t`
Arguments for network streams.

Typedefs

- typedef struct `player_s` `player_t`
Player controller.
- typedef struct `mrl_s` `mrl_t`
MRL object.

Enumerations

- enum `player_type_t`
Player types.
- enum `player_vo_t`
Player video outputs.
- enum `player_ao_t`
Player audio outputs.
- enum `player_event_t`
Player events.
- enum `player_verbosity_level_t`
Player verbosity.
- enum `mrl_type_t`
MRL types.
- enum `mrl_resource_t`
MRL resources.
- enum `mrl_snapshot_t`
Snapshot image file type.

- enum `mrl_metadata_type_t`
MRL metadata.
- enum `mrl_metadata_cd_type_t`
MRL CDDA/CDDB metadata.
- enum `mrl_metadata_dvd_type_t`
MRL DVD/DVDNAV metadata.
- enum `mrl_properties_type_t`
MRL properties.
- enum `player_mrl_add_t`
Player MRL add mode.
- enum `player_pb_t`
Player playback mode.
- enum `player_loop_t`
Player loop mode.
- enum `player_framedrop_t`
Player frame dropping mode.
- enum `player_x_window_flags_t`
Player X11 window flags.
- enum `player_pb_state_t`
Player playback state.
- enum `player_pb_seek_t`
Player playback seek mode.
- enum `player_mute_t`
Player mute state.
- enum `player_video_aspect_t`
Player video aspect.
- enum `player_sub_alignment_t`
Player subtitle alignment.
- enum `player_dvdnav_t`
Player DVDnav commands.
- enum `player_vdr_t`
Player VDR commands.

Functions

- unsigned int `libplayer_version` (void)
Return LIBPLAYER_VERSION_INT constant.

Player (Un)Initialization.

- `player_t * player_init` (`player_type_t` type, `player_verbosity_level_t` verbosity, `player_init_param_t` *param)
Initialization of a new player controller.
- void `player_uninit` (`player_t` *player)
Uninitialization of a player controller.
- void `player_set_verbosity` (`player_t` *player, `player_verbosity_level_t` level)
Set verbosity level.

Media Resource Locator (MRL) Helpers.

- `mrl_t * mrl_new` (`player_t` *player, `mrl_resource_t` res, void *args)
Create a new MRL object.
- void `mrl_add_subtitle` (`player_t` *player, `mrl_t` *mrl, char *subtitle)
Add a subtitle file to a MRL object.
- void `mrl_free` (`player_t` *player, `mrl_t` *mrl)
Free a MRL object.
- `mrl_type_t mrl_get_type` (`player_t` *player, `mrl_t` *mrl)
Get type of the stream.
- `mrl_resource_t mrl_get_resource` (`player_t` *player, `mrl_t` *mrl)
Get resource of the stream.
- char * `mrl_get_metadata` (`player_t` *player, `mrl_t` *mrl, `mrl_metadata_type_t` m)
Get metadata of the stream.
- char * `mrl_get_metadata_cd_track` (`player_t` *player, `mrl_t` *mrl, int trackid, uint32_t *length)
Get metadata of a track with CDDA/CDDDB MRL object.
- uint32_t `mrl_get_metadata_cd` (`player_t` *player, `mrl_t` *mrl, `mrl_metadata_cd_type_t` m)
Get metadata of a CDDA/CDDDB MRL object.
- uint32_t `mrl_get_metadata_dvd_title` (`player_t` *player, `mrl_t` *mrl, int titleid, `mrl_metadata_dvd_type_t` m)
Get metadata of a title with DVD/DVDNAV MRL object.
- char * `mrl_get_metadata_dvd` (`player_t` *player, `mrl_t` *mrl, uint8_t *titles)
Get metadata of a DVD/DVDNAV MRL object.
- int `mrl_get_metadata_subtitle` (`player_t` *player, `mrl_t` *mrl, int pos, uint32_t *id, char **name, char **lang)
Get subtitle metadata of the MRL object.

- `uint32_t mrl_get_metadata_subtitle_nb (player_t *player, mrl_t *mrl)`
Get the number of available subtitles.
- `int mrl_get_metadata_audio (player_t *player, mrl_t *mrl, int pos, uint32_t *id, char **name, char **lang)`
Get audio metadata of the MRL object.
- `uint32_t mrl_get_metadata_audio_nb (player_t *player, mrl_t *mrl)`
Get the number of available audio streams.
- `uint32_t mrl_get_property (player_t *player, mrl_t *mrl, mrl_properties_type_t p)`
Get property of the stream.
- `char * mrl_get_audio_codec (player_t *player, mrl_t *mrl)`
Get audio codec name of the stream.
- `char * mrl_get_video_codec (player_t *player, mrl_t *mrl)`
Get video codec name of the stream.
- `off_t mrl_get_size (player_t *player, mrl_t *mrl)`
Get size of the resource.
- `void mrl_video_snapshot (player_t *player, mrl_t *mrl, int pos, mrl_snapshot_t t, const char *dst)`
Take a video snapshot.

Player to MRL connection.

- `mrl_t * player_mrl_get_current (player_t *player)`
Get current MRL set in the internal playlist.
- `void player_mrl_set (player_t *player, mrl_t *mrl)`
Set MRL object in the internal playlist.
- `void player_mrl_append (player_t *player, mrl_t *mrl, player_mrl_add_t when)`
Append MRL object in the internal playlist.
- `void player_mrl_remove (player_t *player)`
Remove current MRL object in the internal playlist.
- `void player_mrl_remove_all (player_t *player)`
Remove all MRL objects in the internal playlist.
- `void player_mrl_previous (player_t *player)`
Go to the previous MRL object in the internal playlist.
- `void player_mrl_next (player_t *player)`
Go to the next MRL object in the internal playlist.
- `void player_mrl_continue (player_t *player)`
Go to the next MRL object accordingly to the loop and shuffle.

Player tuning & properties.

- int `player_get_time_pos` (`player_t *player`)
Get current time position in the current stream.
- int `player_get_percent_pos` (`player_t *player`)
Get percent position in the current stream.
- void `player_set_playback` (`player_t *player`, `player_pb_t pb`)
Set playback mode.
- void `player_set_loop` (`player_t *player`, `player_loop_t loop`, int value)
Set loop mode and value.
- void `player_set_shuffle` (`player_t *player`, int value)
Shuffle playback in the internal playlist.
- void `player_set_framedrop` (`player_t *player`, `player_framedrop_t fd`)
Set frame dropping with video playback.
- void `player_set_mouse_position` (`player_t *player`, int x, int y)
Set the mouse position to the player.
- void `player_x_window_set_properties` (`player_t *player`, int x, int y, int w, int h, int flags)
Set properties of X11 window handled by libplayer.
- void `player_osd_show_text` (`player_t *player`, const char *text, int x, int y, int duration)
Show a text on the On-screen Display.
- void `player_osd_state` (`player_t *player`, int value)
Enable/disable On-screen Display.

Playback related controls.

- `player_pb_state_t` `player_playback_get_state` (`player_t *player`)
Get current playback state.
- void `player_playback_start` (`player_t *player`)
Start a new playback.
- void `player_playback_stop` (`player_t *player`)
Stop playback.
- void `player_playback_pause` (`player_t *player`)
Pause and unpause playback.
- void `player_playback_seek` (`player_t *player`, int value, `player_pb_seek_t seek`)
Seek in the stream.
- void `player_playback_seek_chapter` (`player_t *player`, int value, int absolute)
Seek chapter in the stream.
- void `player_playback_speed` (`player_t *player`, float value)
Change playback speed.

Audio related controls.

- int `player_audio_volume_get` (`player_t *player`)
Get current volume.
- void `player_audio_volume_set` (`player_t *player`, int value)
Set volume.
- `player_mute_t` `player_audio_mute_get` (`player_t *player`)
Get mute state.
- void `player_audio_mute_set` (`player_t *player`, `player_mute_t` value)
Set mute state.
- void `player_audio_set_delay` (`player_t *player`, int value, int absolute)
Set audio delay.
- void `player_audio_select` (`player_t *player`, int audio_id)
Select audio ID.
- void `player_audio_prev` (`player_t *player`)
Select the previous audio ID.
- void `player_audio_next` (`player_t *player`)
Select the next audio ID.

Video related controls.

- void `player_video_set_aspect` (`player_t *player`, `player_video_aspect_t` aspect, int8_t value, int absolute)
Set video aspect.
- void `player_video_set_panscan` (`player_t *player`, int8_t value, int absolute)
Set video panscan.
- void `player_video_set_aspect_ratio` (`player_t *player`, float value)
Set video aspect ratio.

Subtitles related controls.

- void `player_subtitle_set_delay` (`player_t *player`, int value)
Set subtitle delay.
- void `player_subtitle_set_alignment` (`player_t *player`, `player_sub_alignment_t` a)
Set subtitle alignment.
- void `player_subtitle_set_position` (`player_t *player`, int value)
Set subtitle position.
- void `player_subtitle_set_visibility` (`player_t *player`, int value)
Set subtitle visibility.
- void `player_subtitle_scale` (`player_t *player`, int value, int absolute)
Set subtitle scale.

- void `player_subtitle_select` (`player_t *player`, int `sub_id`)
Select subtitle ID.
- void `player_subtitle_prev` (`player_t *player`)
Select the previous subtitle ID.
- void `player_subtitle_next` (`player_t *player`)
Select the next subtitle ID.

DVD specific controls.

- void `player_dvd_nav` (`player_t *player`, `player_dvdnav_t` `value`)
DVD Navigation commands.
- void `player_dvd_angle_select` (`player_t *player`, int `angle`)
Select DVD angle.
- void `player_dvd_angle_prev` (`player_t *player`)
Select the previous DVD angle.
- void `player_dvd_angle_next` (`player_t *player`)
Select the next DVD angle.
- void `player_dvd_title_select` (`player_t *player`, int `title`)
Select DVD title.
- void `player_dvd_title_prev` (`player_t *player`)
Select the previous DVD title.
- void `player_dvd_title_next` (`player_t *player`)
Select the next DVD title.

TV/DVB specific controls.

- void `player_tv_channel_select` (`player_t *player`, const char `*channel`)
Select TV channel.
- void `player_tv_channel_prev` (`player_t *player`)
Select the previous TV channel.
- void `player_tv_channel_next` (`player_t *player`)
Select the next TV channel.

Radio specific controls.

- void `player_radio_channel_select` (`player_t *player`, const char `*channel`)
Select radio channel.
- void `player_radio_channel_prev` (`player_t *player`)
Select the previous radio channel.
- void `player_radio_channel_next` (`player_t *player`)

Select the next radio channel.

VDR specific controls.

- void `player_vdr` (`player_t` *player, `player_vdr_t` value)
VDR commands.

Global libplayer functions.

- int `libplayer_wrapper_enabled` (`player_type_t` type)
Test if a wrapper is enabled.
- int `libplayer_wrapper_supported_res` (`player_type_t` type, `mrl_resource_t` res)
Test if a resource is supported by a wrapper.

5.1.1 Detailed Description

GeeXboX libplayer public API header.

Definition in file `player.h`.

5.1.2 Typedef Documentation

5.1.2.1 typedef struct `mrl_s` `mrl_t`

MRL object.

This handles an audio, video or image resource.

Definition at line 269 of file `player.h`.

5.1.2.2 typedef struct `player_s` `player_t`

Player controller.

This controls a multimedia player.

Definition at line 111 of file `player.h`.

5.1.3 Enumeration Type Documentation

5.1.3.1 enum `mrl_metadata_cd_type_t`

MRL CDDA/CDDB metadata.

Definition at line 394 of file `player.h`.

5.1.3.2 `enum mrl_metadata_dvd_type_t`

MRL DVD/DVDNAV metadata.

Definition at line 400 of file `player.h`.

5.1.3.3 `enum mrl_metadata_type_t`

MRL metadata.

Definition at line 383 of file `player.h`.

5.1.3.4 `enum mrl_properties_type_t`

MRL properties.

Definition at line 407 of file `player.h`.

5.1.3.5 `enum mrl_resource_t`

MRL resources.

Definition at line 286 of file `player.h`.

5.1.3.6 `enum mrl_snapshot_t`

Snapshot image file type.

Definition at line 375 of file `player.h`.

5.1.3.7 `enum mrl_type_t`

MRL types.

Definition at line 272 of file `player.h`.

5.1.3.8 `enum player_ao_t`

Player audio outputs.

Definition at line 137 of file `player.h`.

5.1.3.9 enum `player_dvnav_t`

Player DVDnav commands.

Definition at line 1460 of file `player.h`.

5.1.3.10 enum `player_event_t`

Player events.

Definition at line 146 of file `player.h`.

5.1.3.11 enum `player_framedrop_t`

Player frame dropping mode.

Definition at line 861 of file `player.h`.

5.1.3.12 enum `player_loop_t`

Player loop mode.

Definition at line 854 of file `player.h`.

5.1.3.13 enum `player_mrl_add_t`

Player MRL add mode.

Definition at line 745 of file `player.h`.

5.1.3.14 enum `player_mute_t`

Player mute state.

Definition at line 1148 of file `player.h`.

5.1.3.15 enum `player_pb_seek_t`

Player playback seek mode.

Definition at line 1042 of file `player.h`.

5.1.3.16 `enum player_pb_state_t`

Player playback state.

Definition at line 1035 of file `player.h`.

5.1.3.17 `enum player_pb_t`

Player playback mode.

Definition at line 848 of file `player.h`.

5.1.3.18 `enum player_sub_alignment_t`

Player subtitle alignment.

Definition at line 1335 of file `player.h`.

5.1.3.19 `enum player_type_t`

Player types.

Definition at line 114 of file `player.h`.

5.1.3.20 `enum player_vdr_t`

Player VDR commands.

Definition at line 1681 of file `player.h`.

5.1.3.21 `enum player_verbosity_level_t`

Player verbosity.

Definition at line 157 of file `player.h`.

5.1.3.22 `enum player_video_aspect_t`

Player video aspect.

Definition at line 1271 of file `player.h`.

5.1.3.23 enum player_vo_t

Player video outputs.

Definition at line 123 of file player.h.

5.1.3.24 enum player_x_window_flags_t

Player X11 window flags.

Definition at line 868 of file player.h.

5.1.4 Function Documentation

5.1.4.1 unsigned int libplayer_version (void)

Return LIBPLAYER_VERSION_INT constant.

5.1.4.2 int libplayer_wrapper_enabled (player_type_t *type*)

Test if a wrapper is enabled.

Warning

MT-Safe in multithreaded applications.

Parameters

← *type* Player type.

Returns

1 if enabled, 0 otherwise.

5.1.4.3 int libplayer_wrapper_supported_res (player_type_t *type*, mrl_resource_t *res*)

Test if a resource is supported by a wrapper.

Warning

MT-Safe in multithreaded applications.

Parameters

← *type* Player type.

← *res* Resource type.

Returns

1 if supported, 0 otherwise.

5.1.4.4 `void mrl_add_subtitle (player_t * player, mrl_t * mrl, char * subtitle)`

Add a subtitle file to a MRL object.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *mrl* MRL object, NULL for current.

← *subtitle* Location of the subtitle file to be added.

5.1.4.5 `void mrl_free (player_t * player, mrl_t * mrl)`

Free a MRL object.

Never use this function when the MRL (or a linked MRL) is set in the playlist of a player controller.

Warning

Must be used only as the last mrl function for one MRL object.

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *mrl* MRL object.

5.1.4.6 `char* mrl_get_audio_codec (player_t * player, mrl_t * mrl)`

Get audio codec name of the stream.

Wrappers supported (even partially): MPlayer, xine

Warning

The returned pointer must be freed when no longer used.

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.

Returns

Audio codec name, NULL otherwise.

5.1.4.7 `char* mrl_get_metadata (player_t *player, mrl_t *mrl, mrl_metadata_type_t m)`

Get metadata of the stream.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

The returned pointer must be freed when no longer used.
MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- ← *m* Type of metadata to get.

Returns

Metadata string, NULL otherwise.

5.1.4.8 `int mrl_get_metadata_audio (player_t *player, mrl_t *mrl, int pos, uint32_t *id, char **name, char **lang)`

Get audio metadata of the MRL object.

This function can be slow when the stream is not (fastly) reachable.

The `pos` argument is the position of the audio stream in the internal list of libplayer. The first audio stream begins with 1. `id` returned by this function can be used with [player_audio_select\(\)](#).

Wrappers supported (even partially): MPlayer

Warning

The pointers (`name` and `lang`) must be freed when no longer used.
MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.

- ← *mrl* MRL object, NULL for current.
- ← *pos* Position of the audio stream.
- *id* ID of the audio stream, NULL to ignore.
- *name* Name of the audio stream, NULL to ignore.
- *lang* Language of the audio stream, NULL to ignore.

Returns

1 for success, 0 if the audio stream is not available.

5.1.4.9 `uint32_t mrl_get_metadata_audio_nb (player_t * player, mrl_t * mrl)`

Get the number of available audio streams.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.

Returns

Number of audio streams.

5.1.4.10 `uint32_t mrl_get_metadata_cd (player_t * player, mrl_t * mrl, mrl_metadata_cd_type_t m)`

Get metadata of a CDDA/CDDDB MRL object.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- ← *m* Type of metadata to get.

Returns

Metadata value.

5.1.4.11 `char* mrl_get_metadata_cd_track (player_t * player, mrl_t * mrl, int trackid, uint32_t * length)`

Get metadata of a track with CDDA/CDDB MRL object.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer

Warning

The returned pointer must be freed when no longer used.
MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- ← *trackid* Track ID on the CD.
- *length* Length of the track (millisecond).

Returns

Title of the track (CDDB only), NULL otherwise.

5.1.4.12 `char* mrl_get_metadata_dvd (player_t * player, mrl_t * mrl, uint8_t * titles)`

Get metadata of a DVD/DVDNAV MRL object.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer, xine

Warning

The returned pointer must be freed when no longer used.
MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- *titles* How many titles on the DVD.

Returns

Volume ID, NULL otherwise.

5.1.4.13 `uint32_t mrl_get_metadata_dvd_title (player_t * player, mrl_t * mrl, int titleid, mrl_metadata_dvd_type_t m)`

Get metadata of a title with DVD/DVDNAV MRL object.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- ← *titleid* Title ID on the DVD.
- ← *m* Type of metadata to get.

Returns

Metadata value.

5.1.4.14 `int mrl_get_metadata_subtitle (player_t * player, mrl_t * mrl, int pos, uint32_t * id, char ** name, char ** lang)`

Get subtitle metadata of the MRL object.

This function can be slow when the stream is not (fastly) reachable.

The `pos` argument is the position of the subtitle in the internal list of libplayer. The first subtitle begins with 1. `id` returned by this function can be used with [player_subtitle_select\(\)](#).

Wrappers supported (even partially): MPlayer

Warning

The pointers (`name` and `lang`) must be freed when no longer used.
MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- ← *pos* Position of the subtitle.
- *id* ID of the subtitle, NULL to ignore.
- *name* Name of the subtitle, NULL to ignore.
- *lang* Language of the subtitle, NULL to ignore.

Returns

1 for success, 0 if the subtitle is not available.

5.1.4.15 `uint32_t mrl_get_metadata_subtitle_nb (player_t * player, mrl_t * mrl)`

Get the number of available subtitles.

This function can be slow when the stream is not (fastly) reachable.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *mrl* MRL object, NULL for current.

Returns

Number of subtitles.

5.1.4.16 `uint32_t mrl_get_property (player_t * player, mrl_t * mrl, mrl_properties_type_t p)`

Get property of the stream.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *mrl* MRL object, NULL for current.

← *p* Type of property.

Returns

Property value.

5.1.4.17 `mrl_resource_t mrl_get_resource (player_t * player, mrl_t * mrl)`

Get resource of the stream.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.

Returns

Resource of MRL object.

5.1.4.18 `off_t mrl_get_size (player_t *player, mrl_t *mrl)`

Get size of the resource.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.

Returns

Size of the stream (bytes).

5.1.4.19 `mrl_type_t mrl_get_type (player_t *player, mrl_t *mrl)`

Get type of the stream.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.

Returns

Type of MRL object.

5.1.4.20 `char* mrl_get_video_codec (player_t * player, mrl_t * mrl)`

Get video codec name of the stream.

Wrappers supported (even partially): MPlayer, xine

Warning

The returned pointer must be freed when no longer used.
MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.
← *mrl* MRL object, NULL for current.

Returns

Video codec name, NULL otherwise.

5.1.4.21 `mrl_t* mrl_new (player_t * player, mrl_resource_t res, void * args)`

Create a new MRL object.

This function can be slow when the stream is not (fastly) reachable.

The argument *args* and the strings provided with *args* must be allocated dynamically. The pointers are freed by libplayer when a mrl is no longer available.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.
← *res* Resource type.
← *args* Arguments specific to the resource type.

Returns

MRL object, NULL otherwise.

5.1.4.22 `void mrl_video_snapshot (player_t * player, mrl_t * mrl, int pos, mrl_snapshot_t t, const char * dst)`

Take a video snapshot.

One frame at the *pos* (in second) is saved to *dst*.

Wrappers supported (even partially): MPlayer, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object, NULL for current.
- ← *pos* Time position (second).
- ← *t* Image file type.
- ← *dst* Destination file, NULL for default filename in the current directory.

5.1.4.23 `player_mute_t player_audio_mute_get (player_t * player)`

Get mute state.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.

Returns

Mute state.

5.1.4.24 `void player_audio_mute_set (player_t * player, player_mute_t value)`

Set mute state.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *value* Mute state to set.

5.1.4.25 `void player_audio_next (player_t * player)`

Select the next audio ID.

It stays on the same audio ID if no next stream exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.26 `void player_audio_prev (player_t * player)`

Select the previous audio ID.

It stays on the same audio ID if no previous stream exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.27 `void player_audio_select (player_t * player, int audio_id)`

Select audio ID.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *audio_id* ID of the audio stream to select.

5.1.4.28 `void player_audio_set_delay (player_t * player, int value, int absolute)`

Set audio delay.

Only useful with video files to set delay between audio and video streams.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Delay to set (millisecond).

← *absolute* Mode, 0 for relative.

5.1.4.29 `int player_audio_volume_get (player_t * player)`

Get current volume.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

Returns

Volume (percent).

5.1.4.30 `void player_audio_volume_set (player_t * player, int value)`

Set volume.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Volume to set (percent).

5.1.4.31 void `player_dvd_angle_next` (`player_t * player`)

Select the next DVD angle.

It stays on the same if no next angle exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.32 void `player_dvd_angle_prev` (`player_t * player`)

Select the previous DVD angle.

It stays on the same if no previous angle exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.33 void `player_dvd_angle_select` (`player_t * player`, `int angle`)

Select DVD angle.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *angle* Angle to select.

5.1.4.34 `void player_dvd_nav (player_t * player, player_dvdnav_t value)`

DVD Navigation commands.

Wrappers supported (even partially): MPlayer, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Command to send.

5.1.4.35 `void player_dvd_title_next (player_t * player)`

Select the next DVD title.

It stays on the same if no next title exists.

Wrappers supported (even partially): VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.36 `void player_dvd_title_prev (player_t * player)`

Select the previous DVD title.

It stays on the same if no previous title exists.

Wrappers supported (even partially): VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.37 `void player_dvd_title_select (player_t * player, int title)`

Select DVD title.

Wrappers supported (even partially): MPlayer, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *title* Title to select.

5.1.4.38 `int player_get_percent_pos (player_t * player)`

Get percent position in the current stream.

Wrapper supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

Returns

Percent position.

5.1.4.39 `int player_get_time_pos (player_t * player)`

Get current time position in the current stream.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

Returns

Time position (millisecond).

5.1.4.40 `player_t*` `player_init` (`player_type_t` *type*, `player_verbosity_level_t` *verbosity*, `player_init_param_t` * *param*)

Initialization of a new player controller.

Multiple player controllers can be initialized with any wrappers. The same Window ID can be used to attach their video.

For a description of each parameters supported by this function:

See also

[player_init_param_t](#)

When a parameter in `param` is 0 (or NULL), its default value is used. If `param` is NULL, then all default values are forced for all parameters.

Wrappers supported (even partially): GStreamer, MPlayer, VLC, xine

Parameters

- ← *type* Type of wrapper to load.
- ← *verbosity* Level of verbosity to set.
- ← *param* Parameters, NULL for default values.

Returns

Player controller, NULL otherwise.

5.1.4.41 `void` `player_mrl_append` (`player_t` * *player*, `mrl_t` * *mrl*, `player_mrl_add_t` *when*)

Append MRL object in the internal playlist.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *mrl* MRL object to append.
- ← *when* Just append, or append and go to the end to play.

5.1.4.42 `void` `player_mrl_continue` (`player_t` * *player*)

Go to the next MRL object accordingly to the loop and shuffle.

The behaviour is the same that [player_mrl_next\(\)](#) if the 'loop' or the 'shuffle' is not enabled and the playback mode is not AUTO.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.43 `mrl_t* player_mrl_get_current (player_t * player)`

Get current MRL set in the internal playlist.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

Returns

MRL object.

5.1.4.44 `void player_mrl_next (player_t * player)`

Go to the next MRL object in the internal playlist.

Playback is started if a next MRL object exists.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.45 `void player_mrl_previous (player_t * player)`

Go to the previous MRL object in the internal playlist.

Playback is started if a previous MRL object exists.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.46 `void player_mrl_remove (player_t * player)`

Remove current MRL object in the internal playlist.

Current MRL object is freed on the way.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.47 `void player_mrl_remove_all (player_t * player)`

Remove all MRL objects in the internal playlist.

All MRL objects are freed on the way.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.48 `void player_mrl_set (player_t * player, mrl_t * mrl)`

Set MRL object in the internal playlist.

If a MRL was already set in the playlist, then the current is freed and replaced by the new MRL object.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *mrl* MRL object to set.

5.1.4.49 `void player_osd_show_text (player_t * player, const char * text, int x, int y, int duration)`

Show a text on the On-screen Display.

Coordinates are not usable with MPlayer wrapper. The text is always shown from the top-left corner.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *text* Text to show on the OSD.
- ← *x* X coordinate (pixel).
- ← *y* Y coordinate (pixel).
- ← *duration* Duration (millisecond).

5.1.4.50 void `player_osd_state` (`player_t *player`, `int value`)

Enable/disable On-screen Display.

With the MPlayer wrapper, this function must be called after every `player_playback_start()` if OSD must be disabled.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *value* Different of 0 to enable.

5.1.4.51 `player_pb_state_t` `player_playback_get_state` (`player_t *player`)

Get current playback state.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.

Returns

Playback state.

5.1.4.52 `void player_playback_pause (player_t * player)`

Pause and unpaue playback.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.53 `void player_playback_seek (player_t * player, int value, player_pb_seek_t seek)`

Seek in the stream.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Value for seeking (millisecond or percent).

← *seek* Seeking mode.

5.1.4.54 `void player_playback_seek_chapter (player_t * player, int value, int absolute)`

Seek chapter in the stream.

Wrappers supported (even partially): MPlayer, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Value for seeking.

← *absolute* Mode, 0 for relative.

5.1.4.55 `void player_playback_speed (player_t * player, float value)`

Change playback speed.

This function can't be used to play in backward.

Wrappers supported (even partially): MPlayer, xine, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Factor of playback speed to set.

5.1.4.56 `void player_playback_start (player_t * player)`

Start a new playback.

The playback is always started from the beginning.

Wrappers supported (even partially): GStreamer, MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.57 `void player_playback_stop (player_t * player)`

Stop playback.

Wrappers supported (even partially): GStreamer, MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.58 `void player_radio_channel_next (player_t * player)`

Select the next radio channel.

It stays on the same if no next channel exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.59 `void player_radio_channel_prev (player_t * player)`

Select the previous radio channel.

It stays on the same if no previous channel exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.60 `void player_radio_channel_select (player_t * player, const char * channel)`

Select radio channel.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *channel* Channel to select.

5.1.4.61 `void player_set_framedrop (player_t * player, player_framedrop_t fd)`

Set frame dropping with video playback.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *fd* Frame dropping type to set.

5.1.4.62 `void player_set_loop (player_t * player, player_loop_t loop, int value)`

Set loop mode and value.

Only enabled if playback mode is auto, see [player_set_playback\(\)](#).

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *loop* Mode to use (one element or the whole playlist).

← *value* How many loops, negative for infinite.

5.1.4.63 `void player_set_mouse_position (player_t * player, int x, int y)`

Set the mouse position to the player.

The main goal is to select buttons in DVD menu. The coordinates are relative to the top-left corner of the root window. The root window is `winid` passed with [player_init\(\)](#).

Wrappers supported (even partially): MPlayer, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *x* X coordinate (pixel).

← *y* Y coordinate (pixel).

5.1.4.64 `void player_set_playback (player_t * player, player_pb_t pb)`

Set playback mode.

If the playback mode is set to `PLAYER_PB_AUTO`, then loop and shuffle can be used with the internal playlist. By default, `AUTO` will just going to the next available MRL object in the playlist and start a new playback.

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *pb* Mode to use.

5.1.4.65 `void player_set_shuffle (player_t * player, int value)`

Shuffle playback in the internal playlist.

Only enabled if playback mode is auto, see [player_set_playback\(\)](#).

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Different of 0 to enable.

5.1.4.66 `void player_set_verbosity (player_t * player, player_verbosity_level_t level)`

Set verbosity level.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *level* Level of verbosity to set.

5.1.4.67 `void player_subtitle_next (player_t * player)`

Select the next subtitle ID.

It stays on the same subtitle ID if no next subtitle exists.

Wrappers supported (even partially): MPlayer, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.68 `void player_subtitle_prev (player_t * player)`

Select the previous subtitle ID.

It stays on the same subtitle ID if no previous subtitle exists.

Wrappers supported (even partially): MPlayer, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.69 `void player_subtitle_scale (player_t * player, int value, int absolute)`

Set subtitle scale.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Scale to set.

← *absolute* Mode, 0 for relative.

5.1.4.70 `void player_subtitle_select (player_t * player, int sub_id)`

Select subtitle ID.

Wrappers supported (even partially): MPlayer, VLC

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *sub_id* ID of the subtitle to select.

5.1.4.71 `void player_subtitle_set_alignment (player_t * player, player_sub_alignment_t a)`

Set subtitle alignment.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *a* Alignment to set.

5.1.4.72 `void player_subtitle_set_delay (player_t * player, int value)`

Set subtitle delay.

Only useful with video files to set delay between audio stream and the subtitles.

Wrappers supported (even partially): MPlayer, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Delay to set (millisecond).

5.1.4.73 `void player_subtitle_set_position (player_t * player, int value)`

Set subtitle position.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Position to set.

5.1.4.74 `void player_subtitle_set_visibility (player_t * player, int value)`

Set subtitle visibility.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Different of 0 to view the subtitles.

5.1.4.75 `void player_tv_channel_next (player_t * player)`

Select the next TV channel.

It stays on the same if no next channel exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.76 `void player_tv_channel_prev (player_t * player)`

Select the previous TV channel.

It stays on the same if no previous channel exists.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

5.1.4.77 `void player_tv_channel_select (player_t * player, const char * channel)`

Select TV channel.

Wrappers supported (even partially): MPlayer

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *channel* Channel to select.

5.1.4.78 `void player_uninit (player_t * player)`

Uninitialization of a player controller.

All MRL objects in the internal playlist will be freed.

Wrappers supported (even partially): GStreamer, MPlayer, VLC, xine

Warning

Must be used only as the last player function for a controller.

Parameters

← *player* Player controller.

5.1.4.79 `void player_vdr (player_t * player, player_vdr_t value)`

VDR commands.

Wrappers supported (even partially): xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *value* Command to send.

5.1.4.80 `void player_video_set_aspect (player_t * player, player_video_aspect_t aspect, int8_t value, int absolute)`

Set video aspect.

Wrappers supported (even partially): none

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *aspect* Aspect to change.
- ← *value* Value for aspect to set.
- ← *absolute* Mode, 0 for relative.

5.1.4.81 `void player_video_set_aspect_ratio (player_t * player, float value)`

Set video aspect ratio.

Wrappers supported (even partially): MPlayer, VLC, xine

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

- ← *player* Player controller.
- ← *value* Ratio to set.

5.1.4.82 `void player_video_set_panscan (player_t * player, int8_t value, int absolute)`

Set video panscan.

Wrappers supported (even partially): none

Warning

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *value* Value for panscan to set.

← *absolute* Mode, 0 for relative.

5.1.4.83 `void player_x_window_set_properties (player_t * player, int x, int y, int w, int h, int flags)`

Set properties of X11 window handled by libplayer.

Origin to the top-left corner.

Wrappers supported (even partially): MPlayer, xine

Warning

Only usable with video outputs X11 compliant.

MT-Safe in multithreaded applications (see [MT-Level](#)).

Parameters

← *player* Player controller.

← *x* X coordinate (pixel).

← *y* Y coordinate (pixel).

← *w* Width (pixel).

← *h* Height (pixel).

← *flags* Flags to select properties to change.

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