

2.7 Navigation commands list

Navigation commands list

Command Meaning

Branch Command Group

Nop Empty command, used for example, for align

No Operand.

GoTo Jumps to another Command Line

Operand Description Allowable types

Immediate

value

GPR PSR

command_id Order number (from zero) for the next command.

+ + +

Examples:

GoTo End — go to the command following the label “End:”.

GoTo [12] — go to the command whose number is in register GPR_12.

GoTo 10 — go to the 10th command (*Not recommended for use. Use the option labeled*).

Break Break and exit from current commands list

No Operand.

JumpObject Jump to specified Movie Object

Operand Description Allowable types

Immediate

value

GPR PSR

mobj_id Defines the *mobj_id* value for the Movie Object.

+ + +

Examples:

JumpObject 1 — jump to the Movie Object with id 1.

JumpObject [5] — jump to the Movie Object whose number is in register GPR_5.

JumpTitle Jump to specified Title

Operand Description Allowable types

Immediate

value

GPR PSR

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title_number Defines the *title_number* + + +

Examples:

JumpTitle 1 — jump to the Title with id 1.

JumpTitle [5] — jump to the Title whose number is in register GPR_5.

CallObject Stop current playback and jump to specified Movie Object

Operand Description Allowable types

Immediateval

ue

GPR PSR

mobj_id Defines the *mobj_id* value for the Movie Object.

+ + +

Examples:

CallObject 1 — jump to the Movie Object with id 1.

CallObject [5] — jump to the Movie Object whose number is in register GPR_5.

CallTitle Stop current playback and jump to specified Title

Operand Description Allowable types

Immediateval

ue

GPR PSR

title_number Defines the *title_number* + + +

Examples:

CallTitle 1 — jump to the Title with id 1.

CallTitle [5] — jump to the Title whose number is in register GPR_5.

Resume Restore previously stopped playback

No Operand.

TerminatePL Exit from playback of current PlayList

No Operand.

LinkPI Go to specified PlayItem
Operand Description Allowable types
Immediateval
ue

GPR PSR

PlayItem_id Defines the PlayItem id. + + +

Examples:

LinkPI 1 — change playback position to the PlayItem with id 1.

LinkPI [5] — change playback position to the PlayItem whose number is in register GPR_5.

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LinkMK Go to specified PlayListMark
Operand Description Allowable types
Immediateval
ue

GPR PSR

PL_mark_id Defines the PlayList Mark.id. + + +

Examples:

LinkMK 1 — change playback position to the PlayList Mark with id 1.

LinkMK [5] — change playback position to the PlayList Mark whose number is in register GPR_5.

Compare Command Group

BC or If & Binary Compare

Examples:

BC [5] 7

If [5] & 7

EQ or If == Equals

Examples:

EQ [5] 7

If [5] == 7

NE or If != Not Equals

Examples:

NE [5] 7

If [5] != 7

GE or If >= Greater Than or Equal to

Examples:

GE [5] 7

If [5] >= 7

GT or If > Greater Than

Examples:

GT [5] 7

If [5] > 7

LE or If <= Less Than or Equals to

Examples:

LE [5] 7

If [5] <= 7

LT or If < Less Than

Examples:

LT [5] 7

If [5] < 7

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Set Command Group

Move Set value to GPR

Examples:

Move [5] 7 — move 7 in to register GPR_5.

Swap Change values between two GPRs

Examples:

Swap [5] [7] — swap data in registers GPR_5 and GPR_7.

Add Add value to GPR

Examples:

Add [5] 7 — move 7 + GPR_5 in to register GPR_5.

Sub Subtract value from GPR

Examples:

Sub [5] 7 — move GPR_5 - 7 in to register GPR_5.

Mul Multiply value to GPR

Examples:

Mul [5] 7 — move GPR_5 × 7 in to register GPR_5.

Div Divide value to GPR

Examples:

Div [5] 7 — move GPR_5 / 7 in to register GPR_5.

Mod Modulus value to GPR

Examples:

Mod [5] 7 — move GPR_5 % 7 in to register GPR_5.

Rnd Store Random number in GPR

Examples:

Rnd [5] 7 — move random value from 1 to 7 in to register GPR_5.

And Binary AND to GPR

Examples:

And [5] 7 — move GPR_5 & 7 in to register GPR_5.

Or Binary OR to GPR

Examples:

Or [5] 7 — move GPR_5 | 7 in to register GPR_5.

Xor Binary XOR to GPR

Examples:

Xor [5] 7 — move GPR_5 ^ 7 in to register GPR_5.

BitSet Set bit in GPR

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Examples:

BitSet [5] 7 — set 7th bit in GPR_5 in to 1.

BitClear Set bit to "0" in GPR

Examples:

BitSet [5] 7 — set 7th bit in GPR_5 in to 0.

ShiftLeft Zeros are shifted into low order bit in GPR

Examples:

ShiftLeft [5] 7 — shift left GPR_5 value by 7.

ShiftRight Zeros are shifted into high order bit in GPR

Examples:

ShiftRight [5] 7 — shift right GPR_5 value by 7.

SetStream Set Audio, PG, Text subtitle, Angle and IG streams

Examples:

SetStream ShowPG_textST:Off Audio:[4075] PG_textST:[4076]

SetStream ShowPG_textST:On Audio:[5] PG_textST:[6] IG:[7] Angle:[8]

SetNVTimer Set Navigation Timer

Examples:

SetNVTimer 1 10 — jump to Movie Object with Id 1 after 10 seconds.

SetButtonPage Set Button ID and/or Page ID

Examples:

SetButtonPage Button:[5] Page(Effec:On):[6]

EnableButton Set Button to "normal" state

Examples:

EnableButton [5]

DisableButton Set Button to "normal" state

Examples:

DisableButton [5]

SetSecondaryStrea

m

Set Secondary Video, Secondary Audio and PiP PG /

Text subtitle streams

Examples:

SetSecondaryStream ShowVideo:On PlayAudio:On ShowPiP_PG_textST:

On VideoSize:0xf Video:1 Audio:2 PiP_PG_textST(Valid:On):3

PopUpMenuOff Turn off pop up menu

StillOn Hold playback