

Build. 4 - libbluray

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Overview

libbluray is provided as nuget package to MediaPortal build, these step is only needed if you want build yourself libbluray part.

Download

Actual

IDE

- **Visual Studio 2015 Community Edition** (other commercial editions should also work).

SDK

- **JAVA 1.8**

Legacy (only for old MP Version)

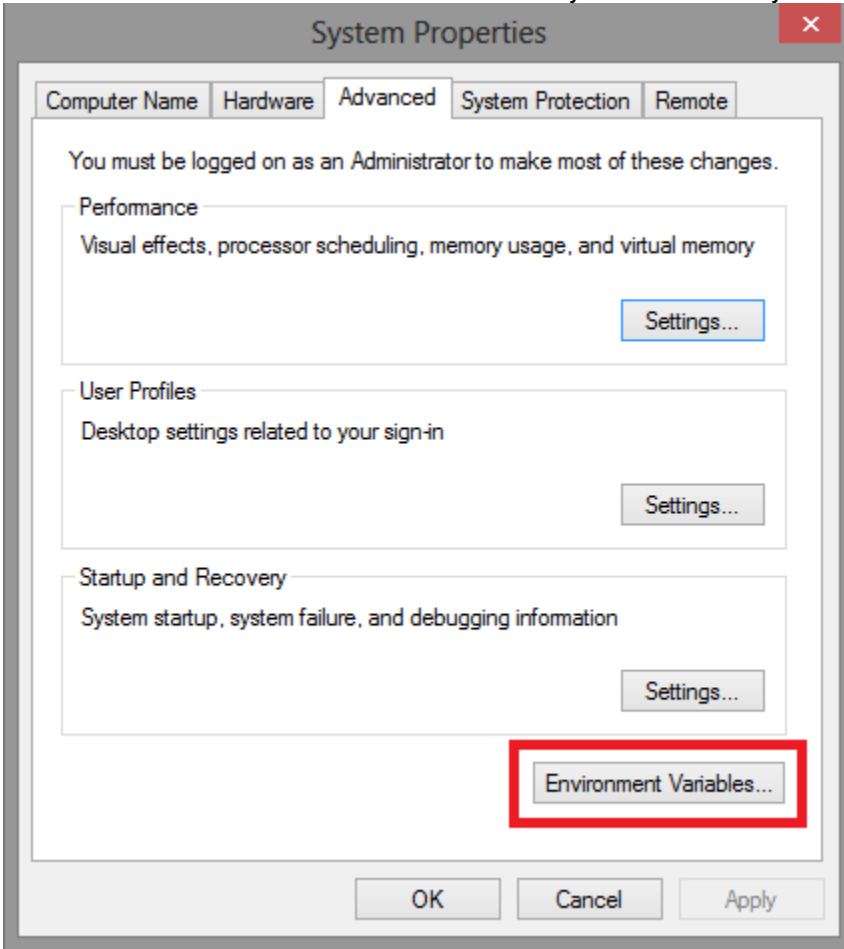
empty

Installation

Configuration

Java Environment Variables

After the installation of the various Windows (and DirectX) SDKs, you should have the following Environment Variables:
You can find the **Environment Variables** in **Control Panel -> System -> Advanced System Settings** and click on the button on the bottom.



Changelog

| Change | Date | Release |
|------------------------------------|------------|---------|
| Visual Studio 2013 | 2015/02/17 | 1.11.0 |
| Visual Studio 2015 | 2017/06/13 | 1.16.0 |