

# Forum:[Hack Forums](#)

Thread: [Controlling cd-rom motor](#)

**Mudzay** - August 10, 2016, 10:13 am

Hey, can someone tell me if its possible to control (change speed, start/stop) the cd-rom motor?

Thanks in advance :P

**i-manuel** - August 10, 2016, 10:29 am

(Aug 10, 2016 10:13 AM)Mudzay Wrote: [\[CITE\]](#) Hey, can someone tell me if its possible to control (change speed, start/stop) the cd-rom motor?

Thanks in advance :P

lol i asked my teacher about that, he told me that it is not possible with .NET

**Lor?d** - August 10, 2016, 10:30 am

(Aug 10, 2016 10:29 AM)i-manuel Wrote: [\[CITE\]](#) lol i asked my teacher about that, he told me that it is not possible with .NET

Everything is possible.

I'm sure there's a dll out there somewhere or something.

**Mudzay** - August 10, 2016, 10:38 am

(Aug 10, 2016 10:29 AM)i-manuel Wrote: [\[CITE\]](#) lol i asked my teacher about that, he told me that it is not possible with .NET U can always make c++ etc. dll and call it from c# xD (I think its possible, windows dlls like wimm.dll are c or c++)

**Oliver Sykes** - August 10, 2016, 7:28 pm

You can open/close the tray from within c# easily. Not so sure about the speed, though.

**?lixir** - August 10, 2016, 7:33 pm

Code public bool IsDiscAvailable(int driveNumber)

```
{
    MsftDiscMaster2Class discMaster = new MsftDiscMaster2Class();
    string id = discMaster[driveNumber];

    MsftDiscRecorder2Class recorder = new MsftDiscRecorder2Class();
    recorder.InitializeDiscRecorder(id);

    MsftDiscFormat2DataClass dataWriter = new MsftDiscFormat2DataClass();
    if (dataWriter.IsRecorderSupported(recorder))
    {
        dataWriter.Recorder = recorder;
    }
    else
    {
        Console.WriteLine("Recorder not supported");
        return false;
    }
    if (dataWriter.IsCurrentMediaSupported(recorder))
    {
        var media = dataWriter.CurrentPhysicalMediaType;
```

```

        if (media == IMAPI_MEDIA_PHYSICAL_TYPE.IMAPI_MEDIA_TYPE_UNKNOWN)
        {
            Console.WriteLine("Unknown media or no disc");
        }
        else
        {
            Console.WriteLine("Found disc type {0}", media);
            return true;
        }
    }
    else
    {
        Console.WriteLine("Disc absent or invalid.");
    }
    return false;
}
or

```

Code using System;  
using System.Management;

```

class Application
{
    public static void Main()
    {
        SelectQuery query =
            new SelectQuery( "select * from win32_logicaldisk where drivetype=5" );
        ManagementObjectSearcher searcher =
            new ManagementObjectSearcher(query);

        foreach( ManagementObject mo in searcher.Get() )
        {
            // If both properties are null I suppose there's no CD
            if(( mo["volumename"] != null) || (mo["volumeserialnumber"] != null))
            {
                Console.WriteLine("CD is named: {0}", mo["volumename"]);
                Console.WriteLine("CD Serial Number: {0}", mo["volumeserialnumber"]);
            }
            else
            {
                Console.WriteLine("No CD in Unit");
            }
        }

        // Here to stop app from closing
        Console.WriteLine("\nPress Return to exit.");
        Console.Read();
    }
}

```

The snippets above checks for a disk, causing the motor to run.

source:

<http://stackoverflow.com/questions/11420365/detecting-if-disc-is-in-dvd-drive>

**0xDEAD10CC** - August 10, 2016, 7:45 pm

You would need to use IOCTL's for this. IOCTL\_CDROM\_SET\_SPEED more specifically as the control code that you'd have to send to the CD-ROM class driver as a request of type CdromSetSpeed (from the CDROM\_SPEED\_REQUEST enum) in the RequestType member of the CDROM\_SET\_SPEED struct. The buffer at Irp->AssociatedIrp.SystemBuffer would contain the CDROM\_SET\_SPEED structure. You wouldn't need to keep track of the previous speed either because when media is changed it will revert to its default speed. From a user-mode application you would have to call DeviceIoControl() to send these requests.

(Aug 10, 2016 07:33 PM)?lixir Wrote: [\[CITE\]](#) ...

Yeah wonderful -- Not at ALL what OP asked for...