

[Kokomins](#)[MENU](#)

mpv Configuration Guide for Watching Videos

[Guides](#), [mpv](#)

Forewords

I also have a [guide](https://kokomins.wordpress.com/2021/03/27/mpc-hc-and-madvr-setup-guide/) (<https://kokomins.wordpress.com/2021/03/27/mpc-hc-and-madvr-setup-guide/>) for setting up MPC-HC and MadVR if you're less into tweaking. Other than being slightly less resource efficient at the lower end, imo MPC paired with MadVR is just way more convenient to use.

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These are my recommended settings. Adjust the settings suitable to your system.

Get mpv at mpv.io (<https://mpv.io/installation/>) or [custom mpv build w/ vpy enabled configured by me](#). Just extract the archive to a desired directory. I recommend not using a directory that requires admin/superuser privileges. For Windows, an install script should be included but is not required, as all it does is register mpv for file association. For Mac, there's also IINA which has a prettier UI although some advanced options may not work and may require more tweaking for power users.

The mpv.conf file can be found in %APPDATA%\mpv on Windows and ~/.config/mpv/ for Linux/Mac. Alternatively, \portable_config\ folder can be used in the mpv executable directory on Windows to make it portable, and will take highest priority over %APPDATA%\mpv .

Read [the documentation](https://mpv.io/manual/master/#files) (<https://mpv.io/manual/master/#files>) for all available commands.

To illustrate how the config file works:

```
# This is a comment.
#inactive-config
active-config # This is a comment.
active-option-value=111
active-option-value=222 # active-option-value is now set to 222 instead of 111.
```

If you are still using notepad to edit files, I recommend using VSCode, Notepad++ or similar software to edit config files to make your life easier.

General mpv Options

Enable this section if you use **SVP 4**, requires Vapoursynth mpv build.

I also have an SVP 4 guide if you're interested.

```
#input-ipc-server=/tmp/mpvsocket # *nix only
input-ipc-server=mpvpipe # Windows only
hwdec=auto-copy
hwdec-codecs=all
hr-seeking-framedrop=no
no-resume-playback
```

Built-in high quality profile. Enables better upscaling algorithm. Recommend GPU minimum of newer Intel Iris iGPU, AMD VEGA 8 iGPU, or NVidia MX150.

```
profile=gpu-hq
```

(Optional) Enabled newer Vulkan API. Disable if compatibility/performance issue. May improve performance when running complex shaders.

```
gpu-api=vulkan
```

Override default language selection order:

```
alang = 'jpn,jp,eng,en'
slang = 'eng,en,enUS' # enUS for Crunchyroll.
```

Some other UI options:

```
keep-open=always # Prevents autoplay playlists. Set to 'yes' to autoloading. Both "always" and "yes" prevents player from auto cl
reset-on-next-file=pause # Resumes playback when skip to next file
```

```
window-scale=1.5 # Set video zoom factor.
autofit-larger=1920x1080 # Set max window size.
autofit-smaller=858x480 # Set min window size.
```

```
no-osd-bar # Hide OSD bar when seeking.
osd-duration=500 # Hide OSD text after x ms.
osd-font='Trebuchet MS'
#osd-font-size=24
```

Configure network/youtube-dl options:

```
ytdl-format=bestvideo[height<=?1080]+bestaudio/best # Set max streaming quality as 1080p.  
# Default demuxer is 150/75 MB, note that this uses RAM so set a reasonable amount.  
demuxer-max-bytes=150000000 # 150MB, Max pre-load for network streams (1 MiB = 1048576 Bytes).  
demuxer-max-back-bytes=75000000 # 75MB, Max loaded video kept after playback.  
force-seekable=yes
```

Screenshot:

```
screenshot-format=png  
screenshot-high-bit-depth=yes  
screenshot-png-compression=7 # Setting too high may lag the PC on weaker systems. Recommend 3 (weak systems) or 7.  
screenshot-directory="%USERPROFILE%\Pictures\mpv"
```

Video Config

Denoise filter. Recommend keeping it off unless watching CRT era stuff.

```
#denoise=1
```

Deband filter. Always turn on for anime.

```
deband=yes # Default values are 1:64:16:48
```

Deband parameters configuration. For Anime, 2:35:20:5 recommended for general use. Use 3:45:25:15 for older DVD, badly mastered BD or WEB streams. Use 4:60:30:30 for really, really bad streams.

```
deband-iterations=2 # Range 1-16. Higher = better quality but more GPU usage. >5 is redundant.  
deband-threshold=35 # Range 0-4096. Deband strength.  
deband-range=20 # Range 1-64. Range of deband. Too high may destroy details.  
deband-grain=5 # Range 0-4096. Inject grain to cover up bad banding, higher value needed for poor sources.
```

Note: For older/weaker iGPUs, instead of increasing `deband-iterations` you may need to increase `deband-threshold` instead if you need a stronger effect. I recommend `1:60:25:30` if you absolutely must run 1 iteration (lower quality but much less GPU usage).

Dither:

Set to auto for Anime due to 8 and 10 bit encodes. Set to no if your monitor has built-in dither (just leave it at auto if you aren't sure).

```
dither-depth=auto
```

Audio Config

```
volume=100 # Set volume to 100% on startup.  
volume-max=100 # Set player max vol to 100%.
```

Subtitle Config

Enable if subs are broken or you need legacy ssa support.

```
demuxer-mkv-subtitle-preroll=yes  
#sub-ass-vsfilter-blur-compat=yes  
#sub-fix-timing=yes
```

Enable to modify PGS subs.

```
#sub-gauss=0.5 # Blur PGS subs.  
#sub-gray=yes # Monochrome subs (makes yellow font grey).
```

Allow loading external subs that do not match file name perfectly.

```
sub-auto=fuzzy
```

Default subtitle font when none are specified.

```
sub-font='Trebuchet MS'  
sub-bold=yes # Set the font to bold.  
#sub-font-size=55 # Set default subtitle size if not specified.
```

Advanced Video Scaling Config

Internal Scalers

Note: Press `shift + 1` in `mpv` to view frame drops. Then press `2` to view frame times and processing layers. Make sure your config does not drop frames and ideally frame times should be $<25ms$.

`scale` is the luma upscale method. Prioritize resource on this over `cscale` .

dscale luma downscale method.

cscale chroma upscale method. Human eyes aren't as sensitive to chroma compared to luma.

If you enabled `profile=gpu-hq` :

```
#Scaling algorithm for profile=gpu-hq
scale=spline36
dscale=mitchell
cscale=spline36
```

Default `gpu-hq` should be sufficient for most people, however, here are some suggestions for fine tuning:

I have a Toaster (crappy PC) edition:

```
scale=bilinear # Set spline16 if possible.
dscale=mitchell
cscale=bilinear
```

I have an iGPU laptop edition:

```
scale=spline36
dscale=mitchell
cscale=mitchell
```

I have a decent GPU (GTX 1050+) edition:

```
scale=ewa_lanczossharp
dscale=mitchell
cscale=spline36 # alternatively ewa_lanczossoft depending on preference
```

External Shaders

For those who have really good GPUs (GTX 1060+, sometimes need even better GPU) and want to run external shaders:

Remember to download the shader files and put them in the mpv config folder! `~/xxx.glsl` refers to `xxx.glsl` file in the mpv config directory.

Always enable `profile=gpu-hq` before using shaders for fallback.

Dynamic Scaler: SSSR

SSSR (<https://gist.github.com/igy/2364ffa6e81540f29cb7ab4c9bc05b6b>) is a dynamic scaler that improves built-in scalers utilizing structure similarity. Upscale result varies widely depending on your scaler. You may freely choose your preferred one. Moderate to highly GPU intensive.

For a sharper image:

```
profile=gpu-hq
glsfshader="~/SSimSuperRes.glsf" # Set B C parameter to Robidoux.
scale=ewa_lanczossharp
dscale=mitchell
cscale=spline64
```

Alternatively set to haasnsoft for a softer look (much better at artifact/aliasing suppression). I found this combo to be very good for anime and performs close to NN based upscalers.

```
profile=gpu-hq
glsfshader="~/SSimSuperRes.glsf" # Set B C parameter to Mitchell.
scale=haasnsoft
dscale=mitchell
cscale=ewa_lanczossoft
```

If you really want to run SSSR on a lower-end GPU, the full power version of MX150 (1D10 25W) should be able to run it if you use the faster algorithms. Results will still be better than spline36 . Use bilinear / spline16 / spline36 (whichever your GPU can handle without dropping frames) for a sharper image. For anime, if you want a softer anti-aliasing look like haasnsoft , use bicubic .

```
glsfshader="~/SSimSuperRes.glsf" # Set B C parameter to Robidoux for sharper image, else use Mitchell (slightl sharper) or C:
scale=bicubic # or bilinear or spline16/36
dscale=mitchell
cscale=mitchell
```

You can modify the SSSR shader's cubic B and C (http://www.imagemagick.org/Usage/filter/#cubic_bc) parameters (on line 31 and 79) to your needs. Default is Catrom (0,1/2). Set to Mitchell (1/3,1/3) or even Robidoux (0.3782,0.3109) for a sharper image. See [this graph \(https://www.imagemagick.org/Usage/filter/#mitchell\)](https://www.imagemagick.org/Usage/filter/#mitchell).

2x Pre-Scaler: Neural Network Scalers

Some of these shaders require high-end GPUs to run smoothly. 2x pre-scaler means they scale a fixed 2x and should only be used if you have a 4K monitor (1080p x2 = 4K). For NN upscalers, more neurons = better quality but significantly more computational power.

Always activate `profile=gpu-hq` first.

```
profile=gpu-hq
```

Choose 1 of the 2x pre-scalers:

- [FSRCNNX \(https://github.com/igv/FSRCNN-TensorFlow/releases\)](https://github.com/igv/FSRCNN-TensorFlow/releases) is very good for general use / real-life content, may amplify artifacts (due to it being true to its source). Requires good source material. MadVR equivalent would be NGU-Sharp. Very GPU intensive.

```
glsfshader="~/FSRCNNX_x2_8-0-4-1.glsf"
```

- [RAVU Lite \(https://github.com/bjin/mpv-prescalers\)](https://github.com/bjin/mpv-prescalers) is relatively lightweight and decent for anime due to the lite version being sharper. I would use SSSR over this due to SSSR being better imo. Moderately GPU intensive.

```
gsls-shader="~/ravu-lite-r4.hook"
```

- **NNEDI3** (<https://github.com/bjin/mpv-prescalers>) is designed for anime use. Result is very close to MadVR's NGU-AA. Very GPU intensive.

```
gsls-shader="~/nnedi3-nns32-win8x6.hook"
```

Remaining:

```
dscale=mitchell
cscale=spline64 # or ewa_lanczossoft (or your choice, really)
```

Dynamic Scaler for Anime: Anime4K

Anime4K (<https://github.com/bloc97/Anime4K>) is a unique upscaler + shader designed for Anime. It used to be very destructive, sharpens lines for a... unique “visual quality” look. It works extremely well in some anime and eh in others. Definitely isn't for everyone. Version 0.9 had lots of flaws (mainly texture banding and line bloating). 1.0RC fixes a lot of the flaws (mainly bad banding) at the cost of doubling GPU consumption. 1.0RC2 optimized GPU usage (even more efficient than 0.9, 1080p > 4K should just barely run on a GTX 1030) and also introduced 2 more speed profiles for even weaker systems (supposedly the fastest profile can run on iGPUs at the cost of shader quality).

The latest 1.0RC2 tones down the “filtered look” even more and serves as an upscaler + filter of {line thinning + line smoothing + sharpening} + artifact/texture-denoiser (reduces jpeg-like edges) combo (*note: filter only active when upscaling*). One down side to Anime4K compared to other upscalers is that due to line thinning, anime with bad aliasing effects looks even worse (*stares at badly made isekai anime magic circles*).

```
profile=gpu-hq
gsls-shader="~/Anime4K_Adaptive_v1.0RC2.gsls"
dscale=mitchell
cscale=mitchell
```

For those interested in higher quality downscale:

SSIM downscaler (<https://gist.github.com/igv/36508af3ffc84410fe39761d6969be10>) is tuned to be used with mitchell. However, you shouldn't be downscaling in the first place so just having dscale=mitchell fallback should be good enough.

```
gsls-shader="~/SSimDownscaler.gsls"
dscale=mitchell
linear-downscaling=no
```

For those interested in higher quality chroma upscale:

Imo cscale=spline36 is already very good. Human eyes aren't that sensitive to Chroma compared to Luma. I won't be surprised if you can't even tell the difference when simply using cscale=mitchell. However, if you just want the best of the best and have the extra processing power, **KrigBilateral** (<https://gist.github.com/igv/a015fc885d5c22e6891820ad89555637>) is a high quality Chroma upscaler.

```
gsls-shader="~/KrigBilateral.gsls"
```

I always advise testing out settings yourself, “quality” is extremely subjective. For example, in anime, destructive filters (denoise/de-ring/sharpen) upscalers may “look better” visually but not necessarily be true to its source (lower SSIM/PSNR).

If we go purely by measurement, haasnsoft should be a terrible upscaler (and it kinda is with normal content). However, when paired properly with SSSR it looks great in anime. Similarly, NNEDI3 looks better with Anime (as it’s trained for such) despite FSRCNNX is the technically better (accurate) upscaler.

Anime “visual quality” greatly favors algorithms that de-aliases, denoises and sharpens lines to be defined. This is why Anime4K is such a controversial upscaler as it takes these concepts to an extreme.

In terms of algorithm quality (*Note: better quality usually = more GPU usage*):

abc = abc built-in shader

[xyz] = xyz external shader (requires downloading glsl/hook files)

For scale:

[NNEDI3] or [FSRCNNX] > [SSimSuperRes + haasnsoft/ewa_lanczossharp] > ewa_lanczossharp > spline36 > spline16 > bilinear
 <-----[Anime4K 1.0RC2] (personal preference)----->

For dscale:

[SSimDownscaler] > Mitchell

For cscale:

[KrigBilateral] > spline64 / ewa_lanczossoft / spline36 > mitchell

Upscalers Demo (totally not stolen):

Open in new tab to view full size.

2x upscale from 100×54 to 200×108 image (Source: DanMachi).

NNS = nearest neighbor (also interger upscale in this case, essentially original image). mpv default is bilinear. Anime4K shown is older 1.0RC ver.



Personal mpv.conf file

```
input-ipc-server=mpvpipe
hwdec=auto-copy
hwdec-codecs=all
hr-seeking-framedrop=no
no-resume-playback

gpu-api=vulkan

alang = 'jpn,jp,eng,en'
slang = 'eng,en,enUS'

keep-open=always
reset-on-next-file=pause

window-scale=1.5
autofit-larger=1920x1080
autofit-smaller=858x480
no-osd-bar
osd-duration=500
osd-font='Trebuchet MS'

ytdl-format=bestvideo[height<=?1080]+bestaudio/best
demuxer-max-bytes=150000000 # 150 MB
demuxer-max-back-bytes=75000000 # 75 MB
force-seeking=yes

screenshot-format=png
screenshot-high-bit-depth=yes
screenshot-png-compression=3
screenshot-directory="%USERPROFILE%\Pictures\mpv"

deband=yes # Default 1:64:16:48
deband-iterations=2 # Range 1-16
deband-threshold=35 # Range 0-4096
deband-range=20 # Range 1-64
deband-grain=5 # Range 0-4096

dither-depth=auto

volume=100
volume-max=100

demuxer-mkv-subtitle-preroll=yes
sub-auto=fuzzy
sub-font='Trebuchet MS'
sub-bold=yes

profile=gpu-hq
glsl-shader="~~~/shaders/SSimSuperRes.glsl"
scale=haasnsoft # or ewa_lanczossharp
dscale=mitchell
cscale=ewa_lanczossoft # or spline64
```

input.conf Config

You may create an input.conf in the same directory as mpvconf to override default shortcuts. Here is a cheatsheet for the default shortcuts:

mpv default bindings

unbound Playlist etc. Playback Subtitles Video Audio Misc. unassigned

ESC ——— See 'man mpv', <http://mpv.io/manual/>, or #mpv-player on irc.freenode.net for more help with using or customizing mpv

Shift+key Normal

ESC ——— Exit fullscreen

~ ——— Jump to previous chapter

! ——— Contrast

@ ——— Jump to next chapter

——— Cycle audio track

\$ ——— Brightness

% ——— Brightness

^ ——— Gamma

& ——— Gamma

* ——— Volume

(——— Balance left

) ——— Balance right

- ——— Cycle video track

= ———

← ——— Reset playback speed

Tab ——— Switch program (TV/TS)

Q ——— Quit save

W ——— W Panscan

E ——— Cycle MKV edition

R ——— Vert. sub. position

T ——— Toggle window on-top

Y ———

U ——— Toggle Subtitle Style override

I ——— Show filename on OSD

O ——— OSD level

P ——— Show playback progress

{ ——— Playback speed x 0.5

} ——— Playback speed x2

| ———

q ——— Quit player

w ———

e ——— Panscan

r ———

t ———

y ———

u ———

i ——— Show playback progress

p ——— Toggle pause

[——— Playback speed

] ——— Playback speed

⌋ ———

A ——— Cycle Aspect-ratio

S ——— Screenshot without subtitles

D ———

F ——— Forced subs only

G ———

H ———

J ——— Cycle subtitle backwards

K ———

L ——— Toggle infinite loop

:

" ———

⌋ ——— Play next file in playlist

a ——— Screenshot

s ———

d ——— Toggle deinterlace

f ——— Toggle fullscreen

g ———

h ——— TV channel

j ——— Cycle subtitle

k ——— TV channel

l ——— Cycle A-B loop

;

' ———

Z ——— Decrease sub delay

X ——— Increase sub delay

C ———

V ——— Toggle V5Filter sub aspect

B ———

N ———

M ——— Toggle mute

< ——— Previous file

> ——— Next file

? ———

· ——— Step frame backwards

· ——— Step frame

/ ——— Volume

⌋ ——— Double-click: Toggle fullscreen

⌋ ——— Wheel: seek

⌋ ——— Toggle pause

mouse

Space ——— Toggle pause

Ins ———

Home ———

PgUp ——— Seek fwd. 10 min. Previous chapter

Del ———

End ———

PgDn ——— Seek bk. 10 min. Next chapter

↑ ——— Precise seek fw. 5 sec Forward 60 sec

← ——— Precise seek bk. 1 sec Back 5 sec

↓ ——— Precise seek bk. 5 sec Back 60 sec

→ ——— Precise seek fw. 1 sec Forward 5 sec

For non-US keyboard layouts, the character a key produces matters, not its position.

Key bindings are defined in input.conf

Based on: <http://www.haskell.org/haskellwiki/Image:Xmbindings.png>

Keep in mind depending on your country keyboard, you may need to modify the file accordingly. For example, the key = has been 'incorrectly' mapped as + for default shortcuts (e.g. alt + = for zoom is mapped as alt + + which won't work on the US keyboard). This is because in some countries the = key is the + key, and while on the US keyboard they are the same key the + is actually shift + =.

Basically when mapping, a means pressing a, but A means shift + a.

To fix the incorrect zoom shortcut:

Alt+- add video-zoom -0.1

Alt+= add video-zoom 0.1

To modify skip durations and add custom skip shortcuts:

Note that keyframe seeking is much faster (no render lag) but may not be exactly x seconds.

```
# Seek 5s exact, do not display OSD.
RIGHT no-osd seek 5 exact
LEFT no-osd seek -5 exact
# Seek 5s to the closest keyframe.
Ctrl+RIGHT seek 5
Ctrl+LEFT seek -5
# Seek 20s exact.
alt+RIGHT no-osd seek 20 exact
alt+LEFT no-osd seek -20 exact
```

Modify mouse wheel to control volume:

```
WHEEL_UP add volume 10 # In volume %.
WHEEL_DOWN add volume -10
```

Add audio delay hotkey:

```
ctrl+= add audio-delay 0.1 # In seconds.
ctrl+- add audio-delay -0.1
```

Add subtitle delay:

```
. add sub-delay +0.042 # 0.042s is 1 frame for a 24fps video
, add sub-delay -0.042
```

I came from MPC-HC so I remapped many shortcuts to the same keys.

Add full-screen shortcut like that in MPC-HC:

```
F11 cycle fullscreen
```

Add screenshot shortcut like that in MPC-HC:

```
F5 screenshot video # Video stream screenshot (extract video frame).
shift+F5 screenshot # File stream screenshot (video frame + render subtitles/signs)
ctrl+F5 screenshot window # Window screenshot (screenshot current player frame including OSD, shaders, upscale, etc.)
```

Cycle subtitle & audio like in MPC-HC:

```
s cycle sub
S cycle sub down # shift + s cycle backwards
a cycle audio
```

Cycle ASS subs style override:

```
u cycle-values sub-ass-override "yes" "force" "strip" "no"
ctrl+, add sub-scale -0.05 # Decrease sub size by 5%
ctrl+. add sub-scale 0.05 # Increase sub size by 5%
```

Cycle adaptive sharpen shader:

Note: Requires AdapSharp glsl in mpv conf directory. When AdapSharp is active sigmoid-upscaling needs to be no .

```
g change-list glsl-shaders toggle "~/adaptive-sharpen.glsl"; cycle-values sigmoid-upscaling "no" "yes"; show-text "glsl-shaders"
```

Cycle deband on/off and weak/medium/strong:

Note: the 'weak' first set of deband values here needs to match the values set in mpv.conf or the value order will be messed up (in this specific case 2:35:20:5).

```
h cycle-values deband "yes" "no"
H cycle-values deband-iterations "2" "3" "4" ; cycle-values deband-threshold "35" "45" "60" ; cycle-values deband-range "20" "
```

Visit the [wiki](https://mpv.io/manual/master/#interactive-control) (<https://mpv.io/manual/master/#interactive-control>) or the default [input.conf](https://github.com/mpv-player/mpv/blob/master/etc/input.conf) (<https://github.com/mpv-player/mpv/blob/master/etc/input.conf>) for more info.

mpv Custom Build




Here is a custom built mpv with Vapoursynth enabled (for Windows). Also includes a custom built FFmpeg in the folder. The folder is portable, and the settings are also in the portable folder. The OSC is also custom, delete osc lua and conf files if you want the default back.

Note: \portable_config\ folder takes priority over %APPDATA%\mpv folder. (i.e. \portable_config\mpv.conf will load instead of ~\mpv.conf.)

Download the 7z (<http://www.mediafire.com/file/m5xdkmg6ivl276g/mpv.7z/file>) or zip (<http://www.mediafire.com/file/yutvishnw4n2vtc/mpv.zip/file>) archive.

UPDATE: Newer mpv build 7z archive (<https://www.mediafire.com/file/pzsk7bfidxv15y7/mpv.7z/file>), includes newest Anime4K stuff. **HOWEVER**, the newer builds post v29 have an OSC bug where it fails to load my custom OSC half the time. If this annoys you, delete ~\scripts\osc.lua and \script-opts\osc.conf and just use the default UI. I also included the older mpv.exe renamed as mpv.exe.old if you want the older stable executable back, though the newer version should offer better compatibility with newer formats such as AV1 and HDR stuff.









(<https://kokomins.files.wordpress.com/2019/10/kimi20no20na20wa.mkv-00.51.19.036-231.png>)

October 14, 2019May 6, 2021    anime, config, configuration, guide, mplayer, mpv, mpv.conf, settings, shaders, upscale, video

29 thoughts on “mpv Configuration Guide for Watching Videos”

1. **arrriba** says:
[May 29, 2020 at 04:48](#)
Thank you so much for this post

2. **Kelega** says:
[June 14, 2020 at 12:22](#)
Hey, I downloaded your MPV custom build but i don't understand everything is laggy when playing a video down to 23FPS and its really bad every frame is slow down 😞
- Any way to fix this ?
- RTX 2080 Super
3800X Ryzen
144hz 2560×1440 Monitor
- [\[Profile\]](#) says:
[June 20, 2020 at 09:16](#)
If you didn't modify any settings, it might be a driver problem. Try setting the `gpu-api=vulkan` to `opengl` or `D3D11`. If you messed with the settings, you might have conflict depending on what you midified.
1. **fahmilab** says:
[February 3, 2021 at 22:45](#)
Could you add DXVA Checker then explain it in your blog?
- it helps another user for determining the right hardware acceleration than put random configuration
<https://bluesky-soft.com/en/DXVAChecker.html>
- [\[Profile\]](#) says:
[February 25, 2021 at 21:56](#)
It's irrelevant. I didn't go through it in my post, but DXVA usage is controlled by hwdec, which is set to auto by default. If DXVA is not supported (a.k.a. you have a system older than Windows XP), it will fallback to software decoding.
3. **T** says:
[July 22, 2020 at 03:31](#)
just play files from the portable mpv, without any edits or preinstall of any sort?
- [\[Profile\]](#) says:
[July 24, 2020 at 01:37](#)
You might need to edit the config to fit your system, such as windows size resolution limits and upscaling algorithms.
4. **Gavin Good** says:
[July 26, 2020 at 14:06](#)
is plex any good for watching anime, or should i watch it in a local player instead
- [\[Profile\]](#) says:
[July 26, 2020 at 16:06](#)
Nothing wrong with Plex. Sometimes convenience is more important than video quality.
5. **Keyboard-Chan** says:
[August 7, 2020 at 15:00](#)
Thanx for the custom build. Do you update this custom build with new versions of MPV when they come out? Is it currently on latest build on MPV?
- [\[Profile\]](#) says:
[August 9, 2020 at 21:49](#)
No, the newest build breaks my custom UI due to me hacking it together from an existing .osc. You can always compile a custom build yourself using media-autobuild on github.

6. **Viniuau** says:
[September 15, 2020 at 16:54](#)
 What do you think about mpv.net?
- [Reply](#)
-   says:
[October 3, 2020 at 18:40](#)
 As long as it runs on mpv backend, they're the same in my book.
- [Reply](#)
7. **Tim** says:
[November 7, 2020 at 15:17](#)
 How can I make the forward and back button usable for next/previous file if there are no chapters? It's useless in it's current form.
- [Reply](#)
-   says:
[December 8, 2020 at 16:38](#)
<https://github.com/mpv-player/mpv/issues/4738#issuecomment-321298846>
- [Reply](#)
8. **Xirix** says:
[November 15, 2020 at 12:21](#)
 Thanks for this, though for some reason this build won't display subtitle shapes, like obscuring boxes to cover up a sign to put english on it.
- Example here : https://mega.nz/file/O3JUVLiK#mR2VkgEXwZXatt-82RFheu3HgzzNIHvib_PfcscEIVY
- At the bottom, the original japanese is supposed to be erased with a black box, the english didn't fit very well so we did that and just re-wrote the japanese in too, but smaller.
- I don't know if there's any settings that could be tweaked to fix this, or if it's just because it's based on an older build of MPV?
- I tried your version because I was getting super-annoyed trying to config vanilla MPV.
- [Reply](#)
-   says:
[December 8, 2020 at 16:40](#)
 Not sure. Make sure you don't have style-stripping enabled. Sorry I couldn't be much help.
1. **fahmilab** says:
[February 3, 2021 at 22:35](#)
 use daum Pot player you can override soft subtitle font style by yourself
- [Reply](#)
9. **Vedu** says:
[November 22, 2020 at 18:09](#)
 So, I want to try to change the UP and DOWN arrow key from seek +/- 60, to add volume +/- 2... how?
- [Reply](#)
-   says:
[December 8, 2020 at 16:44](#)
 The default commands: <https://github.com/mpv-player/mpv/blob/master/etc/input.conf> .
- Remember to remove the “#” in your own input.conf, as the “#” marks the line as a comment (a.k.a. inactive code). Play and swap the commands around.
- [Reply](#)
1. **fahmilab** says:
[February 20, 2021 at 16:34](#)

edit file “input.conf” open with notepad or notepad++ run as administrator, save as all files and encoding set UTF-8 with BOM

```
# Mouse wheels, touchpad or other input devices that have axes
# if the input devices supports precise scrolling it will also scale the
# numeric value accordingly
WHEEL_UP add volume 2 # default “seek 10”
WHEEL_DOWN add volume -2 # default “seek -10”
#WHEEL_LEFT add volume -2
#WHEEL_RIGHT add volume 2

## Seek units are in seconds, but note that these are limited by keyframes
RIGHT seek 10 # default “seek 5”
LEFT seek -10 # default “seek -5”
UP add volume 5 # default UP seek 60
DOWN add volume -5 # default DOWN seek -60
```

10.

[Reply](#)

KK (@mandingbo) says:

[January 30, 2021 at 02:47](#)

NNEDI3 is inferior to FSRCNNX is every measurable metric. They are not equal. It would be more appropriate to recommend FSRCNNX/ RAVU/ NGU instead of NNEDI3/ Anime 4k.

https://artoriuz.github.io/blog/mpv_upscaling.html

[Reply](#)

 says:

[February 25, 2021 at 22:02](#)

Inferior is very subjective. For example, psycho-visual optimizations hurt video quality metrics (even VMAF) in h265, but almost all encoders/groups use it as it improves visual quality to the human eye.

As I mentioned in the post:

> I always advise testing out settings yourself, “quality” is extremely subjective. For example, in anime, destructive filters (denoise/de-ring/sharpen) upscalers may “look better” visually but not necessarily be true to its source (lower SSIM/PSNR).

> If we go purely by measurement, haasnsoft should be a terrible upscaler (and it kinda is with normal content). However, when paired properly with SSSR it looks great in anime. Similarly, NNEDI3 looks better with Anime (as it’s trained for such) despite FSRCNNX is the technically better (accurate) upscaler.

> Anime “visual quality” greatly favors algorithms that de-aliases, denoises and sharpens lines to be defined. This is why Anime4K is such a controversial upscaler as it takes these concepts to an extreme.

11.

[Reply](#)

dealvidit says:

[March 26, 2021 at 23:41](#)

Hi, thank you for the excellent and comprehensive writeup!

After reading your and “iamscum” blog posts, I’ve made this file but I am unsure of a few things here. Could you please check this?

<https://pastebin.com/1xKhNZM8>

[Reply](#)

 says:

[March 27, 2021 at 16:33](#)

I would slowly add settings and test them out. While your config file is “fine”, it seems that you just added a bunch of things without fully testing things. Some notes:

- Deband might be too strong to begin with. See my recommendations. Also, strong debanding requires deband-grain to work well.
- EWA filters aren’t affected by anti-ring if you plan to use it, although you’re currently using Anime4K
- Make sure you actually enjoy the current settings. And make sure Anime4K interacts well with your grain

injection (I have my doubts they work well together).

- I probably won't use built-in interpolation. IMO either disable it, or go with SVP 4.
- Lots of options you added could honestly be omitted unless you really need them.
- I would try hooking external shaders/filters one by one and testing if you really like them.
- Again, make sure you actually enjoy Anime4K. I recommend trying out SSIMsuperres too.
- You're running a lot of stuff. Make sure your GPU is powerful enough and not dropping frames.
- The manual (<https://mpv.io/manual/master/>) is honestly the best place to see what option does what.

[Reply](#)

13. Pingback: [MPC-HC and MadVR Setup Guide – Kokomins](#)

DevlicK says:

[April 19, 2021 at 06:00](#)

I downloaded your version of MPV and have some questions about the config file, in particular the scaler settings.

I noticed in your config file, you have all the settings there but then say "enable the section that matches your system/preference". How do I "enable" the setting? Do I do this by deleting the other settings?

Thanks

[Reply](#)

 says:

[April 22, 2021 at 01:11](#)

Read the beginning of the article "To illustrate how the config file works:".

[Reply](#)

14. Pingback: [Anime Encoding Guide for x265 \(HEVC\) & AAC/OPUS \(and Why to Never Use FLAC\) – Kokomins](#)

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