User configuration file

This is a list of options in the `osu!.<your PC account name>.cfg` file. A lot of these options are available through the in-game options menu (../../Client/Options), and it is recommended that you change them there. Only edit these values manually if you really must.

Changeable via the options menu

Option	Value type	In-game option
Username	String	Username
Password	String	Password (hashed, **do not share this!**)
SaveUsername	0 or 1	Remember username
SavePassword	0 or 1	Remember password
Language	String	Select language
ShowUnicode	0 or 1	Prefer metadata in original language
AlternativeChatFont	0 or 1	Use alternative font for chat display
FrameSync	String	Frame limiter
FpsCounter	0 or 1	Show FPS counter
CompatibilityContext	0 or 1	Compatibility mode
ForceFrameFlush	0 or 1	Reduce dropped frames
DetectPerformanceIssues	0 or 1	Detect performance issues
Width	Integer	Resolution (when `Fullscreen` is `0`)
Height	Integer	Resolution (when `Fullscreen` is `0`)
WidthFullscreen	Integer	Resolution (when `Fullscreen` is `1`)
HeightFullscreen	Integer	Resolution (when `Fullscreen` is `1`)
Fullscreen	0 or 1	Fullscreen mode
Letterboxing	0 or 1	Letterboxing
LetterboxPositionX	Integer	Horizontal offset
LetterboxPositionY	Integer	Vertical offset
SnakingSliders	0 or 1	Snaking sliders
Video	0 or 1	Background video
ShowStoryboard	0 or 1	Storyboards
ComboBurst	0 or 1	Combo bursts
HitLighting	0 or 1	Hit lighting
Shaders	0 or 1	Shaders
BloomSoftening	0 or 1	Softening filter
ScreenshotFormat	String	Screenshot format
MenuSnow	0 or 1	Snow

Option	Value type	In-game option
MenuParallax	0 or 1	Parallax
ShowMenuTips	0 or 1	Menu tips (../../Client/Menu_tips)
MenuVoice	0 or 1	Interface voices
MenuMusic	0 or 1	osu! music theme
SeasonalBackgrounds	String	Seasonal backgrounds
SongSelectThumbnails	0 or 1	Show thumbnails
DimLevel	Integer	Background dim
IHateHavingFun	0 or 1	Don't change dim level during breaks
ProgressBarType	String	Progress display
ScoreMeter	String	Score meter type
ScoreMeterScale	Decimal	Score meter size
KeyOverlay	0 or 1	Always show key overlay
HiddenShowFirstApproach	0 or 1	Show approach circle on first "Hidden" object
ManiaSpeedBPMScale	0 or 1	Scale osu!mania scroll speed with BPM
UsePerBeatmapManiaSpeed	0 or 1	Remember osu!mania scroll speed per-beatmap
DisplayStarsMinimum	Decimal	Display beatmaps from
DisplayStarsMaximum	Decimal	up to
AudioDevice	String	Output device
VolumeUniversal	Integer	Master
VolumeMusic	Integer	Music
VolumeEffect	Integer	Effect
IgnoreBeatmapSamples	0 or 1	Ignore beatmap hitsounds
Offset	Integer	Universal offset
Skin	String	Current skin
IgnoreBeatmapSkins	0 or 1	Ignore all beatmap skins
SkinSamples	0 or 1	Use skin's sound samples
UseTaikoSkin	0 or 1	Use Taiko skin for Taiko mode
UseSkinCursor	0 or 1	Always use skin cursor
CursorSize	Decimal	Cursor size
AutomaticCursorSizing	0 or 1	Automatic cursor sizing
ComboColourSliderBall	0 or 1	Use combo colour as tint for slider ball
MouseSpeed	Decimal	Sensitivity
RawInput	0 or 1	Raw input
AbsoluteToOsuWindow	0 or 1	Map absolute raw input to the osu! window
ConfineMouse	String	Confine mouse cursor
MouseDisableWheel	0 or 1	Disable mouse wheel in play mode
MouseDisableButtons	0 or 1	Disable mouse buttons in play mode

Option	Value type	In-game option
CursorRipple	0 or 1	Cursor ripples
Tablet	0 or 1	Enable OS TabletPC support
Wiimote	0 or 1	Wiimote/TaTaCon Drum support
VideoEditor	0 or 1	Background video
EditorDefaultSkin	0 or 1	Always use default skin
EditorSnakingSliders	0 or 1	Snaking sliders
EditorHitAnimations	0 or 1	Hit animations
EditorFollowPoints	0 or 1	Follow points
EditorStacking	0 or 1	Stacking
Ticker	0 or 1	Chat ticker
AutoChatHide	0 or 1	Automatically hide chat during gameplay
ChatHighlightName	0 or 1	Show a notification pop-up when someone says your name (../../Client/Interface/Chat_console/Highlight)
ChatMessageNotification	0 or 1	Show chat message notifications
ChatAudibleHighlight	0 or 1	Play a sound when someone says your name (../../Client/Interface/Chat_console/Highlight)
DisplayCityLocation	0 or 1	Share your city location with others
ShowSpectators	0 or 1	Show spectators
AutoSendNowPlaying	0 or 1	Automatically link beatmaps to spectators
PopupDuringGameplay	0 or 1	Show notification popups instantly during gameplay
NotifyFriends	0 or 1	Show notification popups when friends change status
AllowPublicInvites	0 or 1	Allow multiplayer game invites from all users
DiscordRichPresence	0 or 1	Discord Rich Presence
YahooIntegration	0 or 1	Integrate with Yahoo! status display
MsnIntegration	0 or 1	Integrate with MSN Live status display
AutomaticDownload	0 or 1	Automatically start osu!direct downloads
AutomaticDownloadNoVideo	0 or 1	Prefer no-video downloads
ChatFilter	0 or 1	Filter offensive words
ChatRemoveForeign	0 or 1	Filter foreign characters
LogPrivateMessages	0 or 1	Log private messages
BlockNonFriendPM	0 or 1	Block private messages from non-friends
IgnoreList	Space-separated list of strings	Chat ignore list
HighlightWords	Space-separated list of strings	Chat highlight (../../Client/Interface/Chat_console/Highlight) words

Key binds

The values for key binding options are the names of the keys.

Option	Action
keyOsuLeft	osu! left click
keyOsuRight	osu! right click
keyOsuSmoke	osu! smoke
keyTaikoInnerLeft	osu!taiko left drum centre
keyTaikoInnerRight	osu!taiko right drum centre
keyTaikoOuterLeft	osu!taiko left drum rim
keyTaikoOuterRight	osu!taiko right drum rim
keyFruitsLeft	osu!catch move left
keyFruitsRight	osu!catch move right
keyFruitsDash	osu!catch dash
keyIncreaseSpeed	osu!mania increase scroll speed
keyDecreaseSpeed	osu!mania decrease scroll speed
keyPause	Pause game
keySkip	Skip cutscene
keyToggleScoreboard	Toggle scoreboard
keyIncreaseAudioOffset	Increase local song offset
keyDecreaseAudioOffset	Decrease local song offset
keyQuickRetry	Quick retry
keyToggleFrameLimiter	Cycle through framerate limiting options
keyToggleChat	Open chat
keyToggleExtendedChat	Open chat with user list
keyScreenshot	Save screenshot
keyVolumeIncrease	Increase universal volume
keyVolumeDecrease	Decrease universal volume
keyDisableMouseButtons	Disable mouse buttons
keyBossKey	Minimise osu! to the system tray
keySelectTool	Use select tool
keyNormalTool	Use normal tool
keySliderTool	Use slider tool
keySpinnerTool	Use spinner tool
keyNewComboToggle	Toggle new combo
keyWhistleToggle	Toggle whistle
keyFinishToggle	Toggle finish
keyClapToggle	Toggle clap
keyGridSnapToggle	Toggle grid snap
keyDistSnapToggle	Toggle distance snap
keyNoteLockToggle	Toggle hit object lock

Option	Action
keyNudgeLeft	Nudge left
keyNudgeRight	Nudge right
keyHelpToggle	Open editor help screen
keyJumpToBegin	Jump to first hit object
keyPlayFromBegin	Play from beginning
keyAudioPause	Pause playback
keyJumpToEnd	Jump to end of last hit object
keyGridChange	Cycle through grid sizes
keyTimingSection	Add uninherited timing section
keyInheritingSection	Add inherited timing section
keyRemoveSection	Remove timing section
keyEasy	Toggle Easy
keyNoFail	Toggle No Fail
keyHalfTime	Toggle Half Time
keyHardRock	Toggle Hard Rock
keySuddenDeath	Toggle Sudden Death
keyDoubleTime	Toggle Double Time
keyHidden	Toggle Hidden
keyFlashlight	Toggle Flashlight
keyRelax	Toggle Relax
keyAutopilot	Toggle Autopilot
keySpunOut	Toggle Spun Out
keyAuto	Toggle Auto
keyScoreV2	Toggle Score V2

osu!mania layouts

Each osu!mania key mode has its own set of options. Here we use `#` to denote the number of keys, ranging from 1 to 18.

Option	Value type	Description
ManiaLayouts#K	Space-separated list of (keyboard) key names	Sets the key layout for #K
ManiaLayouts#KSplit	Space-separated list of (keyboard) key names	Sets the key layout for `#/2 K` in co-op mode

More osu!mania layout options can be found in the current skin's skin.ini (../../Skinning/skin.ini) file.

Chat

Option	Value type	Description
ChatSortMode	String	Sorting of extended chat user list
ChatLastChannel	String	Last channel active
ChatChannels	String	List of channels used
UserFilter	String	Filter for extended chat user list

Editor

Option	Value type	Description
EditorGridSize	Integer	Grid size in osu! pixels (../../Client/Beatmap_editor/osu%21_pixel)
EditorGridSizeDesign	Integer	Design grid size in osu! pixels (../../Client/Beatmap_editor/osu%21_pixel)
EditorDim	0 or 1	Whether or not the background will be dimmed while test playing
EditorGrid	0 or 1	Whether or not grid snap is enabled
EditorBeatDivisor	Integer	Last used beat snap divisor
DistanceSpacing	Decimal	Last used distance snap multiplier
DistanceSpacingEnabled	0 or 1	Whether or not distance snap is enabled
NotifySubmittedThread	0 or 1	Automatically checks the `Receive email notification on reply` option when submitting a map via BSS
LoadSubmittedThread	0 or 1	Automatically checks the `Load in browser after submission` option when submitting a map via BSS

Main menu

Option	Value type	Description
FrameTimeDisplay	0 or 1	Whether or not the frame time display is showing
PermanentSongInfo	0 or 1	Whether or not the playing song's info is permanently shown

Multiplayer

Option	Value type	Description
LobbyPlayMode	Integer	Selected game mode tab (-1 = All, 0 = osu!, 1 = osu!taiko, 2 = osu!catch, 3 = osu!mania)
LobbyShowExistingOnly	0 or 1	Toggles `Owned Beatmaps` filter
LobbyShowFriendsOnly	0 or 1	Toggles `Games with Friends` filter
LobbyShowFull	0 or 1	Toggles `Show Full` filter
LobbyShowPassworded	0 or 1	Toggles `Show Locked` filter
LobbyShowInProgress	0 or 1	Toggles `Show In-Progress` filter

Play

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Option	Value type	Description
ManiaSpeed	Integer	osu!mania scroll speed
ScoreboardVisible	0 or 1	Whether or not the scoreboard is showing
ShowInterface	0 or 1	Whether or not the interface is showing
ShowInterfaceDuringRelax	0 or 1	Whether or not the interface will be shown when using Relax or Autopilot

Replay

Option	Value type	Description
ShowReplayComments	0 or 1	Toggles Show Comments when watching a replay

Song select

Option	Value type	Description
TreeSortMode	String	Grouping of beatmaps
TreeSortMode2	String	Sorting of beatmaps
LastPlayMode	String	Selected game mode
RankType	String	Filter for scoreboard rankings

Not changeable in-game

Option	Value type	Description
BeatmapDirectory	String	Folder where osu! stores beatmaps
BossKeyFirstActivation	0 or 1	Whether or not the boss key has been pressed before
CanForceOptimusCompatibility	0 or 1	Whether or not osu! can perform optimisations on some NVIDIA GPUs
ConfirmExit	0 or 1	Whether or not osu! will ask for confirmation before exiting the game
CustomFrameLimit	Integer	Third FPS limiter option available in-game
Display	Integer	Index of the monitor that osu! should open on
EditorTip	Integer	Index of the next editor tip (../../Client/Menu_tips#editor) to be shown
GuideTips	String	Tracks guide tips that have been shown before so that they aren't shown again
HighResolution	0 or 1	Forces HD skin element support
IgnoreBarline	0 or 1	Whether or not osu!mania barlines should be hidden
LastVersion	String	Current client version
LastVersionPermissionsFailed	String	Client version that last needed computer admin permissions to complete an update
LowResolution	0 or 1	Forces SD skin elements to be used (overrides HighResolution)
MenuTip	Integer	Index of the next menu tip (../../Client/Menu_tips#main-menu) to be shown
MyPcSucks	0 or 1	Disables all fancy graphics settings
OverrideRefreshRate	0 or 1	Whether or not RefreshRate is used

Option	Value type	Description
RefreshRate	Integer	Custom refresh rate
ScaleMode	String	Default scaling of sprites that cover the whole screen
ScreenshotId	Integer	ID of the next screenshot
SkipTablet	0 or 1	Disables osu!'s special tablet handling code
UpdatePending	0 or 1	Whether or not there is an update waiting to be installed

Unused or deprecated

- AllowNowPlayingHighlights
- ComboFire
- ComboFireHeight
- ForceSliderRendering
- ManiaLayoutSelected#K , where # ranges from 1 to 18
- ManiaLayoutSelected#KSplit , where # ranges from 2 to 18
- MenuTriangles
- Renderer