mpv.conf

##
######

For a more detailed documentation click **HERE (https://mpv.io/manual/master/)**. I only offer a tl;dr version.

If you want to take a look at my mpv.conf, you can view it **HERE (https://hestia.feralhosting.com/exmendic/Stuff/mpv/mpv.conf)** (don't copy and paste it!).

Last tested (and recommended) build: mpv-x86_64-20180421-git-65f0825

Stuff you need for some options:

- SuperXBR / ravu / nnedi3 (https://github.com/bjin/mpv-prescalers/tree/master) [don't use the files inside "compute" or "gather"]
- ravu (https://github.com/bjin/mpv-prescalers/tree/master/vulkan) (use with **"gpu-api=vulkan"**) [don't use the files inside "compute" or "gather"]
- FSRCNNX (https://github.com/igv/FSRCNN-TensorFlow/releases)
- SSimDownscaler / KrigBilateral (https://gist.github.com/igv)
- Static Noise Luma (https://pastebin.com/yacMe6EZ)
- Static Noise Chroma (https://pastebin.com/15ZTaaUC)

Copy the **.hook** or **.glsl** files into the „Shaders" folder inside the mpv folder (create it, if it doesn't exist)

- Auto-Profiles (https://github.com/wm4/mpv-scripts/blob/master/auto-profiles.lua)
- Autoload (https://github.com/mpv-player/mpv/blob/master/TOOLS/lua/autoload.lua)
- Easycrop (https://github.com/aidanholm/mpv-easycrop/blob/master/easycrop.lua)
- webm (https://github.com/ElegantMonkey/mpv-webm/blob/master/build/webm.lua)

Copy the **.lua** files into the „Scripts" folder inside the mpv folder (create it, if it doesn't exist).

General:

```
#The default profile you use for your stuff. Always use
this one
profile=gpu-hq

#The called API. Vulkan is highly recommended.
#Use "opengl" if you have compatibility problems
gpu-api=vulkan

#The backend with the API. Leave it "auto"
#Or use "winvk" with "gpu-api=vulkan" or "win" / "angle"
with "gpu-api=opengl"
gpu-context=auto

#Choose the compiler for translating glsl code for Vulkan.
Leave it "auto"
#Or use "shaderc" with a nVidia/AMD/Intel GPU or "nvidia"
with a nVidia GPU
spirv-compiler=auto

#Decoding API for 8bit h264 (or whatever your CPU supports)
content
#Only should be used when you get many frame drops
hwdec=dxva2-copy
```

Tweaks:

```
#Cursor hide in ms
cursor-autohide=1000

#Don't close the player after finishing the video
keep-open=yes
```

Priority:

```
#Audio language
alang=ja,jp,jpn,en,eng,de,deu,ger

#Subtitle language
slang=en,eng,de,deu,ger
```

Subs:

```
#Forces showing subtitles while seeking through the video
demuxer-mkv-subtitle-preroll=yes

#Backward compatibility for vsfilter fansubs
sub-ass-vsfilter-blur-compat=yes

#Fixing the timing for overlaps/gaps when the difference is
smaller than 210ms
sub-fix-timing=yes
```

Volume:

```
#Default volume when starting the player
volume=100

#Max volume of the player
volume-max=200
```

Screenshot:

```
#Output format
screenshot-format=png

#Same output bitdepth as the video
#Set it "=no" if you want to save disc space
screenshot-high-bit-depth=yes

#Compression of the picture (0-10)
#Higher value means better compression
#Set it "1" if you want to take screenshots while playback
screenshot-png-compression=10

#Output directory
screenshot-directory="C:\Users\<your_name>\Desktop"
```

You make screenshots with the "s" hotkey.

Dither:

```
#Activate dither (value depends on your screen bitdepth)
#Can lead to ugly outputs, just leave it "auto"
dither-depth=8
```

Deband & Dynamic Grain:

For an explanation what debanding is, click **HERE (https://iamscum.wordpress.com/encoding-stuff/filtering-with-vapoursynth/debanding/)**.
For an explanation what grain is, click **HERE (https://iamscum.wordpress.com/encoding-stuff/filtering-with-vapoursynth/denosingdegraining/)**.

```
#Activate deband
#Set it "no" if you rather handle it with profiles
deband=yes

#Deband steps (More = Better quality, but higher GPU cost)
deband-iterations=4

#Deband strength (More = Less banding, but more detail
loss)
deband-threshold=50

#Deband range (More = Less banding, but higher GPU cost)
deband-range=16

#Dynamic Grain (More = More dynamic grain)
deband-grain=0
```

You activate debanding with the "h" hotkey.

You can also set it up automatically for some sources (for example with "HorribleSubs"):

```
[horriblesubs]
profile-desc=cond:string.match(p.filename,
"HorribleSubs")~=nil
deband=yes

[horriblesubs-revert]
profile-desc=cond:string.match(p.filename,
"HorribleSubs")==nil
deband=no
```

(Static) Grain:

For an explanation what static grain is, click **HERE (https://iamscum.wordpress.com/encoding-stuff/filtering-with-vapoursynth/graining/)**.

```
#Luma
glsl-shader="C:\mpv\Shaders\noise_static_luma.hook"

#Chroma
glsl-shader="C:\mpv\Shaders\noise_static_chroma.hook"
```

If you use shaders like “nnedi3” or “ravu”, make sure you run this shader before them!

Resizer:

For an explanation what a resizer is, click **HERE (https://iamscum.wordpress.com/encoding-stuff/filtering-with-vapoursynth/resizing/)**.
With the “i” hotkey you can see how many delayed and dropped frames you have.

Normal: Regular scaler
Italic: Irregular scaler: Look at **(4*)** for sinc (with blackman)
Italic & Underlined: Based on a shader: Look at **(1*)** for FSRCNNX/ravu/nnedi3, look at **(2*)** for SSimDownscaler, look at **(3*)** for KrigBilateral

PRESETS	***LUMA UPSCALE***	***LUMA DOWNSCALE***	***CHROMA UP- & DOWNSCALE***
Overkill	*FSRCNNX*	*SSimDownscaler*	*KrigBilateral*
Very High	*ravu*	ewa_lanczos	*ravu*
High	ewa_lanczos	ewa_lanczos	ewa_lanczos
Medium	spline16	spline16	*sinc (with blackman)*
Low	catmull_rom	catmull_rom	catmull_rom
Very Low	bilinear	bilinear	bilinear

Regular scaler:

```
#Luma upscale
scale=...

#Luma downscale
dscale=...

#Chroma up- & downscale
cscale=...
```

Luma (scale/dscale) = Brightness (black & white) information
Chroma (cscale) = Colour information
Luma is more visible for the human eye.
A better resizer means higher GPU cost.

Irregular scaler:
(4*)

sinc (with blackman):

```
cscale=sinc
cscale-window=blackman
cscale-radius=3
```

Based on a shader:

```
#Shaders which override "scale"/"dscale"/"cscale" to a
certain point (depending on the shader you use)
glsl-shader= ...
```

(1*) nnedi3 and ravu are only upscaling the video with a power of 2. For example, if your clip is 1280×720 and your screen 1920×1080, the video gets upscaled to 2560×1440. That means "someone" still needs to downscale it. In that case, the "dscale" you set up.

FSRCNNX:

```
glsl-shader="C:\mpv\Shaders\FSRCNNX_x2_r1_16-0-2-2.glsl"
scale=ewa_lanczos
```

nnedi3:
Higher "nns" means more neurons (better quality).
Don't use "win8x6", always use "win8x4".

```
glsl-shader="C:\mpv\Shaders\nnedi3-nns32-win8x4.hook"
scale=ewa_lanczos
```

ravu:
Higher “r” means higher radius (better quality).

```
glsl-shader="C:\mpv\Shaders\ravu-r4.hook"
scale=ewa_lanczos
```

(without addition)= only luma (https://en.wikipedia.org/wiki/Luma_(video))
-chroma-center = only center chroma (https://en.wikipedia.org/wiki/Chroma_(video))
-chroma-left = only left chroma (https://en.wikipedia.org/wiki/Chroma_subsampling)
-yuv = luma (https://en.wikipedia.org/wiki/Luma_(video)) and chroma (https://en.wikipedia.org/wiki/Chroma_(video))

(2*)

SSimDownscaler:

```
glsl-shader="C:\mpv\Shaders\SSimDownscaler.glsl"
dscale=mitchell
```

(3*)

KrigBilateral:

```
glsl-shader="C:\mpv\Shaders\KrigBilateral.glsl"
cscale=mitchell
```

Anti-Ringing:

For an explanation what anti-ringing is, click **HERE (https://en.wikipedia.org/wiki/Ringing_artifacts)**.

```
#Luma upscale deringing (Higher = Less rining, but more
detail loss)
scale-antiring=0.7

#Luma downscale deringing (Higher = Less rining, but more
detail loss)
dscale-antiring=0.7

#Chroma upscale deringing (Higher = Less rining, but more
detail loss)
cscale-antiring=0.7
```

Interpolation:

For an explanation what interpolation is, click **HERE (https://en.wikipedia.org/wiki/Motion_interpolation)**.

```
#Subtitle blending in scenechanges (smoother effect)
blend-subtitles=yes

#Set the fps as the max. of your monitor Hz
video-sync=display-resample

#Activate interpolation
interpolation=yes

#Interpolation method [look at the table above]
tscale=...
```

If you have playback issues, deactivate interpolation.

Smoothness/Sharpness	*Interpolation*
Sharpest	oversample
Sharper	linear
Sharp	catmull_rom
Smooth	mitchell
Smoother	gaussian
Smoothest	bicubic

Deinterlace:

For an explanation what deinterlace is, click **HERE (https://en.wikipedia.org/wiki/Deinterlacing)**.

```
#Autodetect if deinterlace is needed
deinterlace=auto
```

You activate deinterlace with the “g” hotkey (“d” if you don’t use my input.conf).
Only use it with interlaced sources (like MPEG2/h264 .ts files)