Configuration: madVR

Last updated: 25 September 2015.

Shortlink: http://wp.me/PrgSo-vn

nVidia GPU users that also use Windows 10 should use the updated LAV Filter installation dated 21st September 2015 or newer. Also, update to the newest drivers version from nVidia website, not the one from Windows Update.

With the newest version of madVR, you can now configure the renderer offline without having to play a video, therefore you should go to 'Start menu —> All Programs —> LAV Filters —> madVR Configuration' to get started.

Make sure you choose the right kind of device for your display device. The Dell U2412M display is definitely a computer monitor, so I indicated it as such here.

madVR settings - "SKULD" (127.0.0.1)	×
 devices del U2412M properties calibration calibration display modes color & gamma scaling algorithms rendering we interface 	Dell U2412M device name: Dell U2412M device type: Receiver, Processor, Switch Digital Monitor / TV Digital Projector CRT projector CRT prointor / TV unknown
madVR v0.89.3	OK Cancel Apply

Go to 'devices ---> 'your-display-name-here' ---> properties' section, and you can see the madVR display

Contain spoilers that you may hate but never biased in any way property page as shown below.

madVR settings - "SKULD" (127.0.0.1)	;	×
 devices Dell U2412M properties calibration calibration color & gamma color & gamma scaling algorithms rendering user interface 	properties the display expects the following RGB output levels: PC levels (0-255) the native display bitdepth is: 8 bit 1 bit 2 bit 3 bit 9 bit 10 bit (or higher)	
madVR v0.89.3	OK Cancel Apply	

For the 'the display expects the following RGB output levels' option, choose the BTB/WTW levels your display are supposed to receive. Usually, computer displays expect 'PC levels (0-255)' while televisions expects 'TV levels (16-235)' but there is a growing numbers of TVs (usually flat-screens) that do expect PC levels too. If your display is one of those that support and expect custom luma levels, you can select the 'custom levels...' option and specify the BTB (black) and WTW (white) levels manually. Consult your display device documentation for the correct information. There is no right or wrong answers to this, but a mismatched configuration can be potentially devastating to the image quality.

For the 'the native display bitdepth is' option, if you have a twisted nematic (TN) LCD display, set this option to '6 bit' or '7 bit' (the latter is preferable especially if the monitor has already done dithering on its own). For owners of IPS/PVA computer LCD monitors, and also for those who use LCD/plasma TVs, set this option to '8 bit'. '10-bit (or higher)' option should be selected by owners of 10-bit displays like Dell U2410. Fullscreen exclusive mode should also be enabled at 'rendering —> general settings' section.

Go to 'devices —> 'your-display-name-here' —> calibration' section, and here you will be able to calibrate the connected display device with yCMS or with your own 3Dlut file using ArgyIICMS (now the preferred way). You can learn how to do so <u>here</u>; a device like a colorimeter or a spectrophotometer is a must. This is optional. If you don't calibrate, also see 'devices —> 'your-display-name-here' —> color & gamma' section explanation below. Disable the 'disable GPU gamma ramps' option if you don't calibrate.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)		\times
 devices Dell U2412M properties calibration calibration color & gamma devices color & gamma devices color & gamma color & gamma devices color & gamma color & gamma color & gamma devices color & gamma devices color & gamma devices devices<!--</td--><td>calibration</td><td></td>	calibration	
IIIGUVK V0.03.3		

But if you calibrate:-

- choose 'this display is already calibrated' if you calibrate the display on the display level, usually by adjusting gamma, brightness and contrast with TV menu controls with the aid of a calibrating disc or a colorimeter or a spectrophotometer or anything like that. You will then have to tell madVR how you configure your display so that madVR can act appropriately.
- choose 'calibrate this display by using yCMS' if you want to calibrate the display using yCMS, at the GPU level. A colorimeter or a spectrophotometer is required. If you choose this option, also see 'devices —> 'your-display-name-here' —> color & gamma' section below.
- choose 'calibrate this display by using an external 3Dlut file' if you want madVR to reprogram the lookup table in your GPU from an external file generated from CMS programs like the stand-alone yCMS or dispcalGUI + ArgyIICMS.

Remember, if you calibrate your display using the latter two methods, your GPU must have at least 1GB of RAM. Lookup tables can take a huge amount of GPU memory.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)		×
🗙 💼 devices	calibration	
 Dell U2412M identification properties calibration display modes color & gamma color & gamma scaling algorithms rendering user interface 	 disable calibration controls for this display this display is already calibrated calibrate this display by using yCMS calibrate this display by using external 3DLUT files disable GPU gamma ramps 	
> • user interface	BT. 709: G: \codecs \calibration \latest \madVR 2014-03-20 11-55AM 0.3127x 0.329y Rec SMPTE C: Image: SMPTE C: EBU/PAL: Image: SMPTE C: DCI-P3: Image: SMPTE C: You don't have to provide a 3dlut file for every gamut. One 3dlut for all gamuts also works of the second	 x x<
madVR v0.89.3	OK Cancel	Apply

If you have a Dell U2412M A02 display, and want to have a go at using an external 3DLut in madVR, you can download an 'Absolute Colorimetric with white point scaling' 3DLut file <u>here</u>. For best results, you should also use this display <u>profile file</u> too, set it up in Windows' Color Management Control Panel applet. Set your U2412M to use 'Custom Color' preset, then set **R** value to 89, **G** value to 94 and **B** value to 79. Set brightness value to 52 while keeping contrast at default 75.

Go to 'devices —> 'your-display-name-here' —> display modes' section, as shown below.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)		Х
madVR settings - "SKULD" (127.0.0.1)	display modes ✓ switch to matching display mode ● when playback starts ○ when media player goes fullscreen ✓ restore original display mode ● when media player is closed ○ when media player leaves fullscreen ↓ treat 25p movies as 24p (requires Reclock or VideoClock)	×
	list all display modes madVR may switch to: (valid leave empty to disable automatic display mode matching Example: 1080p23, 720p50, 1366x768p59, 1080i29 use operating system refresh rate name, e.g. usually "23" for 23.976	
madVR v0.89.3	OK Cancel Apply	

Enable 'switch to matching display mode...' option to enable the refresh rate changer (also change desktop resolutions if you asked it to), and then choose between the self-explanatory options of '... when playback starts' or '... when media player goes fullscreen' to suit your preferences. The latter is better if you use full-screen exclusive mode.

Enable 'restore original display mode...' if you want madVR to return the refresh rate (and resolution) to its original state. Choose between the self-explanatory options of '... when media player is closed' or '... when media player leaves fullscreen' to suit your preferences. The latter is better if you use full-screen exclusive mode.

If you watch movies that was 'blessed' with the PAL speedup treatment, enable the 'treat 25p movies as 24p (requires Reclock or VideoClock)' option. You need to set up the player to use Reclock Audio Renderer, and also enable 'PAL SpeedDown (force to 24fps)' option in Reclock property page as shown below. Most of the time, anime doesn't need this enabled, unless you are watching European releases of licensed anime DVDs.

ReClock Audio Rend	lerer ×
Properties About	
Media infos File: FFFpeeps] Baka to Test to Shoukanjuu Ni! 06 [720p] Video stream: 23.976 fps, 1280x720p, NV12 12 bits Audio stream: 48000 Hz, 2 channel(s), 16 bits PCM][2D936BE7].mkv (in PotPlayerMini) Automatic V
Clocks correction System clock: 3032761.62 Hz System clock correction: +2433.62 Hz (+/- 8.48 ppm) Audio clock: 48069 Hz (21ms samp, +21ms sync) Audio correction: +21 Hz (pitch x1.00) Slave reference clock to audio (debugging only)	Video hardware Refresh rate: 59.952 Hz (DDR) Display: 1920x1200@60 (1/1) Renderers infos Video: madVideoRenderer Audio: DSound
Media adaptation Speed: Auto (best) Locked Cannot sync this CINEMA video to your hardware, but to played at 24.000 fps. Please set your monitor refresh ra	PAL SpeedDown (force to 24fps) o improve playback media will be ite near to a multiple of 24 Hz.
Use DSound resampling (not recommended)	Mute sound PAL SpeedDown Cpu: 2.5%
VSync adaptation No VSync tools available for this media Enable VSYNC correction Show VSYNC on scree Note: use SHIFT+CTRL+ALT+Function key for shortcuts	n (F9) 🗌 Tearing test (F10)
OK	Cancel Apply

With the 'list all displays mode madVR may switch to' option, you can tell madVR to change your display device refresh rate (and also resolution) to closely match the frame rate of the playing video. To use this option, your display device must be able to use multiple refresh rates (see your display device documentation for more information). If your display can only do 60Hz (many LCD computer displays are guilty of this phenomenon), then just set this option empty, and use the smooth motion frame rate conversion feature described near the bottom of this page.

Go to 'devices —> 'your-display-name-here' —> color & gamma' section, and enable the 'enable gamma' processing' option. This should only be done if you don't enable calibration at the 'devices ---> 'yourdisplay-name-here' ---> calibration' section, or calibrate the display using the 'calibrate this display by

Contain spoilers that you may hate but never biased in any way! using yCMS' option.

madVR settings - "SKULD" (127.0.0.1)					\times
devices Dell U2412M Dell U2412M properties calibration calibration f) display modes f) color & gamma	color & gamma brightness:	contrast:	saturation:	hue: 0 ◀ ►	
 scaling algorithms rendering user interface 	enable gamma proc desired display gamma pure power curve	tessing			
madVR v0.89.3			ОК	Cancel App	οlγ

For the 'desired display gamma/transfer function' option, choose 'pure power curve option'. The value should be between 2.20 to 2.40, depending on the ambient lighting in your room. The lower the lighting, the higher the number should be.

The 'brightness', 'contrast', 'saturation' and 'hue' values for the screen can also be adjusted here, and will only apply for the video that is playing. Usually, you shouldn't be messing up with these values though, unless your display has defects in it.

Go to 'processing --> deinterlacing' section, and set it exactly as shown below.

Contain spoilers that you may hate but never biased in any way

madVR settings - "SKULD" (127.0.0.1)		×
 • • • • • • • • • • • • • • • • • • •	deinterlacing Image: structure deinterlacing when needed Image: structure deinterlacing Image: struct	
madVR v0.89.3	OK Cancel Apply	

Go to 'processing —> artifact removal' section, and set it exactly as shown below.

madVR settings - "SKULD" (127.0.0.1)							×
> devices	artifact removal						
 image enhancements image enhancements image antifact removal image enhancements image antifact image enhancements image enhancements image antifact image enhancements <	reduce bandi default deba strength duri	ing artifacts nding strength: ing fade in/out:	O low	 medium medium 	⊖ high (● high		
madVR v0.89.3					OK	Cancel	Apply

Contain spoilers that you may hate but never biased in any way!

Go to 'processing —> image enhancements' section, and set it exactly as shown below. Demo: <u>Original</u> image, <u>FineSharp (default)</u>, <u>LumaSharpen (default)</u>, <u>AdaptiveSharpen (default)</u>.

madVR settings - "SKULD" (127.0.0.1)		×
 devices devices deinterlacing artifact removal image enhancements com control scaling algorithms rendering user interface 	image enhancements FineSharp strength: 2.0 LumaSharpen strength: 0.65 0.010 2.0 AdaptiveSharpen strength: 0.5 restore defaults	
madVR v0.89.3	OK Cancel Ap	ply

The new feature of madVR 0.89 is the zoom control function, available at 'processing —> zoom control' section. This feature was aimed primarily for users that has 2.35:1 displays, usually projector owners who also desires to watch 1080p 2.35:1 Blu-ray movies without having to settle with letterbox black bars.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)			×
> 💼 devices	zoom control		
	☐ disable scaling if image size changes by only: ✓ automatically detect hard coded black bars	2 lines or less	\sim
scaling algorithms	if black bars change pick one zoom factor:	which doesn't lose any image content	\sim
> ·· in rendering	if black bars change quickly back and forth		
> · user interface	don't switch more often than:	once every 2 sec	\sim
	O pick one common zoom factor:	which doesn't lose any image content	\sim
	notify media player about cropped black bars:	immediately after every change	\sim
	always shift the image:	to the top of the screen	\sim
	keep bars visible if they contain subtitles:	forever	\sim
	cleanup image borders by:	cropping 1 line from each border	\sim
	if there are big black bars:	zoom the bars away completely	\sim
	zoom small black bars away		
	✓ crop black bars		
madVR v0.89.3		OK Cancel App	oly

- The 'disable scaling if image size changes by only:' option should be disabled at all times.
- If you want to use the new zoom control feature, enable the 'automatically detect hard-coded black bars' option

What follows is the option that configure the 'zoom control' option.

- If black bars change pick one zoom factor Certain movies, such as the infamous <u>The Dark Knight</u>, are presented with multiple aspect ratios, therefore this option configure what the zoom control should do when the aspect ratio of the movie image changes during playback. You can choose between two extremes; the first one is to ensure that no parts of the video image area has been zoomed out of the screen (... which doesn't lose any image content) at the cost of occasional pillar boxes or letterboxes, the second one is to ensure that there are no black bars at all (... which doesn't show any black bars) at the cost of losing video image area presentation, and some compromises between the two (the rest of the options). Choose according to your preferences.
- If black bars change quickly back and forth... If aspect ratio of the video image area changes very
 often, usability problem can be mitigated by either reducing the zooming in/out rate at a certain
 specifiable level (... don't switch more often than:) or to just follow the methods mentioned in the
 first option above (... pick one common zoom factor:). Again, this is a personal preference.
- notify media players about cropped black bars Enable if you use MPC-HC, disable if you use PotPlayer, at least for now. If you do use this option, choose (... immediately after every change).
- always shift the image this option is used depending on the masking setting your display has.
 Usually there is no need to use this though.
- keep bars visible if they contains subtitles There are times when movie studios put hard-coded subtitles in the hardcoded black bars of a 1080p 2.35:1 video. This setting is supposed to fix those stupidity, either permanently for the whole playback (... forever) at the cost of seeing black bars or a specifiable period of time (the rest of the options).
- clean up image borders by This option will crop a specifiable amount of line(s) from the visible

Contain spoilers that you may hate but never biased in any way!

video image area. Will clip slight amount loss of video information at maximum setting.

- if there are big black bars This option will remove all black letterbox and pillar box bars. May cause a huge amount of clipping of video information at maximum setting.
- zoom small black bars away This option removes small black pillarbox bars that prevents the vertical edge of video image area from reaching the side of the display.
- crop black bar This option will crop small amounts of black bars, if any exists, around the video image area.

Go to 'scaling algorithms —> chroma upscaling' and 'scaling algorithms —> image upscaling' section, and you will found out that these two sections has nearly identical options. So many options, so the main question is 'Which algorithm is the best one'?

The answer to that question lies in four factors:-

- 1. What kind of display device you have and the resolution it is running on.
- 2. What is the resolution of the videos you are playing on the said display device.
- 3. What is the GPU you have.
- 4. What is your own personal taste.

Let's go to the first two factors first. If you have a FullHD (1080p) display (or higher) and mostly plays SD videos, you may want to choose algorithms that cause the least amount of ringing/haloing. The larger the gap between your display device resolution and the resolution of your video, the more pronounced the ringing problems will be, therefore, when you scoured TokyoTosho for more anime to download, always get the one that will match your display device resolution the closest. That's why those green meters that changed every time you switch the upscaling algorithm can be used as a guide. If you watch most 720p HD materials on a 1080p device, you can get away with algorithms with quite a bit of ringing in it without you seeing any of them in actual playback.

There is another rule of thumb I always follow (but you don't have to – see fourth factor below) when choosing upscaling algorithms: <u>The sharpness of the algorithm used in chroma upscaling section should</u> not exceed the sharpness of the algorithm used in the luma section. It could be the same, but not exceed <u>it</u>.

Now to the GPU factor, the better processing power it has (in form of shader counts), the more flexibility you can have in choosing what algorithm you can use. If you only has a 8400GS for example, you won't be able to use any of the heavy-hitting algorithms such as the spline resizer, especially if you display device resolution is big. A GPU like GTX760 should be able to run any scaler without too much problems (except NNEDI3 which is problematic for nVidia GPUs). If your GPU is lower than the recommended GTX650, you should consider using the fixed-function bilinear scaler option or even the DXVA scaler. The 'activate anti-ringing filter' also takes significantly higher GPU usage, but allows aliasing to be reduced in spline, Lanczos and Jinc resizers.

Then to the most important fourth factor mentioned above – you own personal taste. Who am I to complain if you like plenty of ringing, as long as you can see it sharp? Conversely, who am I to complain if you like your video flat-looking and dull? In the end, you are the one who will decide how to watch your videos. This guide is merely a guide, not a holy book or something. Experiment until you got the quality that best pleases your eyes. Although of course you will still need the flexibility that a powerful GPU can give to you.

Contain spoilers that you may hate but never biased in any way! As of now for me, the only scaler that matters is NNEDI3. It is sharper than Lanczos, and has less ringing and aliasing than Jinc. IMO this is what you should use, if you can, if you have the GPU power for it.

Contain spoilers that you may hate but never biased in any way!

> 🙆 devices	chroma upscaling	
Control of the second sec	processing done by GPU texture units:	*****
chroma upscaling	ONearest Neighbor (not recommended)	sharpness bide source artifacte
image doubling	OBinear	alasing
 image upscaling upscaling refinement 	processing done by custom pixel shader code:	ringing
> 🍅 rendering	O Mitchell -Netravali	other artifacts
> - interface	OBcubic	
	SoftCubic	set default
	Olanczos	passes: 2 + +
	O Jinc	strength: 1.00 • •
	OBlateral	
	Osuper-xbr	0100
	NNEDI3	
	32 neurons V	
	2 activate anti-cipains filter	
	activate SuperRes filter	
madVR v0.89.3		OK Cancel Apply
madVR settings - "SKULD" (127.0.0.1))
> 🛄 devices	image downscaling	
Control of the second of	processing done by GPU texture units:	******
- chroma upscaling	ONearest Neighbor (not recommended)	bide source artifacts
image doubling	OBinear	aliasing
 image upscaling upscaling refinement 	processing done by GPU video logic:	ringing
> C rendering	ODXVA2	other artifacts
> - 🛄 user interface	processing done by custom pixel shader code:	
	OMitchell-Netravali	
	Catmuli Kom Bicubic	
	SoftCubic	
	OLanczos	
	⊖ Jinc	
	sharoness: 50	
	Compress, 50	
madVR v0.89.3		OK Cancel Apply
madVR settings - "SKULD" (127.0.0.1))
> - Calevices	image doubling	
 Control processing Control processin	double luma resolution	double dhroma resolution
 hroma upscaling image downeraling 	O only if scaling factor is 2.0x (or bigger)	O only if scaling factor is 2.0x (or bigger)
image doubling	O only if scaling factor is 1.5x (or bigger)	O only if scaling factor is 1.5x (or bigger)
image upscaling	only if scaling factor is 1.2x (or bigger) a human if uncertains is needed	 only if scaling factor is 1.2x (or bigger) abusus - if uneralize is needed
> C rendering	aways - If upscaing is needed	 aways - ir upscaing is needed
> 🙆 user interface	NNEDI3, 32 neurons ~	NNEDI3, 32 neurons V
	auadouple luma resolution	auadounte chroma resolution
	O coly if scaling factor is 4.0x (or bioper)	only if scaling factor is 4.0x (or bigger)
	 Only if scaling factor is 3.0x (or bigger) 	O only if scaling factor is 3.0x (or bigger)
	O only if scaling factor is 2.4x (or bigger)	O only if scaling factor is 2.4x (or bigger)
	(e) always - if upscaling is needed	always - if upscaling is needed
	NNEDI3, 32 neurons V	NNEDI3, 32 neurons ~
	Coctuple luma/chroma resolution (similar setting	igs to quadruple)
madVR v0.89.3		OK Cancel Apply
madVR settings - "SKULD" (127.0.0.1)		1
> i devices	image upscaling	
 Caling algorithms 	processing done by GPU texture units:	champess
 image downscaling 	O Nearest Neighbor (not recommended)	hide source artifacts
- image doubling	OBlinear	aliasing
Image upscaling Upscaling refinement	processing done by GPU video logic:	ringing
> in rendering	ODXVA2	other artifacts
> - 🛄 user interface	processing done by custom pixel shader code:	
	O Mitchel-Netraval	
	Bicubic	
	SoftCubic	
	Soline	
	O Jinc	
	3 taps 🗸 🗸	
	Activate anti-cipairo filter	
	scale in linear light	
		OK Cancel Apply
mad/R v0.89.3 mad/R settings - "\$\$18.0" (127.0.0.1)		· · · · · · · · · · · · · · · · · · ·
madVR v0.89.3 madVR settings - "SKULD" (127.0.0.1) > (1) devices	upscaling refinement	,
madriR v0.89.3 madVR settings - "SKULD" (127.0.0.1) > devices > processing + consenses absorber	upscaling refinement)
madVR v0.89.3 madVR v0.89.3 > - devices > - processing	upscaling refinement	(
mad/R v0.89.3 mad/R v0.89.3 mad/R settings - "SKULD" (127.0.0.1) >	upscaling refinement FineSharp strength: 2.0 + >	
madrik vo.89.3 madrik vo.89.3 madrik settings - "SKULD" (127.00.1)	upcaling refinement	,
madrik vo.88.3 madrik stitings - "SKULD" (127.00.1)	upscaling refinement	,
madrit 40.88.3 madV8 settings - 'SKULD' (127.0.0.1)) Orcessing	upscaling refinement FineSharp strength: 2.0 • • UunsSharpen strength: 0.0 • •	,
madifit V98.3 mad/fit Settings - 'SKULD' (127.0.1)	upscaling reference Indextarp 2.0 + + Unandhargen strangter dange 10.05 + # 0.05 + #	experimental leater
madifit Volte3.3 madifi	uescaling refinement Pricellung Uniterplan U	experimental liniter
maclifit vol93.3 maclif		experimental linear
machin 409.3 machin 409.3 machin 409.3 machin 400.1 machin 400.1 machin 400.1 mage downsaling	uescaling referenert Problem uiterright 2.8 Ueschlangen etwerght 6.8 0.0323 + 1 10 0.0340-uthrapen etwerght 6.5	esperimental linitar
mathfit 0.8.3	uescaling reference:	equivinental linitar
mathYL 6.8.3 Market Stating: -2040CP (12.0.6.1) 	usaaling referenent arength 2.0 + 0 UursAburge intergift 6.6 int 0.625 4 int 1.0 Dagstechtagen strangth 0.5 int 0.5 in	experimental linetar
matRife data 3	uescaling referenent	esperinental linitar
matRife data	Lescalarg reference:	x xcegemental labler
A set of the set of th	upscaling refinement	experimental liniter
matRife data 3	uescaling refinerent	coperisental liniter

This is the best setting I can achieve with a GTX780 Ti for a 1200p monitor. NNEDI3 is objectively the best upscaler out there, but if you cannot use it due to the lack of GPU processing power, super-xbr is also a decent enough alternative.

Using any of the sharpeners in 'upscaling refinement' section is not recommended because they are better used at pre-upscaling stage in 'processing ---> image enhancement' section'.

If you enable the 'octuple luma/chroma resolution' option in the 'image doubling' section, then you should enable at least one option in the 'upscaling refinement' section. 'SuperRes' is recommended. Contain spoilers that you may hate but never biased in any way

NNEDI3 is really a very good upscaler especially for SD videos:-

Lucky Star SD upscaled to 1200p: NNEDI3 vs Jinc3.

http://screenshotcomparison.com/comparison/65513

NNEDI3



Jinc3

Contain spoilers that you may hate but never biased in any way



One madVR's convenient feature is profiles, which you can set for the 'processing', 'scaling algorithms' and 'rendering' sections. Below is an example on how to configure madVR to switch 'scaling algorithms' profiles depending on arbitrary conditions you wanted.

Example: You want to use NNEDI3 for image doubling your anime videos, but you have a crappy GPU that isn't a Titan Black or a R9 290x. Therefore you can only run luma and chroma NNEDI3 image doubling for SD videos, luma NNEDI3 image doubling for HD 720p videos, and nothing at all for Full HD 1080p videos.

Go to 'scaling algorithm' section, then click the 'create profile group' button.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)		×
 · · ·	scaling algorithms create profile group	
Create profile group Please select the settin Chroma upscaling image downscaling image doubling image upscaling upscaling refinement	× gs you want to create a profile group for:	
	OK Cancel	
madVR v0.89.3		OK Cancel Apply

Tick all 4 options above options, and click the 'OK' button.

Then create three profiles, with the names of your choice (in the example above, I use "SD", "HD" and "FullHD" respectively). Configure the 'SD' profile to use luma and chroma NNEDI3 image doubling, the 'HD' profile to use luma NNEDI3 image doubling only, while 'FullHD' profile to use no image doubling features at all. All three profiles use 3-tap Lanczos for image upscaling, bicubic sharpness for image downscaling. 'SD' and 'HD' profile use 3-tap Lanczos for chroma upscaling, while 'FullHD' profile use NNEDI3 32 neurons for chroma upscaling.

Then go back to the 'scaling algorithm' section, and configure madVR to automatically use the correct profile depending on *the resolution of the video played*. For the 'SD' profile, it will be activated if the video dimension has less than 1280 pixels in width AND less than 720 pixels in height, or if the video file has an .avi extension. The 'HD' profile will be activated if the video file name has the "720p" or "1280×720" strings in it. Some fansub groups does not tag their releases with the video resolution, therefore their group tag will be used instead to trigger the profile. The 'FullHD' profile will be activated if the video file name has the "1080p" or 1920×1080? strings in it. The 'FullHD' profile will be automatically triggered too if the 'SD' and 'HD' profiles are not triggered earlier.

Contain spoilers that you may hate but never biased in any way!



Copy-pasta-able example.

if (srcHeight

List of arguments, operators, keywords et. al. is <u>here</u>.

Go to `rendering -> general settings' section, and here is what you should do:-

Contain spoilers that you may hate but never biased in any way

madVR settings - "SKULD" (127.0.0.1)		Х
 devices processing scaling algorithms rendering general settings windowed mode settings windowed mode settings smooth motion dithering trade quality for performance wer interface 	general settings delay playback start until render queue is full delay playback start after seeking, too enable windowed overlay (Windows 7 and newer) enable automatic fullscreen exclusive mode disable desktop composition (Vista and Windows 7) only when media player is in fullscreen mode use Direct3D 11 for presentation (Windows 7 and newer) present a frame for every VSync use a separate device for presentation (Vista and newer) use a separate device for DXVA processing (Vista and newer) CPU queue size: 16 GPU queue size: 8 use a separate device for DXVA processing (Vista and newer)	
Inderit Volosio		

- Enable 'delay playback start until render queue is full' option.
 - Disable the 'delay playback start after seeking' if you use GPU decoding, or else you will find delays when seeking in files. You should only enable it if you use software decoding AND have really fast CPU, or use the QuickSync decoding method. Do not enable these two options if you want Potplayer's thumbnail preview feature to work correctly without seeing pauses during playback, or video playing automatically even if the video is paused manually.
- Disable 'enable windowed overlay (Windows 7 and newer)' option. Doesn't work with AMD GPUs, and has been depreciated by the 'present several frames in advance' option in 'rendering -> windowed mode settings' section.
- If you want to use fullscreen exclusive mode, enable the 'enable automatic fullscreen exclusive mode' option. This is recommended if you are using Windows XP, or have Aero disabled in Windows Vista or 7, or if you have tearing problems. If you don't have any problems with windowed mode playback, no need to enable this option. Also need to be enabled if you want to use 10-bit output in 'devices -> 'your-displayname-here' -> properties' section.
- The 'disable desktop composition (Vista and Windows 7)' should only be enabled if you want to use fullscreen exclusive mode, so that Aero doesn't compete with madVR for v-sync handling. Doesn't work in Windows 8.x unless you use full-screen exclusive mode.
- Enable the 'use Direct3D 11 for presentation (Windows 7 or newer)' option if you have the suitable GPU + OS combo. Also enable the 'present a frame for every V-Sync' option too.

Contain spoilers that you may hate but never biased in any way!

- Disable 'use a separate device for presentation (Vista and newer)' option. Enable this though if you want to use the 'smooth motion frame rate conversion' feature below.
- Enable 'use a separate device for DXVA processing (Vista and newer)' option.
- The CPU/GPU queues are now manually controlled, unlike the automated method used in 0.80. The default size of 16 (CPU queue size) and 8 (GPU queue size) should be OK.

Go to 'rendering -> windowed mode settings' section as shown below. If you have Windows 7 or later, enable the 'present several frames in advance' option. 'More often than not, the default setting below is good enough for most scenarios. If you see problems, might as well flush everything.

madVR settings - "SKULD" (127.0.0.1)	madVR settings - "SKULD" (127.0.0.1)				
> · i devices	windowed mode settings				
 c) processing c) scaling algorithms c) general settings c) windowed mode settings <lic) li="" mode="" settings<="" windowed=""> c) windowed mode settings</lic)>	present several frames in advance how many video frames shall be presented in advance: 8 when and how shall the GPU be flushed: flush after intermediate render steps flush & wait (sleep) after last render step don't flush after copy to backbuffer don't flush after D3D presentation				
madVR v0.89.3	OK Cancel Apply				

Go to 'rendering -> exclusive mode settings' section as shown below.

Contain spoilers that you may hate but never biased in any way

nadVR settings - "SKULD" (127.0.0.1)				
 devices rendering scaling algorithms rendering general settings windowed mode settings windowed mode settings smooth motion smooth motion trade quality for performance user interface 	exclusive mode settings			
madVR v0.89.3	OK Cancel Appl	/		

- Enable 'show seek bar' if you want to seek across the video timeline without exiting fullscreen exclusive mode.
- If you don't want madVR to enter fullscreen exclusive mode immediately after the player goes fullscreen, enable the 'delay switch to exclusive mode by 3 seconds' option.
- The 'present several frames in advance' option should always be enabled if you want to use fullscreen exclusive mode. But the new fullscreen exclusive mode in 0.5x series and later can be problematic sometimes in certain configurations (like black screen problems), therefore you can revert to old 0.49 smooth motion' section as shown below, and enable the 'enable smooth motion frame rate conversion' option to enjoy judderless video playback even if you have mismatched display refresh rate and video frame rate. You should not enable this if you are using something like SVP.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)	×	:
 devices processing scaling algorithms rendering general settings windowed mode settings exclusive mode settings smooth motion dithering trade quality for performance user interface 	smooth motion	
madVR v0.89.3	OK Cancel Apply	

The first option: 'only if there would be motion judder without it...' should be enough for those 60Hz-only displays out there.

- The second option: `...or if the display refresh rate is an exact multiple of the movie frame rate' is useful for displays that are more flexible when it comes to refresh rate availability. Use this in conjunction of madVR's refresh rate changer at `devices -> `your-display-name-here' -> display modes' mentioned above.
- Do not use the third option (always) unless you really need it. Actually, I don't really see any cases where you should enable this option.
- This feature requires additional GPU powers, so take this in mind when choosing your GPU.
- Go to `rendering -> dithering' section as shown below, and enable the appropriate options as advised.

Contain spoilers that you may hate but never biased in any way



dithering/algorithm:-

- None: Do not choose this unless you have really crappy GPU. Choose this only for performance reasons because the quality is crap.
- Random dithering: Also do not choose this unless you have really crappy GPU. Choose this only for performance reasons.
- Ordered dithering: Choose this if your GPU is not crap but do not support DirectX 11, or if you still happened to use Windows XP.
- Error Diffusion option 1: Choose this if you use Windows 7 or later, have a DirectX 11 discrete GPU with decent horsepower, and preferably use a monitor with 8-bit display bitdepth or higher.
- Error Diffusion option 2: Choose this if you use Windows 7 or later, have a DirectX 11 discrete GPU with decent horsepower, and use a monitor with 6-bit display bitdepth.

dithering/options:-

- Use colored noise: Best used with the two error diffusion options above. Do not enable in conjunction with the first three dithering algorithms.
- change dither with every frame: Enable this option.

Go to 'rendering -> trade quality for performance' section as shown below. Configure exactly as shown below. Enable all options if you have

Contain spoilers that you may hate but never biased in any way! a low-end card. These settings, when enabled will reduce quality but will also reduce the burdens placed on the GPU. Disable `lost BTB and WTW if it improves performance' option if you use `custom levels...' option in `devices -> `your-display-name-here' -> properties' section.

madVR settings - "SKULD" (127.0.0.1)		\times
 devices processing scaling algorithms rendering general settings windowed mode settings windowed mode settings exclusive mode settings smooth motion dithering trade quality for performance user interface 	trade quality for performance these may give a performance advantage for a small loss in quality: optimize subtitle quality for performance instead of quality use DXVA chroma upscaling when doing native DXVA decoding store custom pixel shader results in 16bit buffer instead of 32bit don't use linear light for dithering don't use linear light for dithering don't use linear light for smooth motion frame blending don't use linear light for smooth motion frame blending use 10bit chroma buffer instead of 16bit use 10bit image buffer instead of 16bit use lower bitdepth for yCMS 3DLUT calibration: 7 bit these should not be used, but you're the boss: use half frame rate for DXVA deinterlacing true tust DXVA color & levels conversion	
madVR v0.89.3	OK Cancel Apply	

Go to 'user interface -> keyboard shortcuts' sectionand here you can assign custom shortcuts for many of madVR functions, so that you can change them without entering madVR options. Enable the 'use only if media player has keyboard focus' option so that those shortcuts only works when the media player has windows focus.

Contain spoilers that you may hate but never biased in any way!

madVR settings - "SKULD" (127.0.0.1)			×
madVR settings - "SKULD" (127.0.0.1)	keyboard shortcuts use only if media player has keyboard focus action debug OSD - toggle on/off debug OSD - reset statistics create freeze report output levels - toggle create levels	shortcut Ctrl+J Ctrl+R Ctrl+Alt+Shift+Break Ctrl+Alt+Shift+Y Ctrl+Alt+Shift+Y	edit
	source levels - toggie source black level - increase source black level - decrease source white level - increase source white level - decrease source brightness - increase source brightness - decrease source contrast - increase source contrast - decrease source saturation - increase source saturation - decrease source hue - increase source hue - increase source hue - decrease source color control - reset	Ctri+Ait+Shift+1	~
madVR v0.89.3	n	OK Cancel	Apply

Click the 'Apply' button to save your changes, and click 'OK' to exit the property page and return to the video player. Configuration time is now finished.

3DLUT CREATION WORKFLOW.

Things you need:-

- Colorimeters or specthrophotometers that is supported by ArgyllCMS such as X-Rite i1 DisplayPro and ColorMunki Display. See full list <u>here</u>.
- 2. ArgyllCMS 1.6.1 or later -<u>http://www.argyllcms.com/downloadwin.html</u> (32-bit version is enough). Unzip content to a folder of your choice.
- dispcalGUI 1.5.3.1 or later <u>dispcalgui.hoech.net</u>. Download and install it.
- for users of X-Rite il Display Pro, ColorMunki Display and Spyder 4 colorimeters, an optional Calibration Spectral Sample file (.ccss) for your monitor.

Connect your calibration device and make sure the drivers are all working.

Go to 'All Programs -> LAV Filters -> madVR Test Pattern Generator' to start up the test chart display window. Enable the 'stay on top', 'use full screen', 'disable VideoLUTs' and 'disable 3dlut' options.

Contain spoilers that you may hate but never biased in any way!



Start up dispcalGUI, and a window like below will show up. If it ask for the location of the ArgyllCMS, point to where you have unzipped the contents of the ArgyllCMS archive file.

Contain

<u>noilers that you m</u>	av hate but never biased in any way!		
	dispcalGUI 1.7.5.7		×
<u>File Options T</u> oo	ols <u>L</u> anguage <u>?</u>		
dis Display	Calibration and Characterization powered by Argyll CMS		
Settings <current< td=""><td>></td><td>🗸 🖪 🗑 🖄</td><td>i</td></current<>	>	🗸 🖪 🗑 🖄	i
Update	e calibration		
- Display device	2. Instrument		
madVR 1.	✓ ◀記▶ i1 DisplayPro, ColorMunki Display ∨ Mode	LCD (generic)	¥
White level drift	compensation Black level drift compensation		
Correction Auto (1	None)	3. v 🖻 🌖	
- Calibration settings			
Whitepoint	Chromaticity coordinates V 0.3127 x 0.329 v Measure		
White level	As measured V		
Plack level			
Ione curve	Rec. 1886 👻 🔸		
Calibration speed	Low Interactive display adjustment		
Profiling settings			
Profile quality	High Profile type XYZ LUT + swapped matrix V Advanced 5.		
B	lack point compensation 🗹 Low quality B2A table 6.	8.	
Testchart file mad	WR 7.	v 🖪 🖶 1399	
Profile name %d	ns %Y-%m-%d %H-%M%p %cb %wp %cB %ck %cg %cq-%pq %pt	💡 📊 9.	
mad	VR 2014-03-20 11-25AM 0.3127x 0.329y Rec. 1886 S XYZLUT		
	10.		
	Calibrate only Calibrate & profile Profile only		

- Set 'display device' option to 'madVR'. 1.
- 2. Click that icon so that dispcalGUI detects your meter.
- 3. If you have a .ccss file for your meter + monitor combination, specify it here. If you do not have one, set it to 'Auto'.
- 4. Set 'tone curve' option to 'Rec. 1886'.
- Set 'profile type' option to 'XYZ LUT + swapped matrix'. 5.
- 'Black point compensation' option should be disabled, while 'Low 6. quality B2A table' option is enabled.
- Set 'Testchart file' option to 'madVR'. 7.
- Click the colourful 'test chart editor' icon to bring up the test 8. chart editor window like the one below.

Contain spoilers that you may hate but never biased in any way

			Edit testcr	iara maavitari		
White patches	4	Single channel patche	es 33 🏼 🔹 pe	er channel Black patches 4		
Neutral patches	97 🔶	Multidimensiona	al 9 🗘 🗸	Centered steps = 1241 patches (17 neutral)		
Iterative patches 0 Distribution Optimized farthest point sampling V						
Adaption	10 🔺	% Angl	le 📃	3333		
Gamma	1.00	Neutral axis emphasi	sis 50			
✓ Preconditionia	na profile Rec709.icm	n		V 🛱 Current pro		
	5.					
Limit samples	to sphere L 50	韋 a 🛛	🔹 b 0 🔶	Radius 255		
Course descent		- Kana da Davia la s		ffeet (1 #) 40 A Newtool D CB white Cd C 77D commencies		
Create diagnosti	c VRML file 🗌 Lab loc	ations 🔽 Device loc	cations RGB black o	ffset (L*) 40 • Neutral RGB white GZIP compression		
Create diagnosti	c VRML file 🗌 Lab loc	ations 🔽 Device loc	cations RGB black o	ffset (L*) 40 • Neutral RGB white GZIP compression		
Create diagnosti	c VRML file Lab loc	Save	Save as	ffset (L*) 40		
Create diagnosti	c VRML file Lab loc	Save	Cations RGB black o	ffset (L*) 40		
Create diagnosti	c VRML file Lab loc Create testchart ation sweeps 5	Save	Save as	ffset (L*) 40 ▲ Neutral RGB white ✓ GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00 ▲ B 0.00 ▲		
Create diagnosti Add satur	c VRML file Lab loc Create testchart ation sweeps 5	Save R G	BCM	offset (L*) 40 ▲ Neutral RGB white ✓ GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00 ▲ B 0.00 ▲		
Create diagnosti Add satur Add reference	c VRML file Lab loc Create testchart ation sweeps 5 ce patches	ations Device loc Save R G Relative to target prof	B C M	ffset (L*) 40 ▲ Neutral RGB white ✓ GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00 ▲ B 0.00 ↓ Change patch order Sort RGB gray to top ✓ Apply		
Create diagnosti Add satur	c VRML file Lab loc Create testchart ation sweeps 5 ce patches	Save R G Relative to target prof	B C M	ffset (L*) 40 Image: Neutral RGB white Image: GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00 B 0.00 Image: Discard Y Custom color R 0.00 Image: Discard Image: Discard Image: Discard Y Custom color R 0.00 Image: Discard Image: Discard Image: Discard Y Custom color R 0.00 Image: Discard Image: Discard Image: Discard Y Custom color R 0.00 Image: Discard Image: Discard Image: Discard Y Custom color R 0.00 Image: Discard Image: Discard Image: Discard Y Custom color R 0.00 Image: Discard Image: Discard Image: Discard Change: patch order Sort RGB gray to top V Apply		
Create diagnosti Add satur Add referen	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V F	ations ☐ Device loc Save	RGB black of Save as BCM file whitepoint RGB_B	ffset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00		
Create diagnosti Add satur Add referend	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V F RGB_R 100.0	ations Device loc Save R G Relative to target prof RGB_G 100.0	RGB black o Save as BCM file whitepoint RGB_B 100.0	ffset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00		
Create diagnosti Add satur Add referend 1 2	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V F RGB_R 100.0 0.0	ations Device loc Save R G R G Relative to target prof RGB_G 100.0 50.0	RGB black o	ffset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00		
Create diagnosti Add satur Add referend 1 2 3	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V F RGB_R 100.0 0.0 0.0	R G Relative to target prof RGB_G 100.0 50.0 62.5	RGB black of Save as BCM file whitepoint RGB_B 100.0 25.0 37.5	ffset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00		
Add satur Add referent 1 2 3 4	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V f RGB_R 100.0 0.0 0.0 37.5	R G Relative to target prof RGB_G 100.0 50.0 62.5 62.5	RGB black of Save as BCM file whitepoint RGB_B 100.0 25.0 37.5 37.5	ffset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00		
Add satur Add referent 1 2 3 4 5	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V f RGB_R 100.0 0.0 0.0 37.5 68.75	R G Relative to target prof RGB_G 100.0 50.0 62.5 62.5 56.25	RGB black o Save as B C M file whitepoint RGB_B 100.0 25.0 37.5 37.5 37.5 6.25 4.25	offset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00		
Add satur Add referend 1 2 3 4 5 6	c VRML file Lab loc Create testchart ation sweeps 5 ce patches V f RGB_R 100.0 0.0 0.0 0.0 0.0 0.0 87.5 68.75 87.5	R G Relative to target prof RGB_G 100.0 50.0 62.5 62.5 56.25 75.0	RGB black o Save as B C M file whitepoint RGB_B 100.0 25.0 37.5 37.5 6.25 12.5	ffset (L*) 40 Neutral RGB white GZIP compression Export Save VRML file(s) as Discard Y Custom color R 0.00 Y Custom color R 0.00 B 0.00 Change patch order Sort RGB gray to top ✓ Apply W W		
Create diagnosti Add satur Add reference 1 2 3 4 5 6 7	c VRML file □ Lab loc Create testchart ation sweeps 5 ce patches ♥ F RGB_R 100.0 0.0 0.0 0.0 37.5 68.75 87.5 73.9583	R G R G Relative to target prof RGB_G 100.0 50.0 62.5 62.5 56.25 75.0 73.9583	RGB black o Save as B C M file whitepoint RGB_B 100.0 25.0 37.5 6.25 12.5 73.9583	offset (L*) 40 Neutral RGB white GZIP compression Export Discard Y Custom color R 0.00 G 0.00 B 0.00 F B 0.00 Apply W K K K Castom color R R		

- Enable the 'precondtioning profile' option, and then press the icon at the left of the 'Current Profile' button, and then load the Rec709.icm file from the 'ref' sub-folder in the ArgyllCMS folder.Then click the 'Close' icon at the top-right of the window, and you will be prompted to save the edited test chart. Save it somewhere you wanted that is easily accessible.After that, back in the 'Step 7' above, make sure the newly created test chart you have just saved is being used for calibration, by clicking the folder icon on the left of the 'test chart editor' icon, and then browsing to the folder where you have saved the chart file before.
- 9. Specify where you want to save the resulting calibration files. You should do this because dispcalGUI default save folder sucks.
- 10. Position the madVR Test Pattern Generator window on the middle of your screen, put your meter over it, and then click 'Calibrate & profile' button.
- If you use ColorMunki Display like me, the calibration process will take at least an hour. It can be faster if you use a meter like X-Rite il Display Pro.

Once the calibration process is done, you will see the pop-up window below.

Contain spoilers that you may hate but never biased in any way!

	Install profile
9	Calibration and profiling complete!
	Gamut coverage: 93.6% sRGB, 68.6% Adobe RGB
	Preview calibration Show profile information
	 Load calibration on login Let the operating system handle calibration loading (low quality)
	Don't install profile Install profile

Click 'Don't install profile' button to return to dispcalGUI window.

4	dispcalGUI 1.7.5.7	_ 🗆 X
File Options	Tools Language ?	_
	Report on uncalibrated display device	
	Report on calibrated display device	
	Verify calibration	
Settings ma	d Measurement report	· · · · · · · · · · · · · · · · · · ·
L	Update measurement report	
 Display device 	Measure display device uniformity	
madVR	Check measurement file	Display V Mode LCD (generic) V
White leve	Automatically check measurements	nsation
Correction A	Import colorimeter corrections from other display profiling software	~
- Calibration set	Create colorimeter correction	
Whitepoint	Upload colorimeter correction	_
whitepoint	Create synthetic ICC profile	
White level	Create 3D LUT	
Black level	Enable Spyder 2 Colorimeter	
Tone curve	Show curves	
Calibration spe	e Show log window	
- Profiling settin	Show log window automatically	
Profile quality	High Profile type XYZ LUT + swapped matrix V Advance	ed
	Black point compensation I Low quality B2A table	
Testchart file	madVR 2014-03-20 11-55AM 0.3127x 0.329y Rec. 1886 S XYZLUT.icm	v 🖪 💾 1399
Profile name	%dns %Y-%m-%d %H-%M%p %cb %wp %cB %ck %cg %cq-%pq %pt	· · · · · · · · · · · · · · · · · · ·
	madVR 2014-03-20 13-57PM 0.3127x 0.329y Rec. 1886 S XYZLUT	
	Calibrate only Calibrate & profile Profile only]

Contain spoilers that you may hate but never biased in any way! Back in dispcalGUI main window, go to 'Tools -> Create 3D LUT...' option, and the window below will appear.

*	Create 3D LUT	- 🗆 🗙
Source profile	Rec709.icm	1. V
	Rec709 ITU-R BT. 709	
Abstract ("Look") profile		× 🖪
	2.	
Target profile	madVR 2014-03-20 11-55AM 0.3127x 0.329y Rec. 1886 S XYZLUT.icm V	Current profile
	madVR 2014-03-20 11-55AM 0.3127x 0.329y Rec. 1886 S XYZLUT	
Tanut an cadina		
	TV RGB 16-235	
Apply BT 1886 gamma mapping		
Rendering intent	Absolute colorimetric with white point scaling V 6	
3D I I IT file format	madVR (3dlut)	
3D LUT size	65x65x65	
	Cr	8. reate 3D LUT

- Set the 'source profile' option to use the 'Rec709.icm' file from the 'ref' folder in ArgyllCMS folder.
- Set the 'Target profile' option to use the .icm file you have saved during the calibration process.
- 3. Enable the 'Apply calibration (vcgt)' option.
- 4. 'Output encoding' should be set to 'TV RGB 16-235' and nothing else.
- 5. Enable the 'Apply BT. 1886 gamma mapping' option with the 'Absolute' option. As for the gamma values, it is up to you to choose, depending on ambient light in your room.
- 6. Set 'Rendering intent' option to 'Absolute colorimetric with white point scaling'. Actually you can use other options too like 'absolute colorimetric' or 'relative colorimetric' to suit your preference.
- 7. Set '3D LUT file format' to 'madVR'.
- 8. Click 'Create 3D LUT...' button to start creating the 3D Lut file. Before the process starts, it will ask you where to save the resulting .3dlut file, so just save it in the same folder from no.2 above. This process will take a couple of minutes.

Contain spoilers that you may hate but never biased in any way!

Create 3D LUT	×
Elapsed time 00:00:50	Cancel
	Create 3D LUT Elapsed time 00:00:50

You now have a .3dlut file to be used in 'devices -> 'your-display-namehere' -> calibration' above.

All comments should be posted at the page(s) that referenced this subarticle.

Share this:

- <u>Facebook</u>
- <u>Google</u>
- <u>Twitter</u>
- <u>Pinterest</u>
- 0

Like this:

Like Loading...