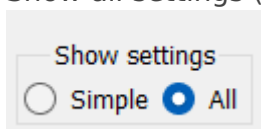# Play funscripts using VLC and MultiFunPlayer

What you need

- Your stroker
- [VLC Media Player](#)
- [MultiFunPlayer](#)
  - The standard release will ask you to download .NET runtime version 8
  - The *Self-contained* version doesn't require any extra dependencies, and will work out of the box
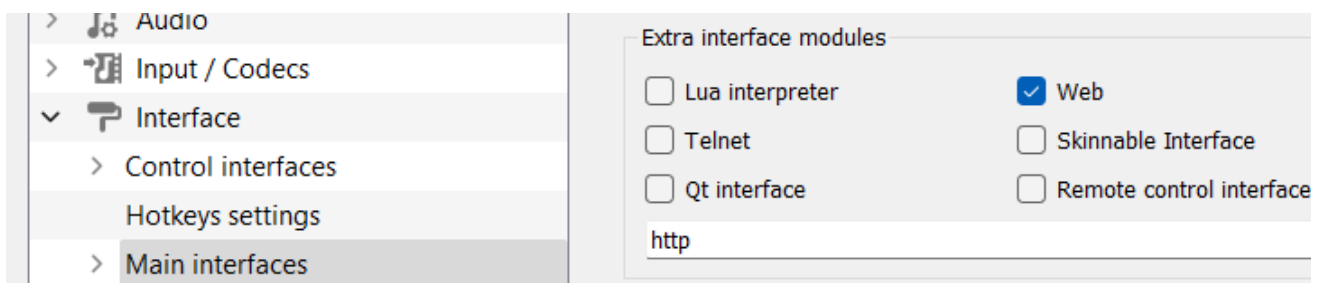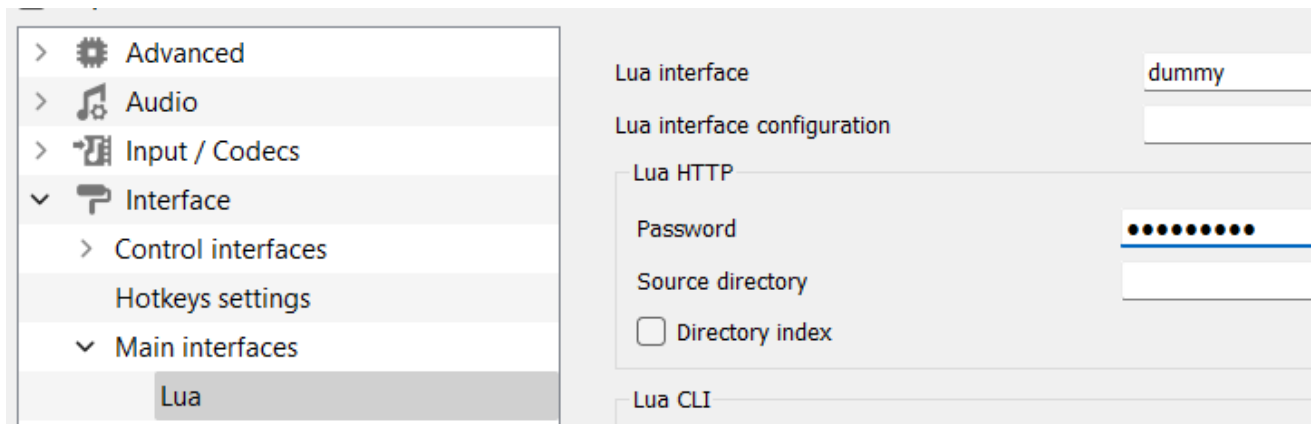
Configuration

1. **Configure VLC**
   1. `Tools > Preferences` (Ctrl + P)
   2. Show all settings (on the bottom left of the window)

   3. Scroll down to `Interface` and **click on** `Main interfaces`
      Tick the checkbox for `Web`

   4. Click on the arrow next to `Main interfaces`, go to `Lua`, and enter a password in the *Password* field.
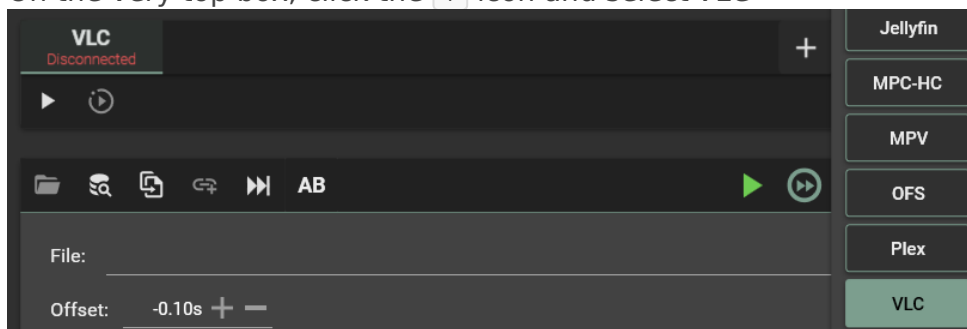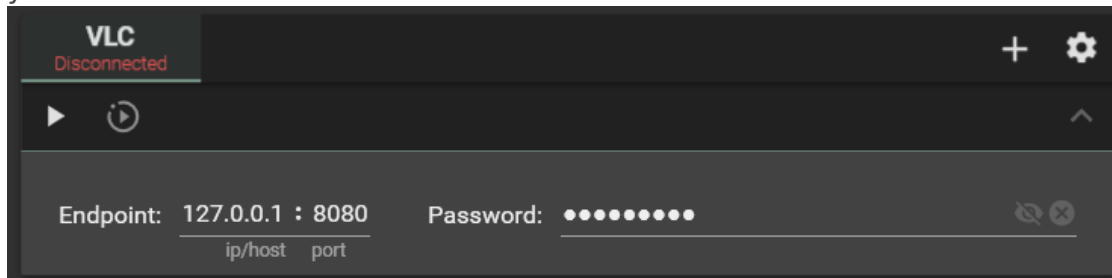
5. Save, close VLC and reopen it

2. **Configure MultiFunPlayer**
   1. Connect to VLC
      - On the very top box, click the `+` icon and select *VLC*

      - Click the dropdown arrow on the right of the box, and enter the same password you entered in the VLC Preferences

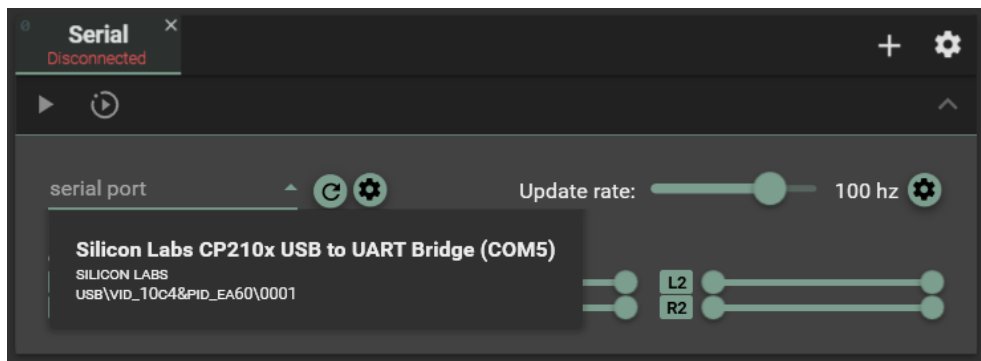   - Click on the Play button under the "VLC" tab, and it should connect to VLC

   2. Connect to your stroker
      - Plug in the USB cable
      - At the very bottom of the interface, click on the `+` button on the right, and select *Serial*
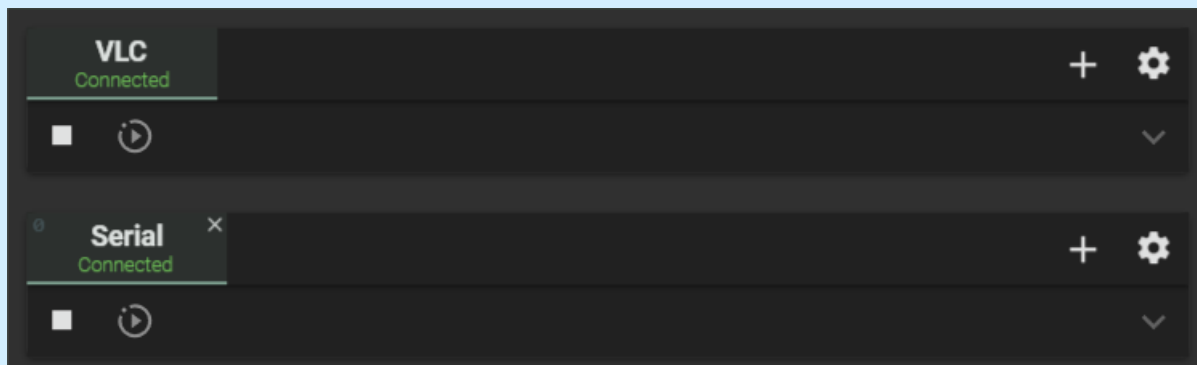

      - Click the `serial port` dropdown menu, and select your microcontroller (pictured: **ESP32**)

- Click the play arrow under **Serial** to connect to it
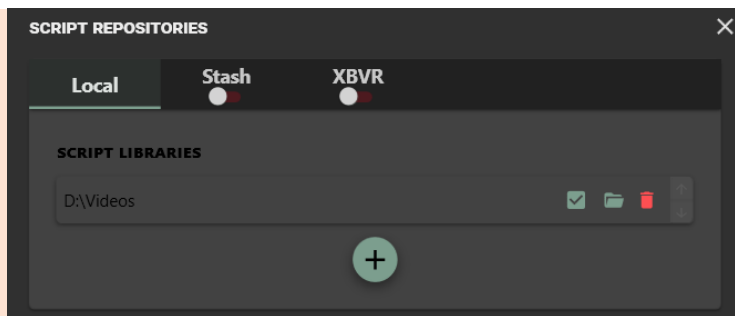
Your interface should now look something like this

Playing back a video alongside a funscript

1. Open a video with VLC
2. MultiFunPlayer will automagically pick up the funscripts and assign them to the right axes, if
   - They are stored alongside the video
   - They are in the same folder as the video
   - They are [named correctly]

In MFP version 1.28, it appears the funscripts don't load automagically alongside VLC. To remedy this, click the *Script Repositories* button (the three stacked pancakes with a magnifying glass), and add either the folder of your video as a source, or its parent folder and make it recursive using the checkbox to its right.

[Source](#)

The above issue seems to be fixed in version 1.29 Alpha

[Source](#)

Happy stroking!

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